



**MAGAZINE**

**PRO**

14.08.15 |

This week's TOPIC :



**THINK BEFORE U SHARE !!!**

*AMM*

*Digital Footprint*

*Pranav Srinivas.M & Vasanthan.S.S*

[www.emagazine.com](http://www.emagazine.com)



**Cnt:9841095509**

# What is Digital Footprint ?

A Digital footprint, sometimes

Known as digital dossier,

Is the body of data that exists as a result of actions and communications online that can in some way be tracked back to an individual.



The Digital Footprint applicable specifically to the World Wide Web is the internet footprint; also known as cyber shadow. Information is left behind as a result of user's web – browsing and stored as cookies.



# Our digital footprint is important

Our digital footprint can impact:

- Our online reputation and image.
- Our real life reputation and image.
- Our employment prospects.
- Our admission to school, university or groups.
- Our relationships with friends, family, teachers and other people in our network.
- The reputations of friends, family, teachers and other people in our network.



Managing your Digital Footprint

Your parents, teachers, employers, future colleges, and police can find it as well.



  
**MAINTAIN  
A  
SECURE  
DIGITAL  
FOOTPRINT**

**Control ur DIGITAL FOOTPRINT & BE AWARE !!!**

# e-SAFETY

AN INITIATIVE FOR THE MODERN GENERATION



**IS DATING ONLINE THE BEST CHOICE?**



E-SAFETY



PRIVACY—A RIGHT OR A GIFT

*Amrita Vidyalayam*

*Online Privacy, e-safety, Online dating*

*Vaidya Kabir.V & Varun.M*









## PRIVACY: A RIGHT OR A GIFT?

One of the biggest

threats to people nowadays is leaking of information online. Thus a lot of emphasis has to be done in maintaining ones privacy. Privacy of personal information should be a right enjoyed by everyone. However, in today's world, it is more like a gift, wanted by all but received by few.

People have to be extremely cautious about what they post online, to which websites they visit and with which kind of people they communicate.

The most vulnerable areas from where information can leak are from social networking sites, banking portals, shopping websites and online MMORPG games.



Thus, e-safety is a matter of concern for many. People need to emphasize on the following points for ensuring more security in their online affairs.

1. Keep Your Online Identity Secret
2. Your Username and Password Belong to You ... And Only You
3. The Internet has a Great Memory ... So Keep Its Memory of You Clean
4. Be Good Online ... Just Like You Are Offline
5. Be Extremely Careful about Meeting Someone



Many people have quoted on the importance of safety.

- For safety is not a gadget but a state of mind. ~Eleanor Eyeret
- Better a thousand times careful than once dead. ~Proverb  
Precaution is better than cure. ~Edward Coke
- Safety means first aid to the uninjured. ~Author Unknown
- Prepare and prevent, don't repair and repent. ~Author Unknown
- It's better to crash into a nap than to nap into a crash.

~Author Unknown

• Know safety, no injury. No safety, know injury. ~Author Unknown

• If safety is a joke, then death is the punchline. ~Paul LeForest

Thus we are

finally able to understand the importance of safety.





## bE SAFE!!!

You simply need some common sense and practical advice. Follow these basic guidelines and you can shop online with confidence. Here are a few tips for staying safe online.

### 1. Use Familiar Websites

Start at a trusted site rather than with a search engine. Search results can be rigged to lead you astray, especially when you drift past the first few pages of links. If you know the site, chances are it's less likely to be a rip off.

### 2. Look for the Lock

Never give, ever buy anything online using your credit card from a site that doesn't have SSL (secure sockets layer) encryption installed—at the very least. You'll know if the site has SSL because the URL for the site will start with HTTPS:// (instead of just HTTP://). An icon of a locked padlock will appear, typically in the status bar at the bottom of your web browser, or right next to the URL in the address bar.

### 3. Don't Tell All

No website needs your social security number or your birthday to do business. However, if crooks get them, combined with your credit card number for purchases, they can do a lot of damage. The more they know, the easier it is to steal your identity. When possible, default to giving up the least amount of information.

### 4. Check Statements

Don't wait for your bill to come at the end of the month. Go online regularly during the holiday season and look at electronic statements for your credit card, debit card, and checking accounts. If you do see something wrong, pick up the phone to address the matter quickly. In the case of credit cards, pay the bill only once you know all your charges are accurate. You have 30 days to notify the bank or card issuer of problems, however; after that, you might be liable for the charges anyway.



### 5. Inoculate Your PC

Swindlers don't just sit around waiting for you to give them data; sometimes they give you a little something extra to help things along. You need to protect against malware with regular updates to your anti-virus program.



# AUTHENTICATION KNOWLEDGE

## What is authentication Knowledge?

In education, **authentication knowledge** is an instructional approach that allows students to explore, discuss, and meaningfully construct concepts and relationships in contexts that involve real-world problems and projects that are relevant to the learner. It refers to a “wide variety of educational and instructional.” Which is also called as knowledge based authentication.



*Crescent*

*Authentication(Hologram) Knowledge*

*Muhammad.A & Mohammed Raziq Fare*

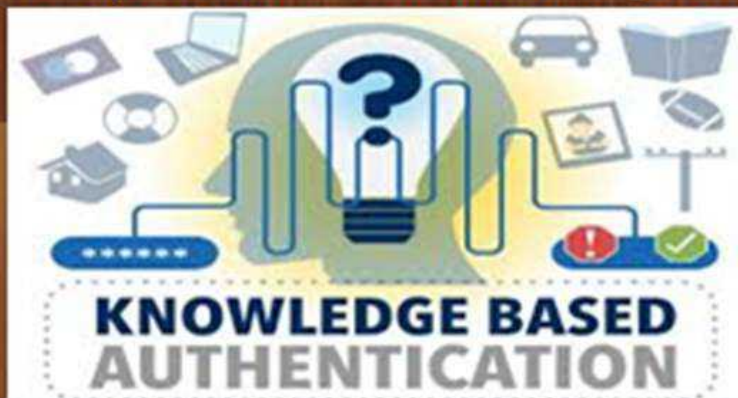




**Knowledge-based authentication (KBA)**, commonly referred to as KBA, is a method of authentication which seeks to prove the identity of someone accessing a service, such as a financial institution or website.

These are categorized into two types:

**Static KBA (Shared Secrets)** - Static KBA, also referred to as "shared secrets" or "shared secret questions", is commonly used by banks, financial services companies and e-mail providers to prove the identity of the customer before allowing account access, or as a fall-back if the user forgets their password.



**Dynamic KBA** - Dynamic KBA is a high level of authentication that uses knowledge questions to verify each individual identity, but does not require the person to have provided the questions and answers beforehand. Questions are compiled from public and private data such as marketing data, credit reports, or transaction history.

## Ownership

### How Can a Knowledge-Based Authentication System help businesses?

This robust, knowledge-based authentication system allows financial services providers, card issuers, retailers and order processors to customize their risk exposure for each transaction. Enhance your customer satisfaction by taking a risk-based approach to identity authentication by targeting only the riskiest consumers with increased verification. Simply review their Precise ID<sup>SM</sup> score or other criteria. When risk warrants it, initiate an interactive question session for further verification. This fosters a positive, convenient customer experience and provides you with a more accurate picture of the applicant through multisource credit and noncredit data. Knowledge IQ complies with both the Gramm-Leach-Bliley Act and the Fair Credit Reporting Act and is ideal for non-face-to-face transactions, such as Internet and call center applications. The breadth of data and complex modeling make this platform one of the most advanced in the marketplace.



14.8.15  
FRIDAY

# CAFÉ N SAFE

Deals on safety measures

EDITION 18

14.8.15

INSIDE THIS  
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By -  
Ananth  
Pranav  
**'N'**  
Hem  
Chander  
Raja

Social  
Network,  
Danger for  
women and  
children

Do social networking sites isolate people and truncate their relationships? Or are there benefits associated with being connected to others in this way? In March 2016, we examined SNS in a survey that explored people's overall social networks and how use of these technologies is related to trust, tolerance, social support, community, and political engagement.



## Breaking Social Media

social@3times.com

San Francisco, CA 94103

## Social Media "The Future of News!"



*DAV Adambakkam  
(Social Media & Network danger for  
Women and Kids)  
Ananth Pranav & Hemchanderaja.S*



## SOCIAL

[Picza.co](http://Picza.co) is a website created by a student of DAV school Adambakkam. This website is a social network for the people of all the ages where they can share their pictures. It doesn't allow direct download of images. People from various countries use this website.

This website is currently valued \$200. This website is produced by [IceCubes](http://IceCubes) created by himself. For now it is running at a profitable range.

Picza : <http://www.picza.co>

IceCubes : <http://www.icecubes.info>

## HACK N WHACK

WHAT IS A SOCIAL NETWORK?

A social networking service (also social networking site or SNS) is a platform to build social networks or social relations among people who share similar interests, activities, backgrounds or real-life connections. A social network service consists of a representation of each user (often a profile), his or her social links, and a variety of additional services. Social network sites are web-based services that allow individuals to create a public profile, create a list of users with whom to share connections, and view and cross the connections within the system. Most social network services are web-based and provide means for users to interact over the Internet, such as e-mail and instant messaging. Social network sites are varied and they incorporate new information and communication tools such as mobile connectivity, photo/video sharing and blogging. Social networking sites allow users to

'Distracted from  
distraction by  
distraction'

T.S. Eliot



Bill  
Gates

'The Internet is  
becoming the town  
square for the global  
village of tomorrow'



Do you know?  
Of the 247 BILLION email messages sent every day, 81% are pure spam.

## SCAM N SPAM - Women

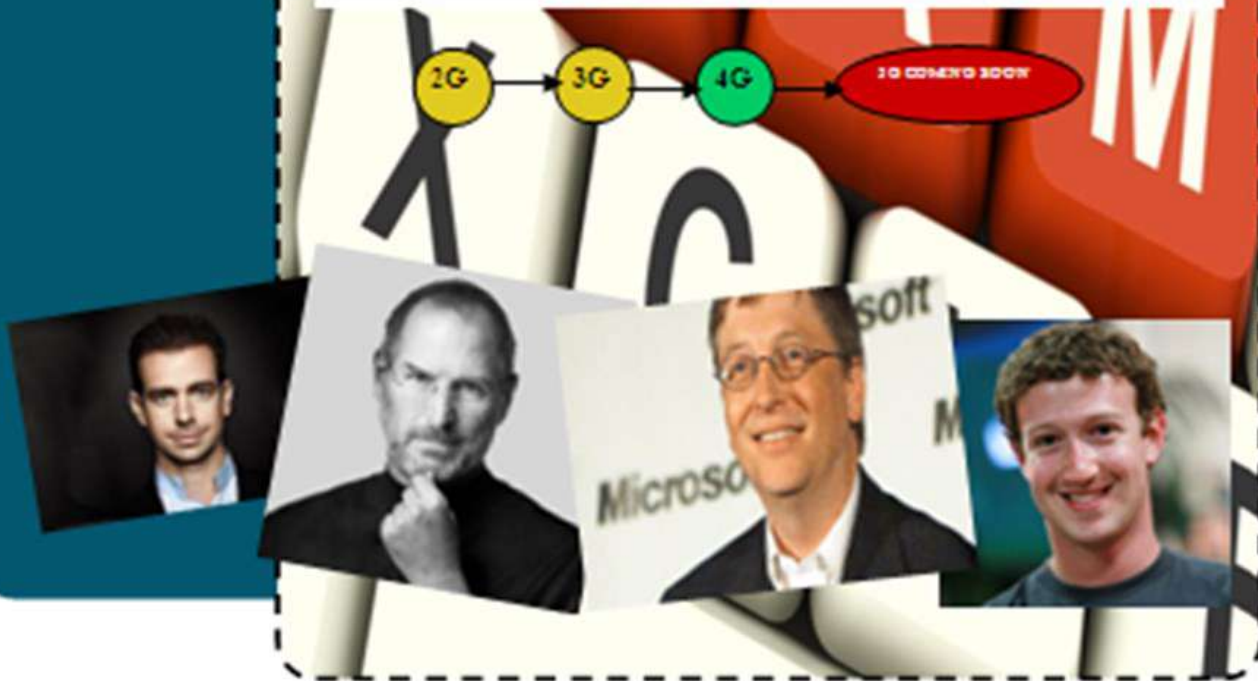
We all need to be aware of the dangers of doing business or interacting with people online, so why are we focusing on young women? As demographic, young women aged 18 to 25 probably spend more time online than any other group. Online privacy and security should be a concern for all women. Microsoft has conducted studies that show that there are differences in the way men and women approach technology and security issues. In a survey of over 10,000 mobile and desktop users around the world, only 23 percent of women kept their software on their smartphones up to date, compared to 32 percent of men.

As a professional, What do you think are some challenges women face while engaging in social networking?



Reference : <http://www.ipost.com/blog/data-breaches/what-every-young-woman-should-know-about-online-privacy-and-security/>

**"If something sounds too good to be true... there's probably a scammer behind it"**



CAFÉ N SAFE

## KIDS N BIDS

### Kids today!

For kids and teens, social media is an essential part of their lives, much the way telephones were important to us at their age. About 90% of teens have used some form of social media and 75% have a profile on a social networking site, experts say. More than half of all American teens visit social networking sites every day. These numbers are way up from just a few years ago, and there's almost no chance of them ever coming down again. There are plenty of good things about social media — but also many potential dangers and things that you want your kids and teens to avoid. They don't always make the smartest choices when they post something to a site like Facebook or YouTube, and sometimes this can lead to problems. So it's important for parents to teach their kids how to use social media wisely.



#### The Good

Social media can help kids:

- stay connected with friends and family
- volunteer or get involved with a campaign, nonprofit, or charity
- enhance their creativity through the sharing of ideas, music, and art
- meet and interact with others who share similar interests

#### The Bad

The flipside is that social media can be a hub for things like cyber bullying and questionable activities. Without meaning to, kids can easily share more online than they should. One study showed that 9 out of 10 teens post photos of themselves online or use their real names on their profiles; 8 out of 10 reveal their birthdates and interests; and 7 out of 10 post their school name and the town where they live. Actions like this can make kids easy targets for online predator and others who might want to cause them harm.

CAFÉ N SAFE



# INFO SAFETY IFOGRAPHICS

In an age where even infants use computers, safety is of paramount importance. Personal information, credit cards, accounts, etc are hacked and stolen easily by those who can. Cyber crime is evident today.

## 5 GOLDEN RULES,

designed to enable parents and Carers to help their children enjoy SOCIAL media but stay safe.

### 1. Show me

Ask your child to show you the sites they use

Show an interest, take notes of the sites your children visit and avoid them later when you are alone.

Find out how to set the safety features and how to report any issues directly to the site.



### 2. Low profile

Ask your child to set profile settings to private

Since children use social media sites to share just about everything they do, setting their profile to private can help protect them against abuse, personal information or even location in the real world ending up in the wrong hands.



### 3. Just ask

Ask your child about their online friends

Help your children understand that people can check who they are online and be aware who they are. They should only give out personal information and be "friends" with people they know and trust in the real world.



### 4. Photo Check

Ask your child to only share photos that they wouldn't mind showing you first!

Talk to your child about the images they send, the sites and apps they use to share them and who they are sending them to.



### 5. Don't Worry

Ask your child to tell you if they are worried about something online

By talking to your child about the internet, their favourite sites and the risks they may encounter, they are more likely to turn to you if they get into situations online where they don't feel comfortable or see something they don't want to see.



## INTERNET SAFETY RULES

- 1. Never give out your name, address, phone number, e-mail, password, or school name.
- 2. Never send a picture of yourself to a stranger.
- 3. Never open e-mails, files, or web pages from people you don't know or trust.
- 4. Always check with an adult before downloading.
- 5. Never respond to new people online.
- 6. Tell an adult if something makes you uncomfortable, scared, or confused.
- 7. Tell an adult if anyone online asks to meet you in person.
- 8. Never tell a stranger where you are going and what time you will be there.
- 9. Never enter a chat room without an adult present.
- 10. Do not share details about your life with others online.
- 11. Do not use mean or rude language online.
- 12. Do not buy or order anything online without adult supervision.



Internet Safety  
**Never Open or Respond to Unwanted Emails**

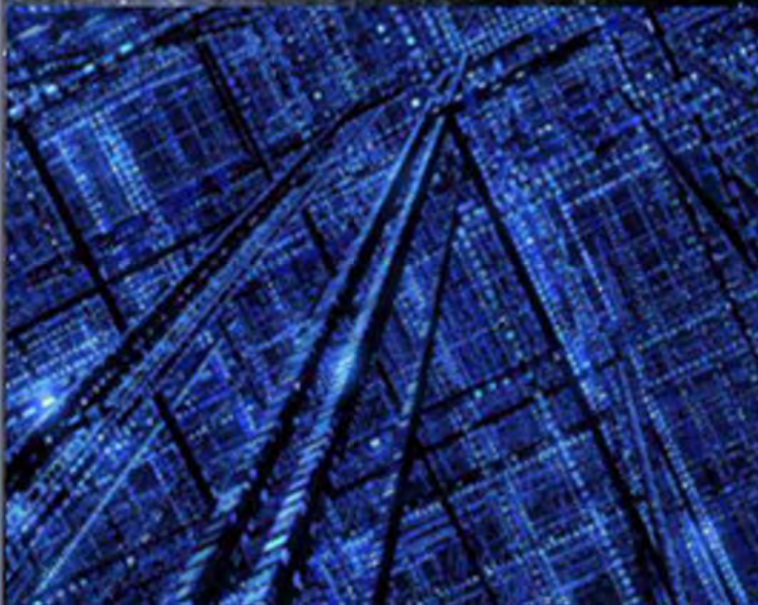


*G.K. Shetty*  
*Internet- Website- Information*  
*Overload, Education*  
*Negaa. S.V & Aashirt. B.K.*

Maintaining safety is ranging from just with information to install might be all that is n

to CRE anyone also





## INFORMATION OVERLOAD

Information Overload is a state where there is too much info. It is as bad as ignorance and if there is information overload, it will become too difficult to operate. It is wise to destroy unneeded information and save cyber space.



**Safety and Info Overload**

When there is too much info available, often, confusion occurs. In the chaos, dangers lurk in every corner.



Information Overload is becoming a real hassle. Sometimes, it takes the form of



**we suffer from information overload:**



- We receive **5x** as much information today as we did in 1986.
- 34 gigabytes** or 190,300 words - the amount of information we consume outside of work on an average day.
- On average users only read **28%** of words per visit.





### Education Safety

Education is necessary to survive in this world. When education itself is endangered, educational safety is needed.



### STUDENTS IMPACTED BY INEFFECTIVE TEACHERS:



State data law prevents administrators from reporting ineffective teachers from California's schools.

**NOE AND NOE CHILDREN** are denied a quality education each year.



In hundreds of schools, students get bullied. They are denied quality education. These must be remedied with highly qualified teachers and a good environment.

### STOP A BULLY

SAFE & ANONYMOUS

### TYPES OF BULLYING REPORTED

Breakthrough School Reports from Year 2011 - April 2012



- Name Calling / Teasing (20%)
- Shoving / Hitting (19%)
- Threats / Intimidation (19%)
- Spreading Rumors (19%)
- Cyberbullying (17%)
- Invoking Friends / Powers (14%)
- Humiliating Comments (13%)
- Fighting (10%)
- Sexual Comments (10%)
- Exclusion / Leaving Out (14%)
- Cell Phone Messages (13%)
- Racial Comments (11%)
- Damaging Property (9%)
- Stalking (8%)
- Weapon Related (8%)

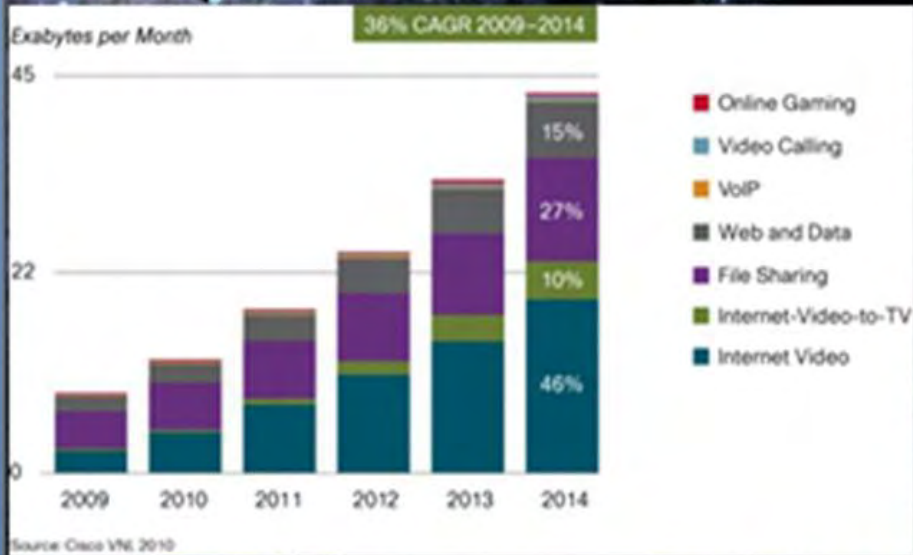
\*Multiple types of bullying can be selected

### VICTIMS OF VIOLENT CRIME BY AGE





# Today's addiction, tomorrow's destruction



If Safety is not held in mind, Apocalypse is determined.





# EXPLORING EXCESS

Internet can also be a merit or a demerit. Usage of internet in an excessive way can be harmful.

## SPOOFING



The word 'spooof' means to hoax, trick, or deceive. Therefore, in the IT world, spoofing refers to tricking or deceiving computer systems or other computer users. This is typically done by hiding one's identity or faking the identity of another user on the Internet. Spoofing can take place on the Internet in several different ways. One common method is through e-mail.

E-mail spoofing involves sending messages from a bogus e-mail address or faking the e-mail address of another user. Fortunately, most e-mail servers have security features that prevent unauthorized users from sending messages. However, spammers often mess

*St. Britto's Academy*  
*Phishing, Fraudulent call, Spoofing, & Spam*  
*Sowjanya.S & Vazeema*





# PHISHING



© Can Stock Photo - cap6383024

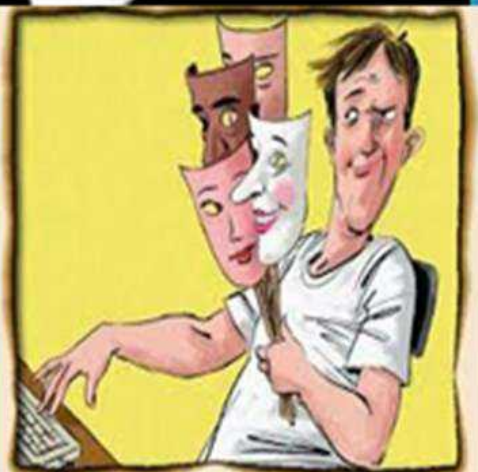
## ***Why is Phishing Successful for Scammers?***

**Phishing emails are blindly sent to thousands, if not millions of recipients. By spamming large groups of people, the "phisher" counts on the email being read by a percentage of people who actually have an account with the legitimate company being spoofed in the email and corresponding webpage. Phishing, also referred to as *brand spoofing* or *carding*, is a variation on "fishing."**



## Phishing

The act of sending an email to a user falsely claiming to be an established legitimate enterprise in an attempt to scam the user into surrendering private information that will be used for identity theft. Phishing email will typically direct the user to visit a website where they are asked to update personal information, such as a password, credit card, social security, or bank account numbers, that the legitimate organization already has. The website, however, is bogus and will capture and steal any information the user enters on the page.



**NO  
PHISHING**





# Phone SCAM!



## What to do if you get a call

If you get such a call, hang up. Never give remote access to your computer in response to an unsolicited call.

If remote access is granted, the fraudster may install malware, create backdoor access, or obtain financial or other sensitive information stored on the device.]



## Avoid tech support phone scams :

Cybercriminals don't just send fraudulent email messages and set up fake websites. They might also call you on the telephone and claim to be from Microsoft.

They might offer to help solve your computer problems or sell you a software license. Once they have access to your computer they can hack everything.





**Email spam**, also known as **junk email** or **unsolicited bulk email** is a subset of **electronic spam** involving nearly **identical messages** sent to numerous recipients by **email**. Clicking on **links in spam email** may send users to **phishing** web sites or sites that are hosting **malware**. Spam email may also include **malware as scripts** or other **executable file attachments**. Definitions of spam usually include the aspects that email is **unsolicited** and sent **in bulk**. Spammers collect email addresses from **chatrooms**, **websites**, **customer lists**, **newsgroups**, and **viruses** which harvest users' **address books**, and are sold to other spammers

**NO SPAM!**

KNOWING THE WORLD IS MUCH BETTER THAN KNOWING YOURSELF MORE

ACCESSES TO THE INTERNET IS MORE DANGEROUS THAN LOSING YOUR LIFE



INTERNET SHOULD BE USED IN LIMITATIONS

# SPAM



**WARNING FROM INTERNET INFLUENCE ???**

IT IS BETTER TO SAVE OUR PASSWORDS AND KEEP IT A WORD WHICH IS CONFIDENTIAL. LOGING OUT OF THE MAIL AFTER USING THE SITE IS COMPLUSARY. DO NOT ACCEPT ANY KIND OF CALLS OR FRAUD MAILS



VOLUME 1,  
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## FINDING A TRUE FRIEND IS LIKE FINDING A **VIRUS** IN A COMPUTER

### So, What Exactly Is a Computer **Virus?**

In the simplest of terms a computer virus is nothing more than a computer program which is capable of making a copy of itself and spreading by moving from one computer to another attached to a host. A computer virus is not necessarily intent on doing any real harm. In fact, the program which is usually credited with being the very first computer virus ever written (Creaper) was simply an experimental program written by Bob Thomas at a company called BBN Technologies in Cambridge, Mass. in 1971.

This first computer virus distributed itself over ARPANET (the forerunner of the Internet as we know it today) and simply displayed the words "I'm the creaper, catch me if you can!" on the infected computer.

#### Where Do Computer Viruses Come From?

These reasons most often include things like:

1. A challenge - simply to see if they can do it
2. Out of a dislike for Microsoft or some other company
3. ~~boredome~~ - (really)
4. For criminal gain and to make a profit

#### Common symptoms of a virus infection include:

1. Your computer runs unusually slow or freezes
  2. People are receiving emails from you which you did not send
  3. You get pop-up messages or advertisements
  4. Slower than usual network or Internet speed
  5. Files mysteriously appear or disappear from your computer
  6. Your homepage changes and you can not change it back
- Your hard drive free space keeps shrinking



In 2000 there was a ~~pokemon~~ computer virus that launched a bouncing Pikachu on the screen and secretly stole private confidential information from the system.



## RANSOM WARE

is a type of malware that prevents or limits users from accessing their system. This type of malware forces its victims to pay the ransom through certain online payment methods in order to grant access to their systems, or to get their data back. ~~Some ransomware encrypts files (called Cryptolocker). Ransomware~~

typically propagates as a ~~trojan~~, entering a system through, for example, a downloaded file or a vulnerability in a network service. The program then runs a ~~payload~~.

### Cryptowall

Another major ~~ransomware trojan~~ targeting

Windows. ~~Cryptowall~~, first appeared in 2014. One strain of ~~Cryptowall~~ was distributed as part of a ~~malvertising~~ campaign on the ~~Zedoad~~ network in late-September 2014 that targeted several major websites; the ads redirected to rogue websites that used browser ~~plugin~~ exploits to download the ~~payload~~.



## TROJAN HORSES

One of the most insidious types of Trojan horse is a program that claims to rid your computer of viruses but instead introduces ~~viruses~~ to your computer. The term comes from the Greek story of ~~the Tro-~~

~~Jan~~ War, in which the Greeks give a giant wooden horse to their foes, the Trojans, ostensibly as a peace offering.

### Data theft

- Data theft, including for industrial espionage
- Customer passwords

or payment card information

- Customer personally identifiable information

## PHARMING

is a form of online fraud very similar to phishing as ~~pharmers~~ rely upon the same bogus websites and theft of confidential information. More worrisome than host-file attacks is the compromise of a lo-

cal ~~network router~~. Since most routers specify a trusted DNS to clients as they join the network, misinformation here will spoil lookups for the entire ~~LAN~~. Unlike host-file rewrites, local-router compromise is difficult to detect. Routers can pass bad DNS information in two ways: ~~misconfiguration~~ of existing settings or

wholesale rewrite of ~~embedded software~~ (aka ~~firmware~~). Many routers allow the administrator to specify a particular, trusted DNS in place of the one suggested by an upstream node (e.g., the ~~ISP~~). An attacker could specify a DNS server under his control instead of a legitimate one.

## TEN SHOCKING FACTS ABOUT COMPUTER VIRUSES

1 70% of all users work under contract for the Government (source: ~~source~~)

2 40% of all malware is infected by computer virus

3 90% of email contains malware

4 ~~Malware~~ was the fastest growing site ever created. It is the most accurate damage estimator in US \$38.5 billion

5 ~~Amazon.com~~ shared with the most malware target for security threats. It is used for ~~Apple and eBay~~

6 Who writes are often ~~coders~~ who write to experiment their programming skills

7 ~~1.5M~~ new viruses are created every month

8 1 of the highest % of all attacks followed by ~~malware~~

9 You can't get a virus attack by visiting a site. It is a ~~malware~~ attack on the network

10 1 in 10 programs download updates

SOFTWARESTATS  
http://softwarestats.com/



**Here are eight essential safety precautions for every computer user:**

- Install a free antivirus download, anti-spyware and firewall protection.
- Make antivirus scans routine.
- Keep your virus definitions up-to-date.
- Employ spam blocking or filtering tools to block unsolicited emails or Instant messages.
- Don't open unknown e-mail attachments or emails from unknown sources.
- Avoid peer-to-peer (P2P) file sharing websites to ensure the best **antivirus protection**.
- Avoid clicking on pop-up ads.
- Don't conduct online financial transactions from a public computer or wireless network.
- Create strong passwords.



90 % of viruses enter our PC through Pen Drives. But this can be prevented even without having an Antivirus. Let's see how it can be done.

1. Open My Computer / Tools / Folder Options / View

2. Turn on Show Hidden Files And Folders. Most of the viruses come as hidden files. So enabling this feature helps to find them.

3. Now when you insert the Pen drive don't open it directly. If you open it by Auto Run or by Double Clicking, our PC will be attacked by the VIRUS if present in the Pen Drive.

4. Now open Start Menu / Search / For Files and Folders.

5. Here in the advance options Click "Search for Hidden Files and Folders".

6. Now select the Pen drive and search for autorun.inf file.

7. If you get one, in most cases it will be an Auto run for VIRUS.

8. Delete it if not Genuine.

9. Now look for all the .exe and .com files.

10. Delete all those suspicious files you get.

11. Remove the pen drive and insert it again.

12. Now the Pen drive is Safe and Free from Viruses.

13. Also 90 % of users use pen drives to transfer pictures, Songs and Movies.

14. Its Better to copy only the needed files from the Pen drive by using above search method.

For More Information Contact:

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# NEW WAYS TO SIGN IN FOR YOUR GMAIL.



- Context :**
- 1. New styles for your Gmail pg 02
  - 2. Faster ways to open any invitation and brochures pg 03
  - 3. Easier to spot any scams and Un Certified Messages pg 04

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SEARCH MAIL

SEARCH THE WEB

Show search options  
Create a filter



Settings

Google

Archive Report spam Delete Move to Labels More 1 - 15 of 15

Mail

COMPOSE MAIL

Inbox (3)

Starred

Sent Mail

Drafts (2)

Hiking (3)

Urgent!

12 more

Chat

Search, add, or invite

- Jason Cornwell > Please return my stapler - Hi, You seem to have taken my stapler. Please. 1:10 pm
- Paul McDonald > Fun Hike Yesterday! - Thanks for the great hike yesterday, it was aweso... 1:06 pm
- Arielle Reinstein > July 4th weekend - Hi there: I heard you'll be around this weekend and I'd lo... Jun 28
- JS Bach > Tonhalle concert Friday - Hey man, there's a great concert this Friday eveni... Jun 22
- Christine Chiu > Hi Hiking, Looking for opinion on my diet/fitness app - Hi Hiking, I bumped Ir... Jun 9
- Yan Tseytlin (2), Draft > Hey there! - I heard you found a...
- Kenneth, me (2) > Group dinner? - Sushi sounds g...

**ST.Annes**  
**Response to e-mail and contact numbers to mail**  
**Aakash.A.V & Pradeep Krishna.R**



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This screenshot shows a Gmail inbox with three visible emails. The interface includes a search bar at the top, navigation buttons like 'Archive', 'Report spam', and 'Delete', and a left sidebar with folders like 'Inbox (3)', 'Starred', 'Sent Mail', 'Drafts (2)', 'Hiking (3)', 'Urgent!', and '12 more'. The 'Chat' section lists contacts: Hiking Fan, Arielle, Emily, Jason, and Michael.

From	Subject	Time
Scribd	Dear Subscriber you have been offered for a downloads of 3 collection	1:10 pm
Wax	Hi Andrew we have been pleased to inform you that you have been	1:06 pm
PayTM	An Offer has been given to you by our service of Rupees 5000 as a gift	Jun 28

This is under the copyrights etc of 1800. Google corporation 2015

This screenshot shows a Gmail email from Christine Chiu. The email content includes an invitation to a showroom opening and a thank-you note. There is a 'Download Attachments' section with a thumbnail of an invitation card.


**From:** Christine Chiu ,  
[Christinechiu4568@gmail.com](mailto:Christinechiu4568@gmail.com) @ 19:35:48 hrs

You Have Been Invied For The Grand Openings Of Our Company's Third Largest Showroom on the Lake View Resorts .For More Information See Our Company's Invitation..

Thank You..

Chrisine Chiu.

Download Attachments







McAfee



# Safety...

Caution is the parent of Safety...



**Bonnet...**

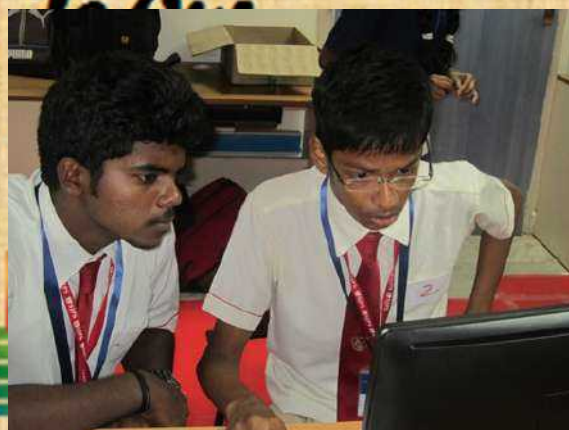
**| Safety**

**Hacking...**

**| 7000**

**Cracking...**

**|**



*St. John's Public School*

*Bonnet ,Hacking & Cracking*

*Roshan.R & Gautham Kumar.S*



# Bonnet

## Hacking Cracking



### What is Bonnet?

Bonnet is a part of a car, where hackers insert their anonymous device to track, hack, and control the car.

### Effects on us ;

Car hacking often revolves around part of the cars. Hacker can steal car by tracking the cars accurately and they steal the cars with their team.



### Safety Measures ;

Hackers insert these kind of devices only when we put cars in sheds for service, car wash, repair, etc.

People should be aware of all these devices and should be careful when they put their cars for services.



**SAFETY  
FIRST** 



# Bonnet

# Hacking

# Cracking



## Hacking ;

Computer hacking pervades global society in the digital age. The act of breaking into a secure computer network serves many purposes, from corporate espionage to blatant theft and political insubordination.

Computer hacking affects organizations in a variety of ways -- some universal, others specific to the nature of the reason for hacking and the business in question. The direction of hacking -- whether the organization hacks or gets hacked -- also has an effect

## Effects ;

Unethical hackers are always looking for weaker points in a network system to hack the security system of your company and get a hold of confidential and new information. Some "black-hat hackers" derive a vicarious pleasure from wreaking havoc on security systems and some hackers do it for money. Malicious hackers are giving nightmares to companies and organizations of almost all sizes. Especially, large corporate houses, banks, financial institutions, security establishments are favorite targets for hackers.

## Prevention ;

Kaspersky Anti-Hacker was a stand-alone firewall previously offered by Kaspersky Lab. It was later integrated into the 6.0 version of Kaspersky Internet Security.

The firewall offered packet analysis along with five levels of security for the user to choose from.



# Bonnet Hacking Cracking

## What is Cracking ;

Software cracking (known as "breaking" in the 1980s) is the modification of software to remove or disable features which are considered undesirable by the person cracking the software, especially copy protection features (including protection against the manipulation of software, serial numbers, hardware key, date checks and disc check) or software annoyances like nag screens and adsware.

## Methods ;

The most common software crack is the modification of an application's binary to cause or prevent a specific key branch in the program's execution. This is accomplished by reverse engineering the compiled program code using a debugger such as Soft ICE, Olly Dbg, GDB, or MacaBug until the software cracker reaches the subroutine that contains the primary method of protecting the software (or by disassembling an executable file with a program such as IDA).

## Effects ;

The most visible and controversial effect of software cracking is the releasing of fully operable proprietary software without any copy protection. Also we should add the point about how developer feels about it. It takes years of dedicated work from the team of developers to create a software. But in the end, they get all the struggle when cracked version of their software is easily available for free on the internet. They are affected business wise and more importantly, it takes away team motivation.

## Prevention;

Cyber crime patrol is the only patrol who finds crackers around cities. Cyber crime should be more effective .

**BE SAFE ... Thanq**





St. Britto's  
Students'  
Contributions.



# *Games-safety and issues*



***ST.BRITTO'S MAT.HR.SEC.SCHOOL***

***Game Safty***

***S.Nobin Kumar***







## Gaming

Gaming has developed in leaps and bounds over the last few years. Now, many games consoles can access the internet, enabling users to keep up-to-date with the latest games, downloads and tips and tricks.

Games can also be played online through a PC, laptop or mobile phone.

### What are the risks?

Online gaming carries many of the risks that other online activity carries. The games often involve many other players, meaning your child could be interacting with strangers in an environment they feel completely comfortable and at ease in.

Many games sites will also allow the user to create a profile, using personal information, and without the proper safety precautions this could be open for all to see (much like [social networking](#) profile).

Online games also often involve a chat function; this may be text chat or voice chat. The same risks **that** apply to general chat rooms therefore apply in gaming situations— particularly with regard to personal information and

inappropriate conversations / language.

### Top Tips:

- When you buy a game console make sure you ask the vendor about its online capabilities. Know what the equipment is capable of.
- Think about the location of the game console. Keep it in a common area if possible. A family room is best for monitoring and supervision.
- Discuss the risks with your child. Don't wait for something to happen before you talk to your child about the potential risks of gaming online. Ensure they have privacy settings activated and help them to understand why this needs to be done.
- Gaming sites often have ways of reporting

abusive chat and blocking unwelcome contact from other users. Familiarise yourself with how the gaming sites work and make sure that your child knows how to report anything that makes them feel uncomfortable. Ensure they know that they should report it to you also.

- Play the games yourself to test them for appropriateness. Games often come with an age rating and while this should be used as a guide, you should also test the game yourself or play with your child to make sure you are happy for them to use it.

Ask your child what they are playing. Take an interest in your child's gaming life – just as you would if they were in a football team in the real world. Watch them playing and always keep lines of communication open.

## Internet Safety

Find out more on how to keep children and young by following this [link](#).





## Technical Issues – Game UI

- Need to develop game's other screens, dialogs and menu.
  - Need some UI framework library for renderer
  - HTML5 itself is very good for developing UI. UI frameworks such JQuery, Sencha, ...
- ✓ BLUEGA : Developing all Game UI in HTML5 DDM even running with HTML5 Canvas. (Using own (BLUX))





If you're playing on a mobile phone, be aware that some games may use your phone's satellite tracking ability to show your physical location in the real world.

The [Entertainment Software Association](#) reports that 17% of video game players are boys under the age of eighteen and that 36% are women over the age of eighteen, with 48% of all gamers being women of all ages. They also report that the average age of gamers is 31.<sup>[3]</sup> A survey of 1,102 children between 12 and 17 years of age found that ninety-seven percent are video game players who have played in the last day and seventy-five percent of parents checked the censor's rating on a video game before allowing their child to purchase it. Of these children, fourteen percent of girls and fifty percent of boys favored games with an "M" (mature) or "AO" (adult-only) rating.<sup>[3]</sup> Thirty-two percent of American adults play video games and to 2007, the number was increasing.<sup>[4]</sup>

Since the late 1990s, some acts of violence have been highly publicized because the perpetrators had a history of playing video games containing violent elements. Some research finds violent video game use correlates with a temporary increase in aggression and a decrease in [prosocial behavior](#) (caring about the welfare and rights of others) but these results have not been reproduced.<sup>[5][6][7]</sup> Others theorise positive effects of playing video games including prosocial behavior in some contexts<sup>[8][9]</sup> and argue that the video game industry has served as a [scapegoat](#) for more generalised problems affecting some communities.<sup>[10][11][12]</sup>

Games are designed to involve players as much as possible and create a very real feeling of achievement when you're doing well. This encourages the players and raises the fun factor, but some just don't know when to stop, and can become 'addicted'. And if all your friends hang out online, that's an added temptation to keep playing, increasing your chances of becoming hooked.

That's why it's important to take regular breaks and maintain an active life outside of video games. As the parent or guardian of a young gamer, it's worth enforcing a limit on the amount of time games can be played, as you might for the TV or computer. Helpfully, games consoles come fitted with parental controls, which allow you to limit the amount of time children can spend playing games.



# Electronic retails

**ENJOY THE  
FREEDOM  
OF MANAGING  
YOUR  
FINANCE SAFELY  
AND EFFICIENTLY**

***ST.BRITTO'S MAT.HR.SEC.SCHOOL***

***DIGITAL FOOTPRINT***

***B.ANEESHA***



## Efficiency of online shopping



Online shopping is a form of [electronic commerce](#) which allows consumers to directly buy goods or [services](#) from a seller over the [Internet](#) using a [web browser](#). Alternative names are: e-web-store, e-shop, e-store, Internet shop, web-shop, web-store, online store, online storefront and virtual store. Mobile commerce (or [m-commerce](#)) describes purchasing from an online retailer's mobile optimized online site or app.

An online shop evokes the physical analogy of buying [products](#) or services at a [bricks-and-mortar retailer](#) or [shopping center](#); the process is called business-to-consumer (B2C) online shopping. In the case where a business buys from another business, the process is called business-to-business (B2B) online shopping. The





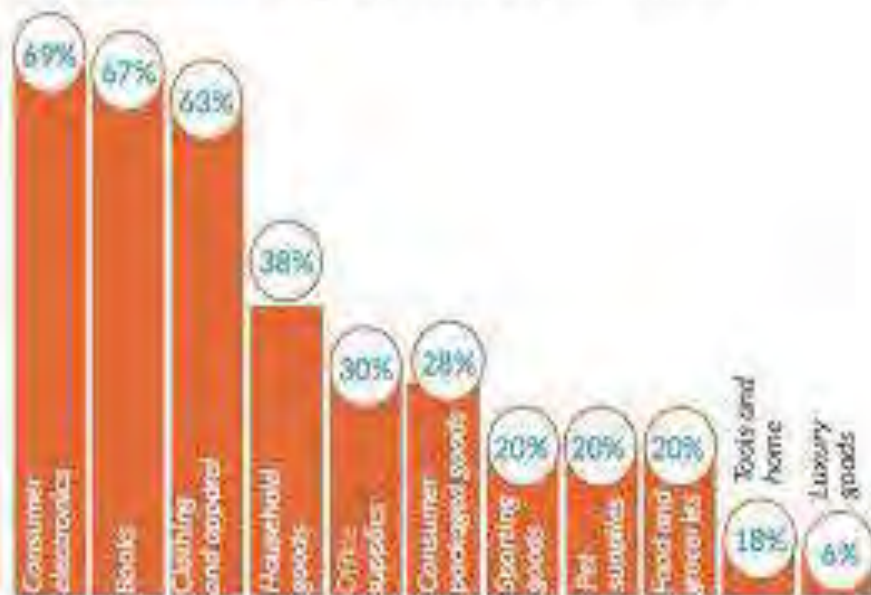
## Advantages of online banking



Many of us lead busy lives. Some of us are up before the crack of dawn, getting ourselves prepared so we can in turn get our families ready for the day. We rush to work, rush to get the kids to school, and at the end of the day we rush home only to brace ourselves for the next day. After a hectic day, the last thing you want to do is spend time waiting in line at the bank, or even the post office. That's where Online Banking comes in.

There are many online banking advantages. Online Banking allows you to bypass bank lines. You can conduct your banking transactions safely and securely without leaving the comfort of your home. Online Banking also gives you around the clock access to your CD, savings, or checking accounts. Plus,

The Most Common Types of Products Purchased Online



Source: Walker Sands' 2014 Future of Retail Study



## TIPS FOR ONLINE BUYING AND BANKING



We didn't know it at the time, but holiday shopping would never be the same again. We didn't have to go the store anymore! Instead, companies opened virtual stores online. Consumers could make their purchases day or night, respectfully clothed or completely naked.

Like most paradigm shifts, the advent of online shopping brought changes to the status quo. In stores, one need only keep vigilant guard of one's wallet to ensure its security; not so online. It's exponentially easier to assert one's will over temporary seasonal help when returning an item in stores. Again, this is not so online.



# Electronic Harassment



***ST.BRITTO'S MAT.HR.SEC.SCHOOL***

***Electronic Harassment***

***J. Nivash Edison***





Sheryl Nadler, *The Hamilton Spectator*

**Eleanor White, creator of a website that offers information and support for what she terms victims of multiple stalking, gets her message out while strolling along Barnesdale Avenue. [Nov 8, 2004]**

It goes by a number of names; gang stalking, group stalking, vigilantism by a group.

"I've been a target of this type of harassment for a number of years. Every act of harassment is very cleverly designed to look like life's normal mishaps.

"They move your furniture around, they break your furniture, they dump little bits of your food ... your mail is interfered with, your e-mail is interfered with, your computer is interfered with constantly.

"I'm a Christian. And this is a major crime and nobody's doing anything about it, everybody's complacent. And so I feel that God has called me to participate in exposing and stopping this crime and I will do that until I draw my last breath.

"You look at this as a calling and so it stops being a chore. It stops being onerous. If you don't worry about the outcome — a good Christian leaves the outcome to God — we work on what we feel God has called us to do. And whether the outcome is good or bad or neutral, that's not ours to worry about. So it relieves you of all kinds of worry.

"My best guess ... is it's some kind of testing, testing of your faith.

"I don't worry why. I've got a job to do and that's what I'm working on and that's what I do."

*People Watching* appears Mondays, Wednesdays and Fridays.

[gopeople@thespec.com](mailto:gopeople@thespec.com)



# Safety



India's No.1  
cyber safety  
magazine

**How Safe  
is  
Your Online  
Shop-**

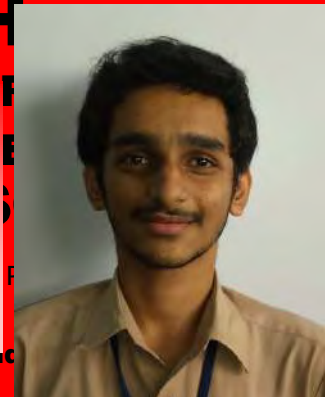
Pg no:1



**ST.BRITTO'S MAT.HR.SEC.SCHOOL**

**ONLINE SHOPPING AND**

**M. HARISH**





## How Safe is Your Online Shopping or banking?

### SHOPPING

Online shop-

ping (sometimes known as e-tail from "electronic retail" or e-shopping) is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser. Alternative names are: e-web-store, e-shop, e-store, Internet shop, web-shop, web-store, online store, online storefront and virtual store. Mobile commerce (or m-commerce) describes purchasing from an online retailer's mobile optimized online site or app

An online shop evokes the physical analogy of buying products or services at a bricks-and-mortar retailer or shopping center; the process is called business-to-consumer (B2C) online shopping. In the case where a business buys from another business, the process is called business-to-business (B2B) online shopping. The largest of these

### BANKING

Online banking (OLB) is an electronic payment system that enables customers of a financial institution to conduct financial transactions on a website operated by the institution, such as a retail bank, virtual bank, credit union or building society. Online banking is also referred as Internet banking, e-banking, virtual banking and by other terms.

To access a financial institution's online banking facility, a customer with Internet access would need to register with the institution for the service, and set up some password (under various names) for customer verification. The password for online banking is normally not the same as for telephone banking. Financial institutions now routinely allocate customers numbers (also under various names), whether or not customers have indicated an intention to access their online banking facility.

account numbers, because a number of customer accounts can be linked to the one customer number. The customer can link to the customer number any account which the customer controls, which may be cheque, savings, loan, credit card and other accounts. Customer numbers will also not be the same as any debit or credit card issued by the financial institution to the customer.





# SHOPPING & BANKING FRAUD

Given the lack of ability to inspect merchandise before purchase, consumers are at higher risk of fraud than face-to-face transactions. Merchants also risk fraudulent purchases using stolen credit cards or fraudulent repudiation of the online purchase. However, merchants face less risk from physical theft by using a warehouse instead of a retail storefront.

Secure Sockets Layer (SSL) encryption has generally solved the problem of credit card numbers being intercepted in transit between the consumer and the merchant. However, one must still trust the merchant (and employees) not to use the credit card information subsequently for their own purchases, and not to pass the information to others. Also, hackers might break into a merchant's web site and steal names, addresses and credit card numbers, although the Payment Card Industry Data Security Standard is intended to minimize the impact of such breaches. Identity theft is still a concern for consumers. A number of high-profile break-ins in the 2000s has prompted some U.S. states to require disclosure to consumers when this happens. Computer security has thus become a major concern for merchants and e-commerce

Attacks on online banking used today are based on deceiving the user to steal login data and valid TANs. Two well known examples for those attacks are phishing and pharming. Cross-site scripting and keylogger/Trojan horses can also be used to steal login information.

A method to attack signature based online banking methods is to manipulate the used software in a way, that correct transactions are shown on the screen and faked transactions are signed in the background.

A 2008 U.S. Federal Deposit Insurance Corporation Technology Incident Report, compiled from suspicious activity reports banks file quarterly, lists 536 cases of computer intrusion, with an average loss per incident of \$30,000. That adds up to a nearly \$16-million loss in the second quarter of 2007. Computer intrusions increased by 150 percent between the first quarter of 2007 and the second. In 80 percent of the cases, the source of the intrusion is unknown but it occurred during online banking, the report states.

Another kind of attack is the so-called Man in the Browser attack, where a



# HOW CAN WE PROTECT OURSELF FROM SCAMS?

## TIPS FOR SHOPPING SAFE

1. Use Familiar Websites
2. Look for the Lock
3. Don't Tell All
4. Check Statements
5. Inoculate Your PC
6. Think Mobile
7. Avoid Public Terminals
8. Privatize Your Wi-Fi
9. Count the Cards
10. Know What's Too Good to Be True

## TIPS FOR BANKING SAFE

1. Choose an account with two factor authentication
2. Create a strong password
3. Secure your computer and keep it up-to-date
4. Avoid clicking through emails
5. Access your accounts from a secure location
6. Always log out when you are done
7. Set up account notifications (if available)
8. Monitor your accounts regularly

I LOVE ORDERING THINGS ONLINE BECAUSE WHEN THEY ARRIVE IT'S LIKE A PRESENT TO ME, FROM ME

It's Not About  
How Much Money  
You Make  
It's How You Save It!

The very best defense is online banking.. Once a day or once in two days check your account.

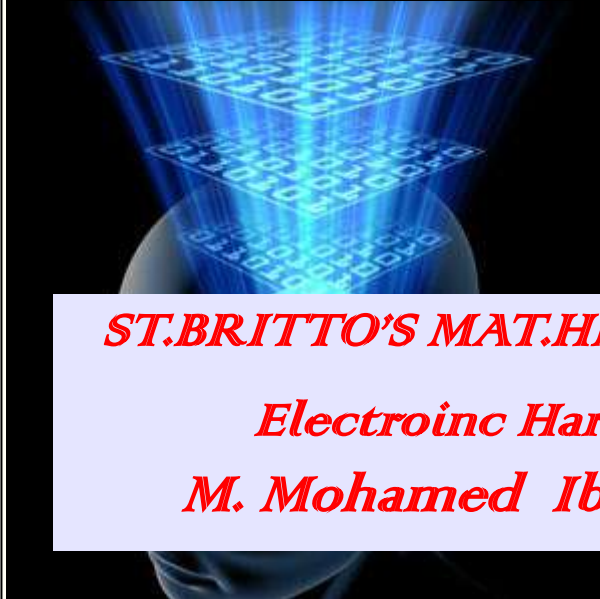
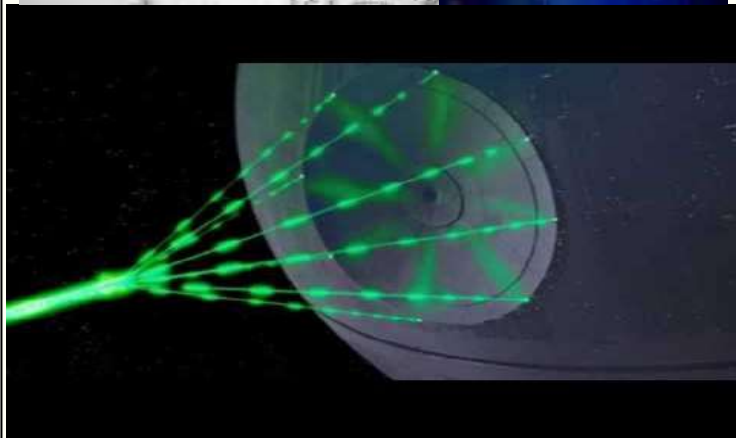




# LONDON NEWS



## Electronic Harassment



***ST.BRITTO'S MAT.HR.SEC.SCHOOL***  
***Electroinc Harassment***  
***M. Mohamed Iburaz Khan***





www.shutterstock.com - 102259845



### Methods

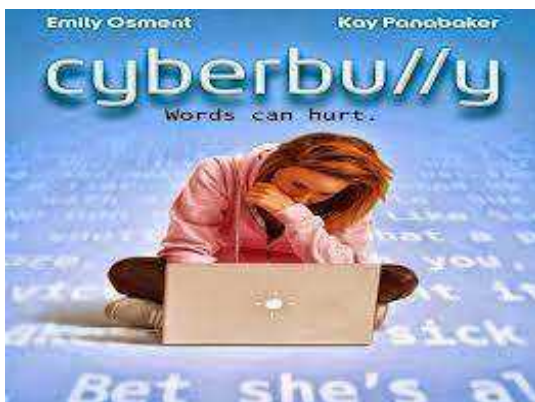
Data were obtained from the Health Behavior in School-Aged Children (HBSC) 2005 Survey, a nationally representative sample of grades 6–10 ( $N = 7,182$ ). The revised Olweus Bully/Victim Questionnaire was used to measure physical, verbal, and relational forms of bullying. Two items were added using the same format to measure cyber bullying

### Results

Prevalence rates of having bullied others or having been bullied at school for at least once in the last 2 months were 20.8% physically, 53.6% verbally, 51.4% socially, or 13.6% electronically. Boys were more involved in physical or verbal bullying, whereas girls were more involved in relational bullying. Boys were more likely to be cyber bullies, whereas girls were more likely to be cyber victims.

### Conclusions

Parental support may protect adolescents from all four forms of bullying. Friends associate differentially with traditional and cyber bullying. Results indicate that cyber bullying is a distinct nature from that of traditional bullying.





# Cyber security

Cyber security is the body of technologies, processes and practices designed to protect networks, computers, programs and data from attack, damage or unauthorized access. In a computing context, the term security implies cyber security.



MySecureCyberspace

Cyber stalking is a crime in which the attacker harasses a victim using electronic communication, such as e-mail or instant messaging (IM), or messages posted to a Web site or a discussion group. A cybe stalker relies upon the anonymity afforded by the Internet to allow them to stalk their victim without being detected. .



## Cyber stalking and the technologies of interpersonal terrorism

Despite extensive popular press coverage of the dark side of the internet, this apparently innocuous activity, and its interrelationships to obsessive relational murders and the family, is a dark and complex







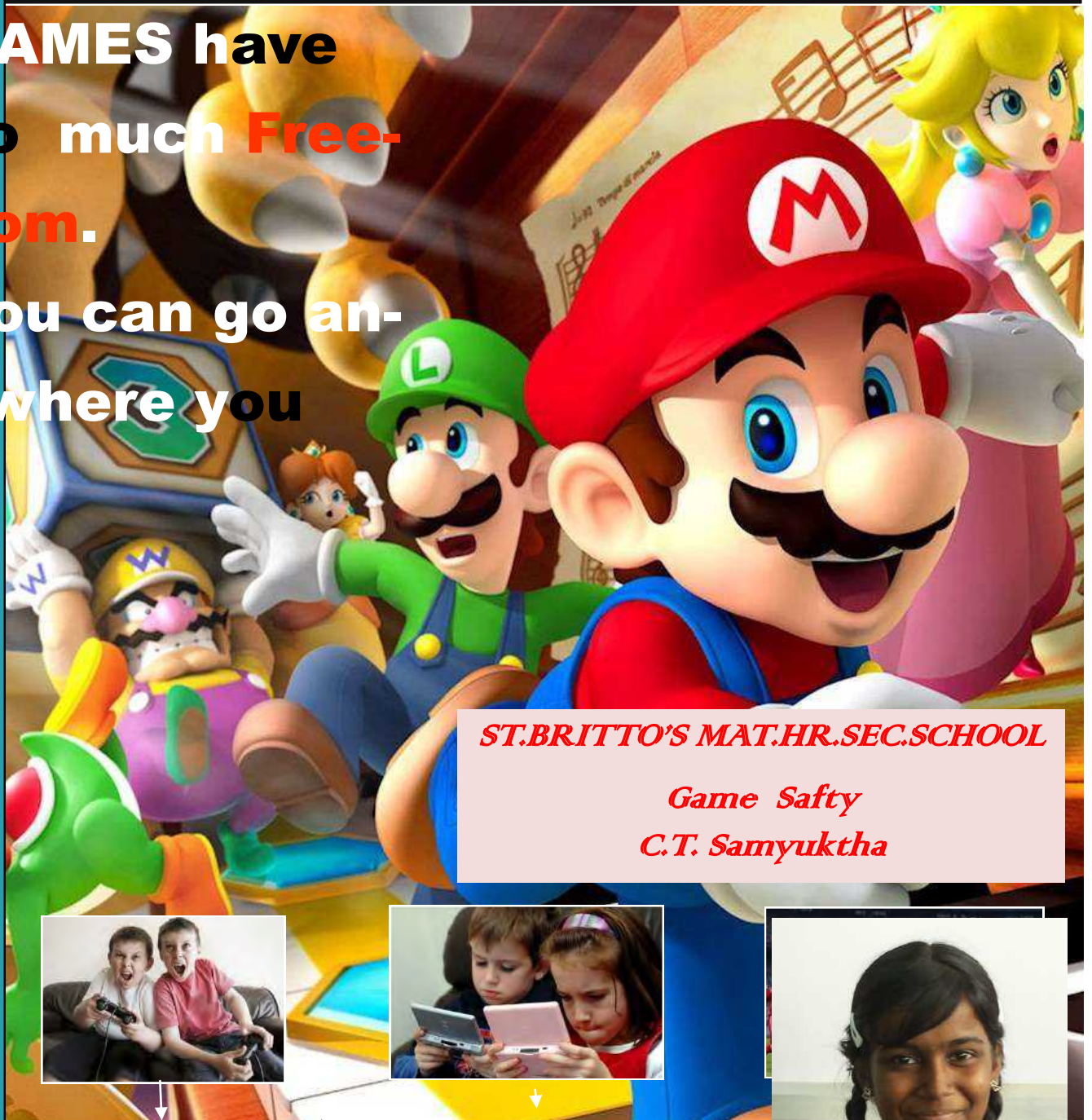
This is the First Copy and Not for Sale

# GAME OVER

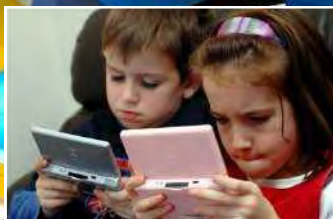
India's No.1 Game Safety Magazine

Price: Rs 200

**GAMES** have  
so much **Free-**  
**dom.**  
You can go an-  
ywhere you



*ST.BRITTO'S MAT.HR.SEC.SCHOOL*  
*Game Safty*  
*C.T. Samyuktha*



**Is Video Games**

**“SAFE”?** Pg no:1

**Gaming Addiction**

Pg no:2

sy  
ac



*“I like **Video Games**  
because they keep my  
mind **Busy**  
While my Spirits*

## Is Video Games **“SAFE”**?

A video game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device such as a TV screen or computer monitor. The word video in video game traditionally referred to a raster display device,[1] but it now implies any type of display device that can produce two- or three-dimensional images.

The electronic systems used to play video games are known as platforms; examples of these are personal computers and video game consoles. These platforms range from large mainframe computers to small handheld computing devices. Specialized video games such as arcade games, while common in the 1980s, have gradually declined in use due to the widespread availability of home video game devices (e.g., XBOX One and PlayStation 4) and video games





# Gaming Addiction

## Top 5 Signs You Need Help With Gaming or Internet Addiction

- Do you or someone you know spend too much time playing video or computer games or going online? Here are some ways to tell if you need to ask for help:
- You feel really happy when you're online or when you're playing games, but as soon as you have to stop, you get angry or upset.
- You think about going online or playing when you are supposed to be focusing on other things, like doing school work or having dinner with your family.
- You spend more time with your keyboard or control-



- Your friends or parents ask what you spend all your time doing, and you lie about it or laugh it off, but inside you know they may have a point.
- You get up in the middle of the night to check your e-mail or your MySpace comments because you're having a

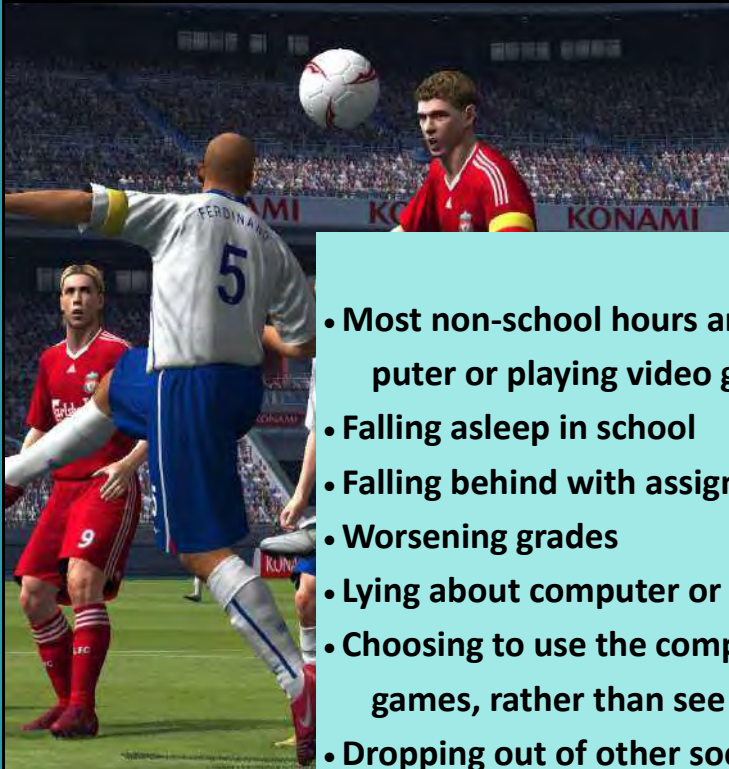


## Recommended Low Violence/Non-Violent Games

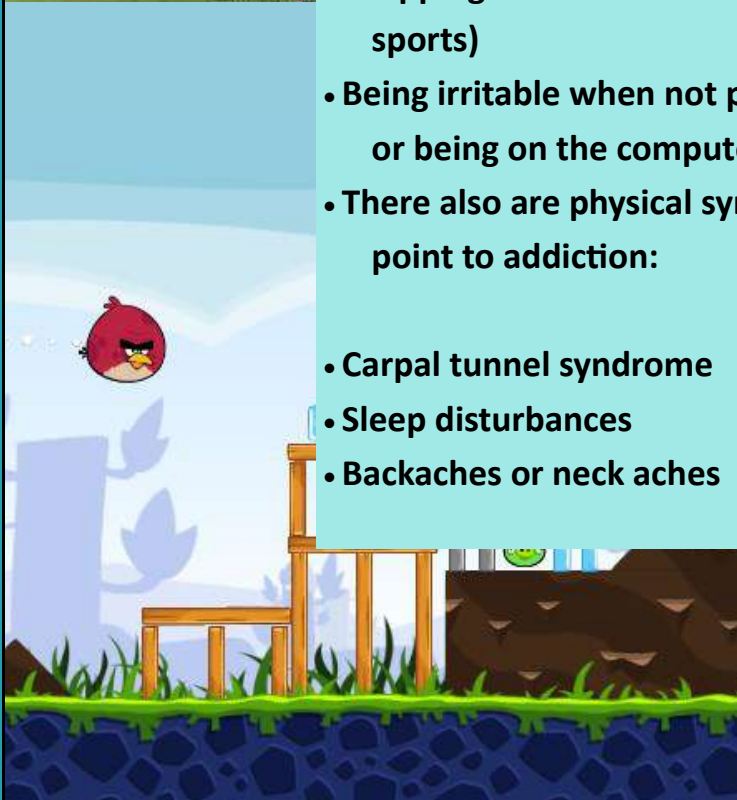
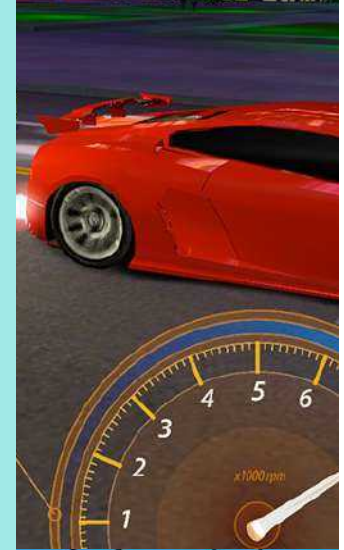
**1FIFA Soccer '08**  
**Guitar Hero III: Legends of Rock**  
**Hannah Montana: Spotlight World Tour**  
**Madden NFL '08**  
**Mario and Sonic at the Olympic Games**

**Need for Speed Pro Street**  
**The Sims 2: Castaway**  
**Super Mario Bros. 3**  
**Super Mario Galaxy**  
**Viva Piñata**

Here are some symptoms of game addiction - the more of these symptoms you can identify, the greater the need to get professional help:



- Most non-school hours are spent on the computer or playing video games
- Falling asleep in school
- Falling behind with assignments
- Worsening grades
- Lying about computer or video game use
- Choosing to use the computer or play video games, rather than see friends
- Dropping out of other social groups (clubs or sports)
- Being irritable when not playing a video game or being on the computer
- There also are physical symptoms that may point to addiction:



- Carpal tunnel syndrome
- Sleep disturbances
- Backaches or neck aches



-C.T.Samyuktha



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# **CYBER SECURITY**

*ST.BRITTO'S MAT.HR.SEC.SCHOOL*

*Online Shopping*

*M. Sana Fathima*



**India's No.1 Cyber Safety Magazine**

***WHAT IS CYBER  
SECURITY ?***

***Phishing, Email  
Frauds, and***

***Ways to Prevent  
from Cyber***



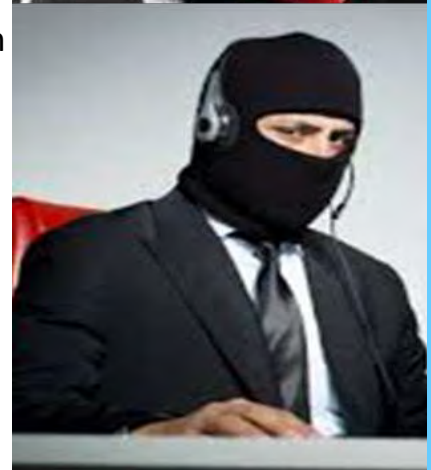
## ***WHAT IS CYBER SECURITY ?***

**Computer security**, also known as **Cyber Security** or **IT Security** is security applied to computers, computer, and the data stored and transmitted over them.

The field is of growing importance due to the increasing reliance of computer systems in most societies. Computer systems now include a very wide variety of smart devices, including smartphones, televisions and tiny devices as

the Internet and private data networks, but also Bluetooth, Wi-Fi and other Wireless Networks.

Computer security covers all the processes and mechanisms by which digital equipment, information and services are protected from unintended or unauthorized access, change or destruction and the process of applying security measures to ensure confidentiality, integrity, and availability of data both in





# Phishing, Email Frauds, and Spamming

## Phishing

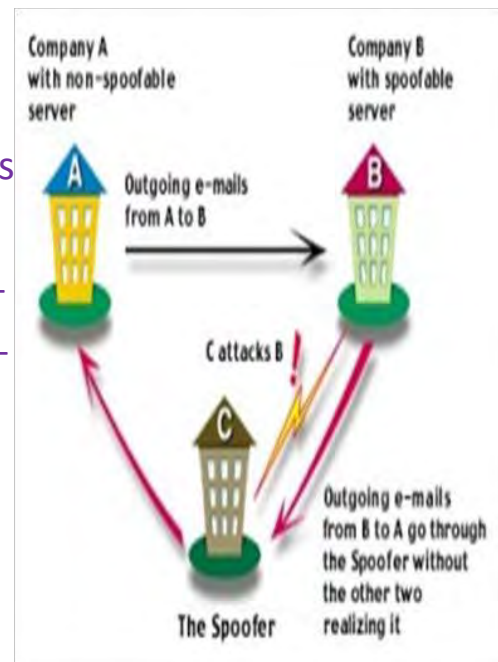
**Phishing** is the attempt to acquire sensitive information as usernames, passwords and credit card details (and sometimes, indirectly, money), often for malicious reasons, by masquerading as a trustworthy entity in an electronic communication

Phishing emails may contain links to websites that are infected with malware. Phishing is typically carried out by email spoofing or instant mes



## Spoofing

The word "spoof" means to hoax, trick, or deceive. Therefore, in the IT world, spoofing refers to tricking or deceiving computer systems or other computer users. This is typically done by hiding one's identity or faking the identity of another user on the Internet.



## Spam

Spam is flooding the Internet with many copies of the same message, in an attempt to force the message on people who would not otherwise choose to receive it.

There are **two** main types of spam, and they have different effects on Internet users.

### Solution to Computer Security Threats

#### Active Protection

- Anti-Virus & Anti Spyware Software.
- Regular Updates.
- Frequent Full System scans.
- Use Anti-Spam software.
- Enable Firewall
- Authorization & Authentication.

#### Preventive Measures

- Disable Cookies
- Keep your email-id private
- Use proper file access.
- Be careful with email.
- Use caution when downloading files on the internet.





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Price: Rs

# Anonymous

Investivist

India's No.1 Cyber Safety Mag-

"We are Anonymous , We are Legion , We do not Forget , We do not Forget ,"



## TYPES OF INTERNET FRAUDS

- Spoofing/Phishing Scam
- Investment Rip-Off
- Identity Theft
- Ponzi/Pyramid
- Auction Fraud
- Nigerian 4-1-9 Scam

*St. Britto's Mat. Hr. Sec. School*

*(Cyber Safty)*

*Sanju Hannah Samuel*



## PHISING

- Watch Video: [Phishing in Plain English](#)
- Luring people to fake website by using emails that seem to come from a legitimate business
- Impersonate the ATO, EBay, Banks, Pay Pal and email providers
- Try and get personal data, usernames and passwords.
- Steal identity, money or sell identity

## Inside Story Headline



## THE THREATS (XII)

Other Internet Activities and Their Associated Threats To Know About

### Phishing & Identity Theft

The criminally fraudulent process of attempting to acquire sensitive information by masquerading as a trustworthy entity in an electronic communication

#### Masquerading as:

- Social Networking websites (YouTube, Facebook, MySpace)
  - Auction sites (eBay)
  - Banks (Bank of America, Chase)
  - Online payment processors (PayPal)
- IT Administrators (Yahoo, ISPs, corporate)



#### More on Phishing:

- Carried out via email and Instant Messenger
  - Hard to detect
- Effects range from denial of access to email to substantial financial loss
- Usually leads to forms of ID theft ranging from being locked out of your own accounts to fake accounts and ruined credit.





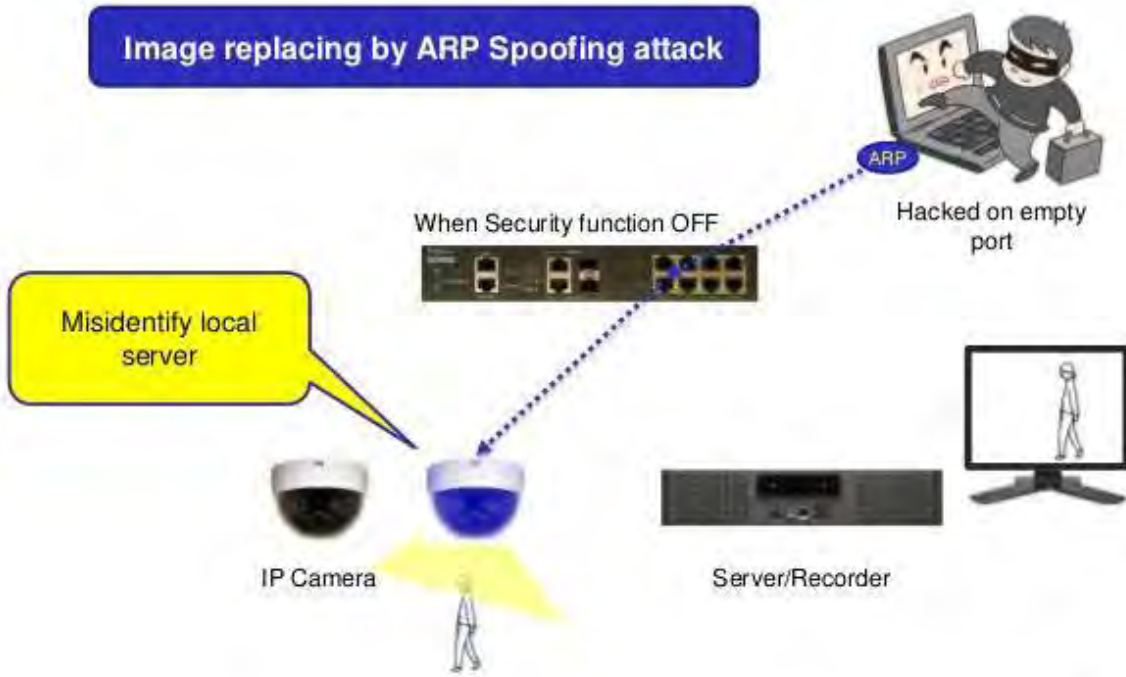
# Spoofting

Spoofting is a type of fraud in which a fraudster masquerades as another person by using another person's identity to transact business and obtain vital information such as bank account numbers, credit card numbers and associated passwords.



Phishing is a form of spoofting in which the webpage of a particular entity can be duplicated and positioned with url for the purpose of luring people to divulge vital financial information.

## Case 2: ARP spoofing on CCTV



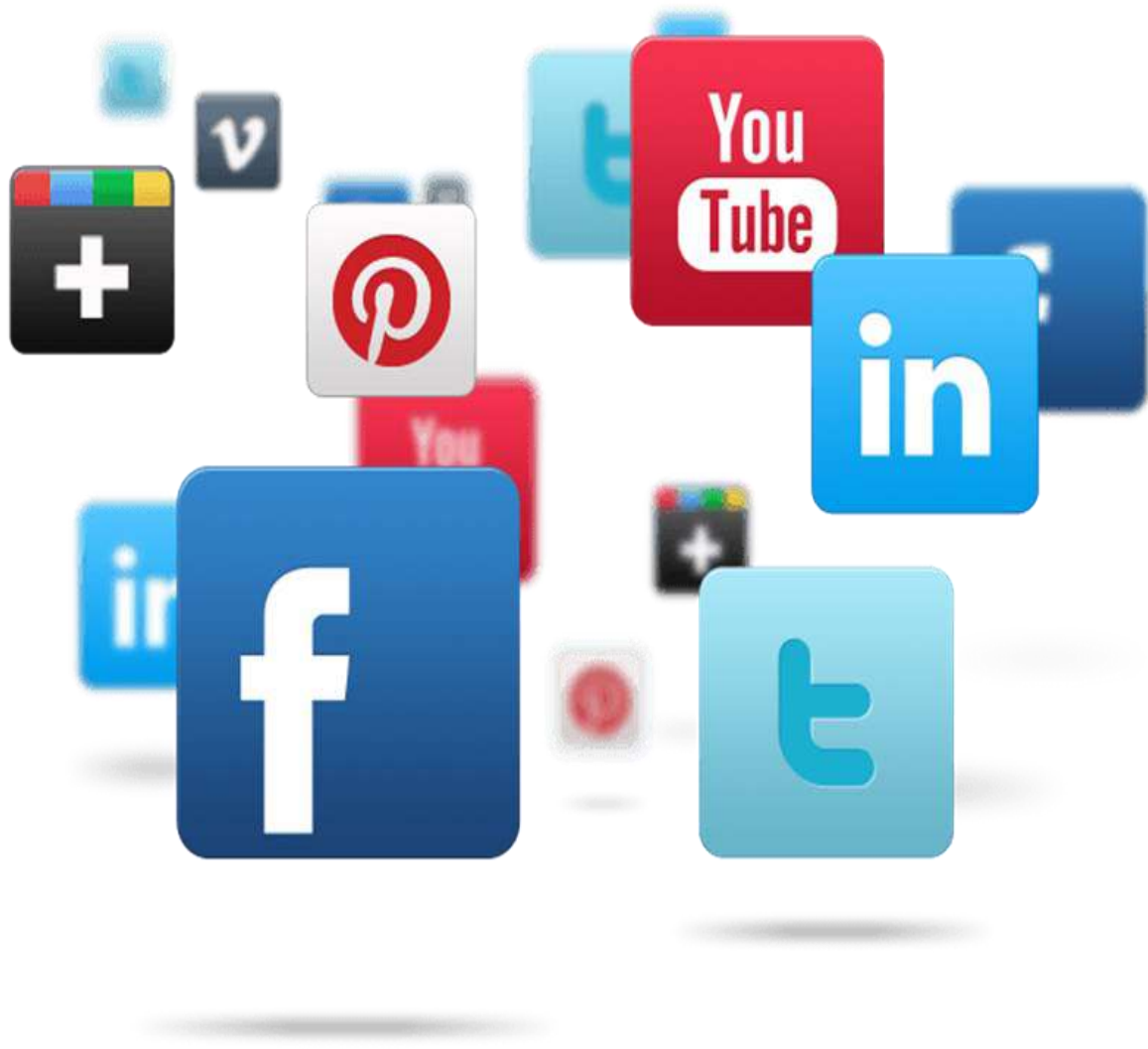


# 5 Things You Should Know About **INTERNET SAFETY RULES FOR ADULTS**

- 1 Choose smart passwords! A recent poll revealed that many adults don't follow basic security rules, like not using the same password for multiple accounts.
- 2 Learn how to use privacy settings. These "Smart Cards" for Facebook, LinkedIn and Twitter will help you protect your personal information while networking.
- 3 Don't be cruel. It's not only kids who need to learn that cyberbullying is unacceptable. Adults say hurtful things online too, like this news anchor recently found out.
- 4 Avoid online dating scams like this one. Most people using online dating sites are not criminals, but these tips from the FBI will help you recognize the phonies.
- 5 Watch out for phishing scams, especially if you like to shop or manage your bank account online. Take this quiz to see if you can spot the difference between a legitimate website and a scam.

Articles and comments do not necessarily reflect the views of the National Center for Missing & Exploited Children (NCMEC). Any products or websites mentioned are not necessarily affiliated with, endorsed or licensed by NCMEC.





***ST.BRITTO'S MAT.HR.SEC.SCHOOL***

***Social Media***

***M.JAGATHISH***



Most of us are familiar with social networking sites such as Facebook, Twitter, and Instagram. It's easy for us to get caught up in the social world, feeling instantly connected to people that we may not have spoken to in years

By now, we are all aware that social media has had a tremendous impact on our culture, in business, on the world-at-large.



Social media websites are some of the most popular haunts on the Internet. They have revolutionized the way people communicate and socialize on the Web.

This technology might be doing more harm than good. It is not only changing how we communicate, but how we interact with each other in daily life. Social networking affects our lives in many ways, including our communication, selfexpression, bullying, friendships, and even our own mental health.

### *What is Social Media?*

Social media is defined as websites and applications that enable users to create and share content or to participate in social networking.

### *Social Media Statistics*

The average age when a child begins regularly consuming online media is 8.

Even though Facebook's minimum age requirement is 13, there are about 5 million users under the age of 10.

About 10 hours and 45 minutes per day are spent online (for 8-18 years old)

25% of teens log into to social media 10+times per day

## **The Negative Effect of Social Media on women.**



The media advertises Photoshopped images of models that often influences girls to believe that if they buy this product or clothing of theirs, they will achieve a sense of fulfillment and satisfaction that is only achievable through this purchase. However, it has not been shown to give girls more "satisfaction" at all. Rather, it has proven the completely opposite effect.

Recent studies have shown that there has been an increase in depression among girls that is linked with both obesity and can be caused by social media. As part of this "waterfall" effect, girls with obesity have been scientifically linked with having lower grades than girls who are not depressed or obese.



Social media cause or accelerate stress for young women.

Researchers at the University of Gothenburg found that those who constantly use a computer or their mobile phone can develop stress, sleeping disorders and depression.

Online harassment is an **emotionally** and even **professionally** destructive phenomenon that has **impacted** far too many **women** for entirely too long. A recent Pew study **confirmed** that women are disproportionately targeted by harassers: 25% of young women online have been sexually harassed and 26% have experienced stalking on the Internet. Another **study** found that 70% of the people who reported severe online harassment between 2000 and 2013 were women.

1. Social media is prevalent in society today, and it has been scientifically linked with causing depression in young girls.
2. Depression is linked with obesity in young girls.
3. Obesity is also linked with lower grades in young girls.
4. Ultimately, social media is affecting the health and education of young girls nationwide

## How can we fix this problem?

Education (Information and Research).

Encourage and engage young adults and children in extra-curricular activities.

Implement restrictions and limitations on social media.

## Education

Researching the effects of social media will benefit the public and society.



More awareness of the negative effects of social media needs to be put out there. The community should be educated with trustworthy information. Social media is impacting children's social, emotional & physical development.

Provide information to the schools, the parents, as well as the children.

Conduct research groups to gather feedback and knowledge from a variety of people.

Have schools provide education programs for parents. Ensure that the parents are aware of the issues associated with the abuse of social media.

## Restrictions and Limitations

Restrictions will be set on children regarding age limit and time restrictions. Most popular social networking sites actually ban anyone that is under thirteen from signing up and creating an account. Even though this rule exists, the websites have no way of verifying the ages of the people creating accounts. These restrictions need to be implemented for these social media accounts.

Have social media applications restricted to certain age limits.

Require a parental signature for children to utilize certain applications.

Create time limitations on applications. Ideally they would only work during a set number of hours of the day or at certain times.

Have some sort of system where abuse of social media could be reported and after an individual has been reported they are no longer able to use the application.

Completely dissolve any applications that have a negative effect - ones that promote violence, racism, etc.



F	A	C	E	B	O	O	K	H	W
S	A	K	P	J	T	I	H	H	S
D	H	L	G	T	H	S	A	Z	K
G	I	T	W	I	T	T	E	R	Y
H	K	A	H	J	S	O	P	O	P
V	E	J	U	A	Z	K	X	Z	E
R	P	U	P	X	I	L	A	B	C
H	I	P	D	I	Y	R	Q	I	B

# Puzzle

FIND THE FAMOUS SOCIAL MEDIA;





**08/24/2015**

# Computer

Volume 1, Issue 1

I don't hate technology, I don't hate hackers, because that's just what comes with it, without those hackers we wouldn't solve the problems we need to solve, especially security.

(Fred Durst)



"Expect Us"

-Anonymous



## 1. PHISHING

**ST.BRITTO'S MAT.HR.SEC.SCHOOL**

*Cyber Safty*

*J.Kerlin Grace Preethi*





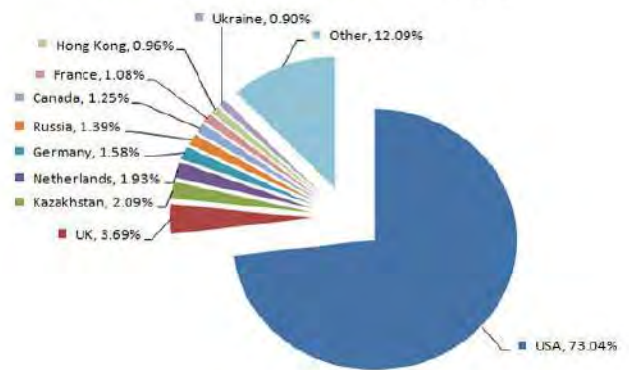
## Phishing

*It is the attempt to acquire sensitive Information such as “passwords, and credit Card details.” It is often used for malicious Reasons.....!*

### INSIDE STORIES:

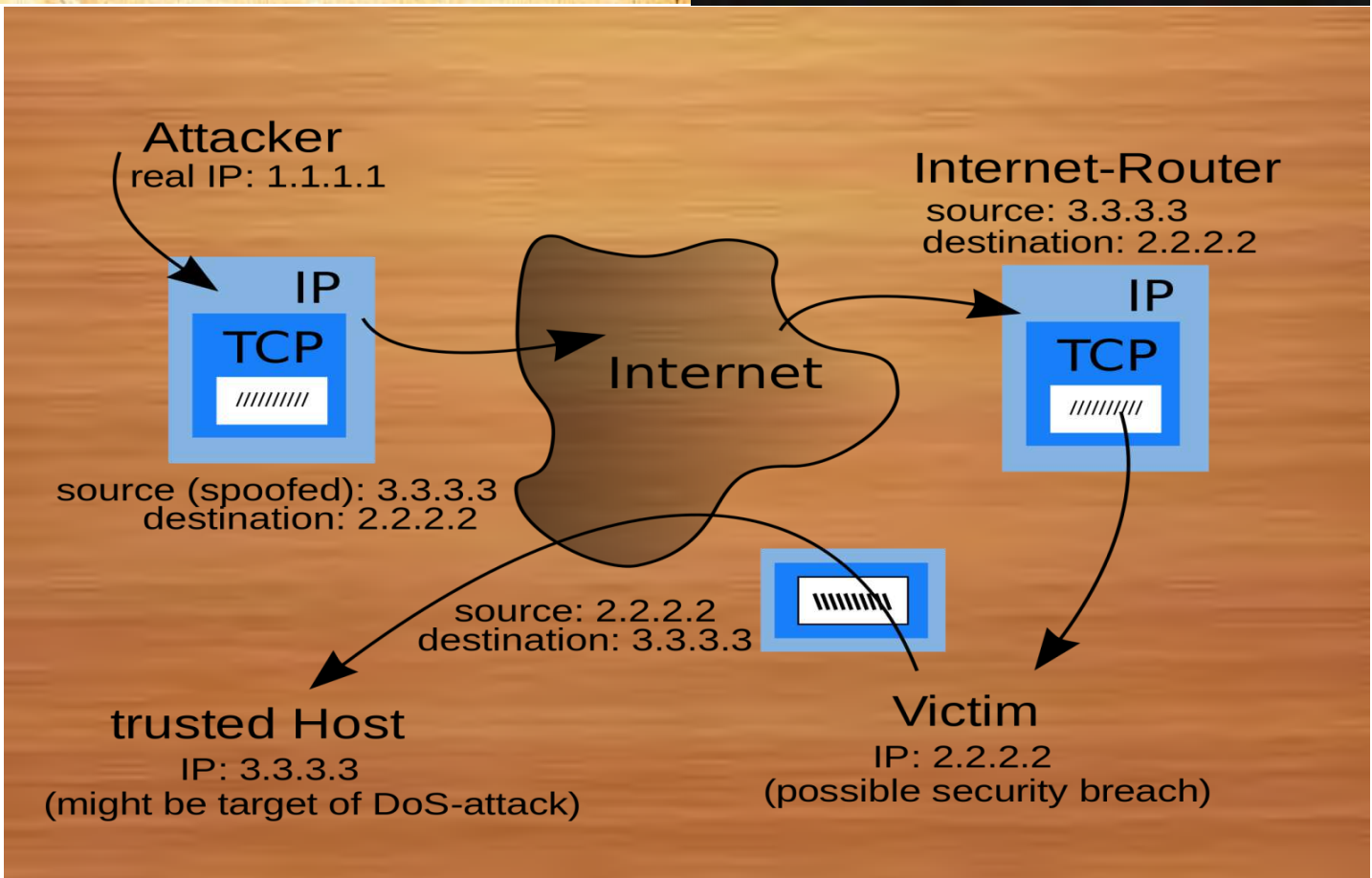
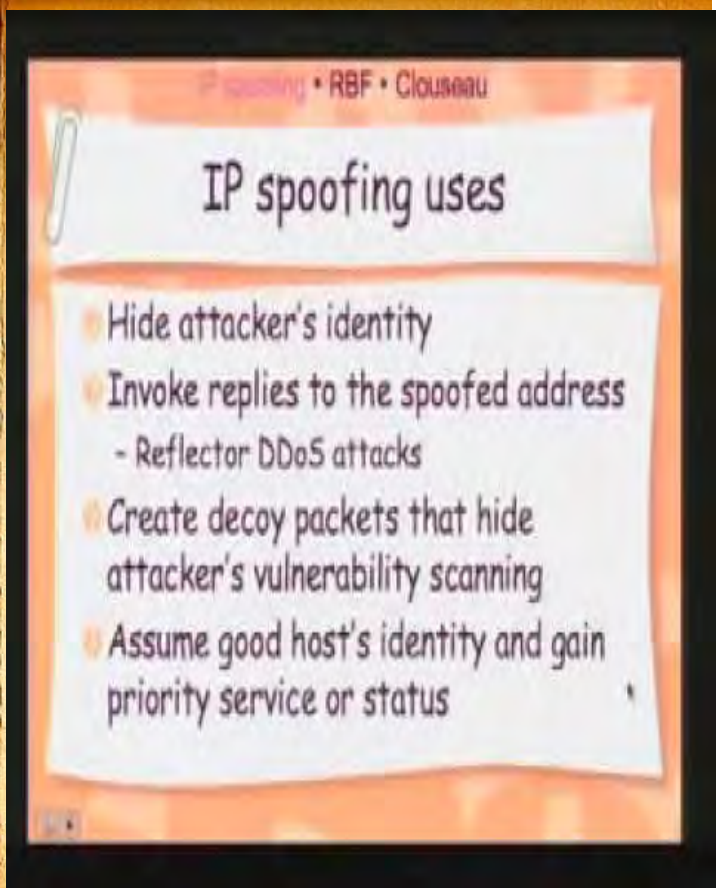


Phishing Attacks Report in 2012 (%)



## Spoofting:

A technique used to gain **Unauthorised** access to Computers, whereby the Intruder sends messages to computer with an **IP ADD** Indicating that the message Is coming from a trusted Host.....(**CAMOFLAUGE**)





## PRECAUTIONS

- **Secure your computer:** Activate your firewall, Use anti-virus/malware software, Block spyware attacks.
- **Install the latest operating system updates:** Keep your applications and operating system (e.g. Windows, Mac, Linux) current with the latest system updates. Turn on automatic updates to prevent potential attacks on older software.
- **Secure your wireless network:** Wi-Fi (wireless) networks at home are vulnerable to intrusion if they are not properly secured. Avoid conducting financial or corporate transactions on these networks.
- **Avoid being scammed:** Always think before you click on a link or file of unknown origin. Don't feel pressured by any emails. Check the source of the message. When in doubt, verify the source. Never reply to emails that ask you to verify your information or confirm your user ID or password.

## CRISIS BY “THE HACKERS”

### Fraud: The Big Picture

**According to major leading cybercrime agencies and research organizations:**

- ✓ **Total online revenue lost to fraud in 2012 by US companies: \$3.5 billion (mostly credit card fraud) (CyberSource)**
- ✓ **855 data breaches in 2011 (761 in 2010) resulting in 174 million and 4 million compromised records, respectively. (Verizon and USSS)**
- ✓ **Approx. 92% of all breaches perpetrated by outsiders (Verizon).**
- ✓ **But insiders steal 3X as much data as outsiders**
- ✓ **Cost per lost record: \$188 (2013 vs. \$160's five years ago) (Ponemon Institute)**

GAMES



# Internet Safety Game



**Iggey** and **Rasper** want you to **Play Smart, Stay Safe** and **Have Fun** while you're on the internet. And you can do just that if you follow our **tips**. Read them and be sure to talk to your parents about them, too.

**Click on Play** to try the game!

**IGGEY AND RASPER'S**  
**Tips for Internet Safety**  
**and good manners!**

Click to  
play

*ST.BRITTO'S MAT.HR.SEC.SCHOOL*

*Game Safty*

*A.John Britto*





# **INTRODUCTION**

Video game playing may be associated with vision problems. Extensive viewing of the screen can cause eye strain, as the cornea, pupil, and iris are not intended for mass viewing sessions of electronic devices. Using video games for too long may also cause headaches,



dizziness, and chances of vomiting from focusing on a screen.

However, certain studies have shown that video games can be used to improve various eye conditions. An investigation into the effect of action gaming on spatial distribution of attention was conducted and revealed that gamers exhib-

ited an enhancement with attention resources compared to non-gamers, not only in the periphery but also in central vision. Further studies



in 2011, concluded that a combination of video game therapy alongside occlusion therapy, would greatly improve the re-



*media use. Today's youth have constant access to many different forms of media through television, cell phones, movies, music, video games, and the Internet. Media can enhance children's education, learning opportunities, curiosity, creativity, and communication. However, it can also teach negative life lessons obtaining and consuming media and for communicating), by monitoring media youth consumes*



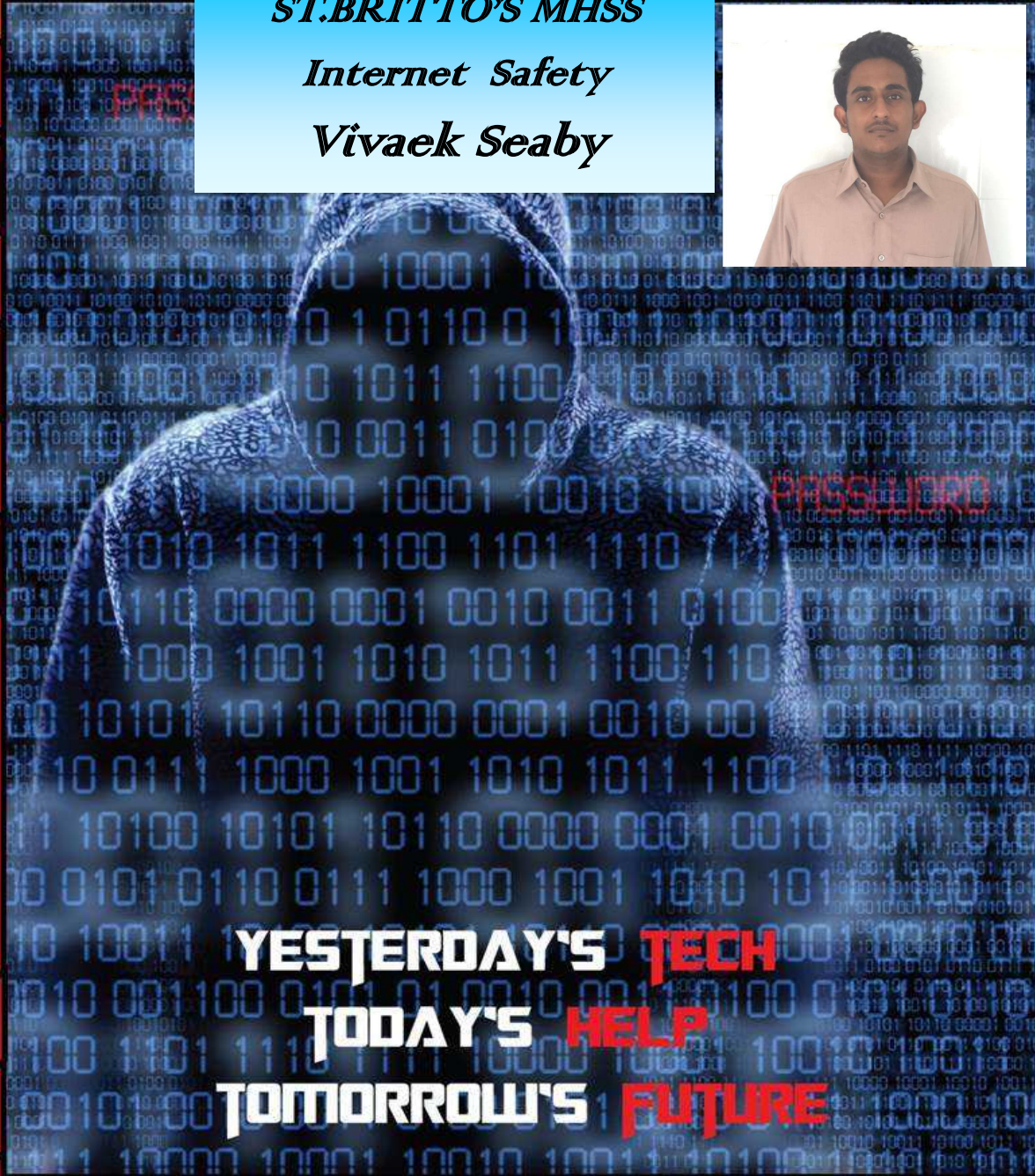


# TECHNOVERSE

*ST. BRITTO'S MHSS*

*Internet Safety*

*Vivaek Seaby*



**YESTERDAY'S TECH**  
**TODAY'S HELP**  
**TOMORROW'S FUTURE**



PG.: 1



PG.: 2



PG.: 3



## INTERNET SAFETY

**I**s the knowledge of maximizing the user's personal safety and security risks to private information and property associated with using the internet, and the self-protection from computer crime in general. As the number of internet users continues to grow worldwide, internet safety is a growing concern for both children and adults. Common concerns regarding safety on the internet include: malicious users (spam, phishing, cyberbullying, cyberstalking etc.), websites and software (malware, computer viruses, etc.) and various types of obscene or offensive content. Several crimes can be committed on the Internet such as stalking, identity theft and more. Most social networking and chat sites have a page about safety. Numerous groups, governments and organizations have expressed concerns about the safety of children using the Internet. Safer Internet Day is celebrated worldwide in February to raise awareness about internet safety. In the UK the Get Safe Online campaign has received sponsorship from government agency Serious Organized Crime Agency (SOCA) and major Internet companies such as Microsoft and eBay



## HACKING

**I**n the computer security context, a hacker is someone who seeks and exploits weaknesses in a computer system or computer network. Hackers may be motivated by a multitude of reasons, such as profit, protest, challenge, enjoyment, or to evaluate those weaknesses to assist in removing them. The subculture that has evolved around hackers is often referred to as the computer underground and is now a known community. While other uses of the word hacker exist that are related to computer security, such as referring to someone with an advanced understanding of computers and computer networks, they are rarely used in mainstream context. They are subject to the longstanding hacker definition controversy about the term's true meaning. In this controversy, the term hacker is reclaimed by computer programmers who argue that someone who breaks into computers, whether computer



criminal (black hats) or computer security expert (white hats), is more appropriately called a cracker instead. Some white hat hackers claim that they also deserve the title hacker, and that only black hats should be called "crackers".

## SOFTWARE CRACKING

Software cracking (known as "breaking" in the 1980s) is the modification of software to remove or disable features which are considered undesirable by the person cracking the software, especially copy protection features (including protection against the manipulation of software, serial number, hardware key, date checks and disc check) or software annoyances like nag screens and adware.

A crack refers to the mean of achieving software cracking, for example a stolen serial number or a tool that performs that act of cracking.

Some of these tools are called keygen, patch or loader. A keygen is a handmade product license generator that often offers the ability to generate legitimate licenses in your own name. A patch is a small computer program that modifies the machine code of another program. This has the advantage for a cracker to not include a large executable in a release when only a few bytes



are changed. A loader modifies the startup flow of a program and does not remove the protection but circumvents it. A well known example of a loader is a trainer used to cheat in games. Fairlight pointed out in one of their .nfo files that these type of cracks are not allowed for warez scene game releases. A nukewar has shown that the protection may not kick in at any point for it to be a valid crack.

The distribution of cracked copies is illegal in most countries. There have been lawsuits over cracking software. It might be legal to use cracked software in certain circumstances.





### HOW TO PROTECT YOUR WEB ACCOUNTS FROM BEING HACKED

Use a secured email account

Make your email address less easy to guess.

Guard your email password.

React promptly but carefully to messages about possible attacks to your email account.

Consider using different email accounts for different purposes.

### TO CONTACT US FOR INFORMATION :

**+15262446873615**

**+15262446873616**

**+15262446873617**

### LIKES US ON :



# YOUR DIGITAL FOOTPRINT



*ST.BRITTO'S MHSS*  
*Internet Safety*  
*S.Annisha Banu*



A digital footprint is the data that is left behind by digital services.







Digital footprints are traces left by one's activity in a digital environment. Most adults and many children have them. The easiest way to get a feel of it is to "Google" yourself.

Will Richardson, in a 2008 article for Educational Leadership, titled Footprints in the Digital Age wrote: "As the geeky father of a 9-year-old son and an 11-year-old daughter, one of my worst fears as they grow older is that they won't be Googled well."

-Tess Richardson" into the search line of the browser, what comes up will be less than impressive. That a quick surf through the top five hits will fail to astound with examples of her creativity, collaborative skills, and change-the-world work. Or, even worse, that no links about her will come up at all."

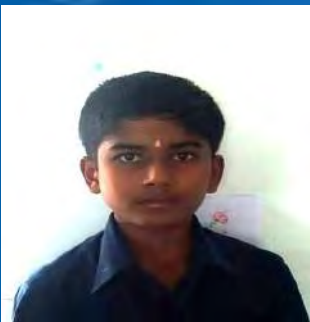
The number of employers who report using Google to screen candidate rises every year. They feel "no news is good news" when it comes to an online presence. This may have been the case a few years ago, but today, ones footprint online is the chance to make a positive first impression. Many employers report using information they found online in hiring decisions, both to hire the candidate, as well as not to hire.

**ONLINE SHOPPING** is popular because of the convenience it offers. Recently, new ways to save money while shopping online have grown tremendously in popularity. Shoppers have traditionally shopped through a retailer, filled an online shopping cart and then paid. Another way is to shop through an online auction site and bid against other shoppers for items. Recently, shopping through deal a day coupon websites has quickly become a very popular option because of the large discounts



# E-MAGAZINE

## ONLINE BUYING



*St. Britto's Academy*

*Buying Online*

*Kishore.A*

# ONLINE BANKING





- Steps for Online Buying:-**
- Step 1: 1. Basic "Fill Your Shopping Cart" Shopping
  - Step 2: 2. Online Auction Shopping
  - Step 3: 3. Deal a Day Coupon Shopping
  - Step 4: 4. Payment options

## ONLINE SHOPPING BENEFITS

**Facts**  
Data to online shopping by 42%. Top 4 items bought online: Consumer Electronics, Toys, Apparel.

**Better Prices**  
Physical stores are under more pressure to compete to the traditional models. This gives consumers products at great values & prices.

**Convenience**  
Online shopping is easier to do. Faster and gets you to shopping and convenient.

**Variety**  
Physical stores have a limited range of products. Get a variety of products online at great prices.

**Fewer Traps**  
Retailers use physical stores to lure you in buying something. While at store shopping, there are less chances of being trapped.

**Compare Prices**  
Comparing prices has become easier than ever thanks to the online models. Shopping is better when you have a lot of price.

**Crowds**  
Online shopping saves you from the crowds and the hectic shopping. You can shop easily at your comfort zone.

**Compulsive Shopping**  
Avoid compulsive shopping and feel it pleasant to buy only things that you completely need. You can't force to buy.

**Discreet Shopping**  
Shopping online gives you privacy as you aren't being people looking at you while you do your shopping.

**Buying Old or unused Stuff at low prices**  
You can easily buy and sell unused stuff at cheaper prices online.

**Smart choices**  
Be a smart online shopper by choosing what you need at your comfort zone and shopping the best of products.

EasyShopping aims to provide a delightful online shopping experience to its customers. Choose from a wide range of amazingly priced consumer to online retail products in electronics, apparel, lifestyle, home and living products for a great shopping experience.

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# Online Banking

## **4 Easy Ways to Make Online Banking Safer**

Make All Passwords as Safe as Your Banking Password

Use Multi-Factor Authentication for Online Accounts

Set Limits to Transaction Amounts on Your Accounts

Keep Track of Your Transactions by Setting Notifications and Alerts





## **Conclusion**

- **E-Banking Enable Better Business Anywhere, Anytime.**
- **E-Banking represent a tremendous opportunity in India.**
- **However, Factors such as illiteracy in India, availability of cheaper labor force, reluctance to change by the existing staff of banks and slow growth of technology in India are responsible for slow growth of e-banking in India.**

- ▶ **Thanks to online shopping, Millenials are accustomed to having a vast number of options at their fingertips, and they make savvy decisions based on price, quality, and convenience.**
- ▶ **Online reviews carry tremendous weight. When Millenials are making purchase decisions, they seek out customer reviews. When targeting Millenials, retailers must pay attention to the online conversation about their brand.**
- ▶ **Today's large companies feel too big for Millennials to build relationships with. They are concerned that the level of customer service is diminishing.**

**mindswarms**



## Online shopping

**Online shopping** (sometimes known as **e-tail** from "electronic retail" or **e-shopping**) is a form of [electronic commerce](#) which allows consumers to directly buy goods or [services](#) from a seller over the [Internet](#) using a [web browser](#). Alternative names are: e-web-store, e-shop, e-store, Internet shop, web-shop, web-store, online store, online storefront and virtual store. Mobile commerce (or [m-commerce](#)) describes purchasing from an online retailer's mobile optimized online site or app.

An online shop evokes the physical analogy of buying [products](#) or services at a [bricks-and-mortar retailer](#) or [shopping center](#); the process is called business-to-consumer (B2C) online shopping. In the case where a business buys from another business, the process is called business-to-business (B2B) online shopping. The largest of these online retailing corporations are [Alibaba](#), [Amazon.com](#), and [eBay](#).<sup>[1]</sup>

## Customers

Online customers must have access to the Internet and a valid [method of payment](#) in order to complete a transaction.

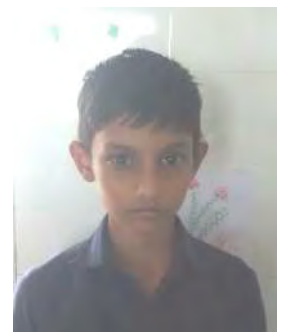
Generally, higher levels of education and personal income correspond to more favorable perceptions of shopping online. Increased exposure to technology also increases the probability of developing favorable attitudes towards new shopping channels.<sup>[10]</sup>

In a December 2011 study, Equation Research surveyed 1,500 online shoppers and found that 87% of tablet owners made online transactions with their tablet devices during the early Christmas shopping season.<sup>[11]</sup>

*St. Britto's Academy*

*Online Shopping*

*Sanjay V.S.*



## Payment

Online shoppers commonly use a [credit card](#) or a [PayPal](#) account in order to make payments. However, some systems enable users to create accounts and pay by alternative means, such as:

Billing to [mobile phones](#) and [landlines](#)<sup>[13][14]</sup>

[Cash on delivery](#) (C.O.D.)

[Cheque](#)/ Check

[Debit card](#)



## Product delivery

Once a payment has been accepted, the goods or services can be delivered in the following ways. For physical items:

Shipping: The product is shipped to a customer-designated address. Retail package delivery is typically done by the public postal system or a retail courier such as FedEx, UPS, DHL, or TNT.

Drop shipping: The order is passed to the manufacturer or third-party distributor, who then ships the item directly to the consumer, bypassing the retailer's physical location to save time, money, and space.

In-store pick-up: The customer selects a local store using a locator software and picks up the delivered product at the selected location. This is the method often used in the bricks and clicks business model.

For digital items or tickets:

Downloading/Digital distribution:<sup>[15]</sup> The method often used for digital media products such as software, music, movies, or images.

Printing out, provision of a code for, or e-mailing of such items as admission tickets and scrip (e.g., gift certificates and coupons). The tickets, codes, or coupons may be redeemed at the appropriate physical or online premises and their content reviewed to verify their eligibility (e.g., assurances that the right of admission or use is redeemed at the correct time and place, for the correct dollar amount, and for the correct number of uses).

Will call, COBO (in Care Of Box Office), or "at the door" pickup: The patron picks up pre-purchased tickets for an event, such as a play, sporting event, or concert, either just before the event or in advance. With the onset of the Internet and e-commerce sites, which allow customers to buy tickets online, the popularity of this service has increased.

## Shopping cart systems

Simple shopping cart systems allow the off-line administration of products and categories. The shop is then generated as HTML files and graphics that can be uploaded to a webspace. The systems do not use an online database.<sup>[citation needed]</sup> A high-end solution can be bought or rented as a stand-alone program or as an addition to an enterprise resource planning program. It is usually installed on the company's webserver and may integrate into the existing supply chain so that ordering, payment, delivery, accounting and warehousing can be automated to a large extent.

Other solutions allow the user to register and create an online shop on a portal that hosts multiple shops simultaneously from one back office. Examples are Big Commerce, Shopify and FlickRocket. Open source shopping cart packages include advanced platforms such as Interchange, and off-the-shelf solutions such as Magento, nopCommerce, osCommerce, Shopgate, PrestaShop, and Zen Cart. Commercial systems can also be tailored so the shop does not have to be created from scratch. By using an existing framework, software modules for various functionalities required by a web shop can be adapted and combined.<sup>[citation needed]</sup>







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