**15.05.25**

**H/w: p. 85**

5) What are computer viruses and how do they differ?

Computer viruses are sets of illicit instructions that infect programs and spread rapidly, often causing harm to systems or data. They differ in their behavior and impact: for example, a worm spreads by replicating itself, while a bomb triggers damage based on specific conditions, usually at a later date. A Trojan horse disguises itself within legitimate programs, covertly inserting destructive instructions. Some viruses, like Michelangelo, erase all data files, making them highly destructive, while others, such as the Ping-Pong virus, are merely a nuisance, bouncing a small graphic around the screen. Despite their differences, all viruses share the ability to disrupt systems and require vigilance to prevent their spread.

**22.05.25**

**H/w: p. 92-93 ex. VI - fill in the table and add 2 of your own lines.**

|  |  |  |  |
| --- | --- | --- | --- |
| User | Use | Implementation | Benefit |
| NASA | recreating  different  worlds | flight simulation;  battle simulation | risk-free, inexpensive military training |
| Urban planners | urban planning and visualization | creating 3D models of city layouts | better decision-making, public engagement |
| Architects | visualizing building designs | creating interactive 3D models of structures | early problem solving |
| Medicine | surgical planning and patient care | turning a CAT scan into 3D model of the patient’s body | improved surgical precision, patient understanding |
| Disabled | rehabilitation and accessibility training | simulating real-world tasks | enhanced motor skills, independence |
| Education | Teaching complex subjects | Immersive historical recreations, science labs | Increased student engagement and retention |
| Retail | Virtual shopping experiences | VR storefronts and product try-ons | Enhanced customer experience, reduced returns |

**29.05.25**

**H/w: p. 103 ex. 5 - write a summary.**

E-mail is a simple and immediate function of the Internet. It works similarly to traditional mail but operates electronically, allowing users to compose, send, and read messages using software. Each user has a unique e-mail address that ensures correct delivery of messages.

A set of informal rules known as netiquette (network etiquette) guides appropriate behavior in electronic communication. These include writing clear and concise messages, avoiding spelling mistakes, using descriptive subject lines, not typing in all capital letters, and not sending test messages to others.

Occasionally, disagreements between users can lead to flames, which are angry or offensive messages. When multiple users exchange such messages, it may result in a flame war. These conflicts typically end on their own.

E-mail is not fully secure. Its system allows for easy reading and forgery of messages. To improve security, users are advised to create strong passwords, use encryption, and send sensitive messages through anonymous remailers.