

- » Server-based antivirus software protects your network servers from viruses. For example, you can install antivirus software on your mail server to scan all incoming mail for viruses and remove them before your network users ever see them.
- » Some firewall appliances include antivirus enforcement checks that don't allow your users to access the Internet unless their antivirus software is up to date. This type of firewall provides the best antivirus protection available.

Safe computing

Besides using an antivirus program, you can take a few additional precautions to ensure virus-free computing. If you haven't talked to your kids about these safe-computing practices, you had better do so soon.

- » Regularly back up your data. If a virus hits you and your antivirus software can't repair the damage, you may need the backup to recover your data. Make sure that you restore from a backup that was created before you were infected by the virus!
- » If you buy software from a store and discover that the seal has been broken on the disk package, take the software back. Don't try to install it on your computer. You don't hear about tainted software as often as you hear about tainted beef, but if you buy software that's been opened, it may well be laced with a virus infection.
- » Use your antivirus software to scan your disk for virus infection after your computer has been to a repair shop or worked on by a consultant. These guys don't intend harm, but they occasionally spread viruses accidentally, simply because they work on so many strange computers.
- » Don't open email attachments from people you don't know or attachments you weren't expecting.
- » Use your antivirus software to scan any CD-ROM or flash drive that doesn't belong to you before you access any of its files.

Patching Things Up

One of the annoyances that every network manager faces is applying software patches to keep the operating system and other software up to date. A software *patch* is a minor update that fixes the small glitches that crop up from time to