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| Project chapter and number (5 pts) | Chapter 2  Project 3 |
| Three keywords and their definitions (10 pts) | 1. – Malicious - having or showing a desire to cause harm to someone : given to, marked by, or arising from malice 2. – Keylogger - a piece of software that records the signals sent from a keyboard to a computer usually for the purpose of gaining information about the user without the user's knowledge 3. – Social Engineering - management of human beings in accordance with their place and function in society : applied social science |
| Key takeaways or “what you learned” (10 pts) | I learned what a keylogger does in the real world. I also learned how they are set up. I also was able to understand the basics of malware this week. It was cool when my roommate played some games it detected his key presses. |
| Evidence of completion (probably a screen capture) (5 pts) |  |