



ft_malcolm

An introduction to Man in the Middle attacks

Summary: This is the first project of a network security branch created by maabouh`

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Chapter I

Foreword

Yes, no, maybe I don't know Can you repeat the question? You're not the boss of me now You're not the boss of me now You're not the boss of me now, and you're not so big You're not the boss of me now You're not the boss of me now You're not the boss of me now, and you're not so big

This subject has nothing to do with Malcolm in the middle, but rather with Man in the middle!

I.1 Example of section

I.1.1 Example of sub-section

This sub-section is empty.

I.1.2 A bullet point list

- what
- a
- wonderful
- list.

I.1.3 A descriptions list

Orange: Round and orange fruit.

Strawberry: Strawberry shaped fruit. Also red.

Cucumber: Phallus-shaped green vegetable.

I.1.4 An enumeration

An enumeration of the reasons why I like you:

1. You are smart.
2. Your are very talented.
3. Your are magnificent.
4. I'm a nice person.

I.1.5 Urls and links

If you have no clue how to insert links or urls in your document, search for an online explanation using [Google](#). Please note that Google is available at www.google.com.

I.1.6 An info box



For information, please read this info box.

I.1.7 A hint box



You should read this hint box, really.

I.1.8 A warning box



Beware! This is a warning box!

I.1.9 A C code snippet

```
int main( void ) {  
    puts( "hello world !" );  
    return 0;  
}
```

I.1.10 A C++ code snippet

```
int main( void ) {  
    std::cout << "hello world !" << std::endl;  
    return 0;  
}
```

I.1.11 A picture !

I.1.12 Some special characters

Underscore: `_`

Ampersand: `&`

Elipsis: `...`

I.2 About chaptering

Each chapter of the pdf must appear in your subject, **including** the Foreword chapter. For your convenience, the best way to use this template LaTeX file is to copy it and rename it, then replace the provided descriptions by your own content.



If you are part of a company, the Foreword chapter is the best place to write about your business, the context of this project, introduce yourself and/or your team, etc.

Chapter II

Introduction

The introduction is a presentation of the project outline. It's good practice to specify some context and some ideas about what needs to be done. So with these few lines, students get a global overview of the addressed topics.

Chapter III

Goals

This chapter explains the educational interest of your project, because in the end a project is only a means to discover and explore new topics. Take our 42 C++ project **Nibbler**. Despite looking like a simple **Snake** game, this project introduces the students to the creation of an API and additional plugins for a C++ program.

Chapter IV

General instructions

This chapter lists all the basic instructions of a project. Languages, restrictions, authorizations, compilation, etc.

Chapter V

Mandatory part

Heart of the subject, the mandatory part describes in detail the work expected and the potentially required tools and/or technologies. The secret of a good subject is the balance between being specific and leaving some room for interpretation and imagination. This balance is very important as it is what will fuel debates and argumentations during peer-evaluations.

Chapter VI

Bonus part

When students have invested time and efforts in a project and have reached their goals, it's natural to want to go further! The bonus section is here to nurture these ambitions. Of course, the bonus part is available if and only if the mandatory part is complete and flawless.

Chapter VII

Turn-in and peer-evaluation

This part describes the conditions and instructions for the turn-in and peer-evaluation of the project. If your project does not require any specific turn-in or peer-evaluation instruction, feel free to use the following paragraph as is:

Turn in your work using your `Git` repository, as usual. Only the work that's in your repository will be graded during the evaluation.