



# The Search for a Title

A Profound Subtitle

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# Part One

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# 1. Programs and Data

Before we know about local cybersecurity, we'll have to study the functioning and interaction of components in hosts. a **host** is in essence, any computer or similarly processing machine. As long as

Vulnerabilities can and **will** exist in these processing machines, such as

- Backdoors
- TOC/TOU attacks in shared processors.
- Memory operations

Vulnerabilities can be exploited, and when we

- Buffer Overflow attacks
- Malware
- Dumpster Diving attacks

We'll see them in more detail as we progress through this guide, so

## 1.1 Programs and Data

This guide assumes we're working on a Von Neumann machine, so all of our architecture will be assuming a memory, a processing unit, and interaction between both. Such instructions are binary in nature, and the existent framework we use has a few security implications, but for now we have to take them as a given.






## 2. C Pointers

Say, for example, we have this code:

```
int j,i, *p

int main()
{
    i = 5;
    i = j;
    i = v[j]
    i = *p
}
```





## Bibliography

