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The pirate proxy

It is sure to assume that shortly after the first personal computers left the store shelves, someone was tracing a way to get a software for free. According to a report from the Alliance software (BSA) software, the Pirate software accounted for 41% of all PC software all over the world [source: BSA]. The BSA also reports that piracy costs billions of dollars software in revenue. Skeptics underline that software providers end the BSA, making its suspicious results. Whether you believe that both BSA statistics or less, it is true that piracy remains a great concern for software companies. This concern has LED companies to try to solve the problem through different approaches with different levels of success. Back in the first days of the software - Piracy was around a long time before the Internet has become public - companies would include copy protection on their products. In some cases, this consisted of a few lines of code that made it difficult to copy data from one support to another. But software protection has also taken other forms: Many computer games require the player to report to a game manual or other physical element that has been sent together to the game. The Internet and the World Wide Web has hit the scene, some companies have begun to experiment with various forms of digital rights management (DRM). Some DRM systems verify the software by requesting a connection between the user and a remote server containing the DRM application. The great inconvenience of this method is that if the company comes out of activity or decides to close the server, the software on the computer or on the mobile device suddenly becomes useless because there is no way to check that you have purchased it. They are not all DRM strategies that extreme. But by its very nature, DRM places the restrictions on the user. And because we are used to being able to manage our personal effects in any way we see in shape, the DRM is not very popular with consumers. For example, in the United States, if you buy a book, you have the right to sell your purchase. It is part of the copyright law of U.S. It is called the first sale doctrine. But DRM restrictions often make it difficult, if not impossible, sell a software you purchased and used. And it is much easier to create a copy of a program with respect to a novel or a magazine. A cheap software is the solution? If the software didn't cost so much, would people be willing to buy more? Imagine you're traveling through the ocean by ship. You had a good trip, over time mild and smooth seas. You're standing on the bridge, enjoying the breeze about your last night on board. But suddenly, pirates appear on the bridge. They ask for money, goods and access to Captain's secure. They take control of the ship and threaten with brown you and the crew on a nearby island. You are not in a Spanish galleon, though, and these pirates are not in curly wigs and vests. It is the day of man, you are on a modern cargo ship and pirates wear military tongues and bring machine guns. Your ship becomes one of the hundreds to stick from pirates every year. What does it take to be a pirate, and what does it take to survive if you meet one? In this article, we will examine how we work the pirates, whether they were robbing and leaning in the 17th century or the 21st. A pirate looks pretty self-explanatory - pirates use boats to attack other boats with the intent to kidnap, steal or otherwise hurt. But that basic definition does not cover it. High sea violence must meet some other criteria to be piracy: the attack must be for a private gain with private ships. Military activities, environmental protests or acts of industrial espionage not piracy. Pirates must operate outside the authority of any government. In the past, people behave like pirates, but they had a government authority (often in the form of a letter marque, an official document that grants permission to attack and plunder enemy ships) were called private individuals. Governments used private â €

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