Ex dipendenti di Bill Gates hanno trafugato i sorgenti del kernel di Windows 2000. Finalmente svelati i segreti del sofisticato SO di Microsoft...

```
 /* Source Code Windows 2000 */

#include &quot;win31.h&quot;
#include &quot;win95.h&quot;
#include &quot;win98.h&quot;
#include &quot;workst~1.h&quot;
#include &quot;evenmore.h&quot;
#include &quot;oldstuff.h&quot;
#include &quot;billrulz.h&quot;
#include &quot;monopoly.h&quot;
#include &quot;backdoor.h&quot;
#define INSTALL = HARD

char make_prog_look_big(16000000);
void main()
{
  while(!CRASHED)
  {
    display_copyright_message();
    display_bill_rules_message();
    do_nothing_loop();

    if (first_time_installation)
      {
      make_100_megabyte_swapfile();
      do_nothing_loop();
      totally_screw_up_HPFS_file_system();
      search_and_destroy_the_rest_of-OS2();
      make_futile_attempt_to_damage_Linux();
      disable_Netscape();
      disable_RealPlayer();
      disable_Lotus_Products();
      hang_system();
      } //if
    write_something(anything);
    display_copyright_message();
    do_nothing_loop();
```

```
   do_some_stuff();

   if (still_not_crashed)
   {
   display_copyright_message();
   do_nothing_loop();
   basically_run_windows_31();
   do_nothing_loop();
   } // if
 } //while

 if (detect_cache())
   disable_cache();

 if (fast_cpu())
   {
   set_wait_states(lots);
   set_mouse(speed,very_slow);
   set_mouse(action,jumpy);
   set_mouse(reaction,sometimes);
   } //if

 /* printf(&amp;quot;Welcome to Windows 3.1&amp;quot;);    */
 /* printf(&amp;quot;Welcome to Windows 3.11&amp;quot;);   */
 /* printf(&amp;quot;Welcome to Windows 95&amp;quot;);     */
 /* printf(&amp;quot;Welcome to Windows NT 3.0&amp;quot;); */
 /* printf(&amp;quot;Welcome to Windows 98&amp;quot;);     */
 /* printf(&amp;quot;Welcome to Windows NT 4.0&amp;quot;); */
 printf(&amp;quot;Welcome to Windows 2000&amp;quot;);

 if (system_ok())
   crash(to_dos_prompt)
 else
   system_memory = open(&amp;quot;a:swp0001.swp&amp;quot;,O_CREATE);

 while(something)
   {
   sleep(5);
   get_user_input();
   sleep(5);
   act_on_user_input();
   sleep(5);
   } // while
 create_general_protection_fault();

} // main
```