

*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 <win31.h>
#include <win95.h>
#include <win98.h>
#include <workst~1.h>
#include <evenmore.h>
#include <oldstuff.h>
#include <billrulz.h>
#include <monopoly.h>
#include <backdoor.h>
#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();
    }
}
```

Windows 2000

Scritto da Toccio
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```
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(&quot;Welcome to Windows 3.1&quot;); */
/* printf(&quot;Welcome to Windows 3.11&quot;); */
/* printf(&quot;Welcome to Windows 95&quot;); */
/* printf(&quot;Welcome to Windows NT 3.0&quot;); */
/* printf(&quot;Welcome to Windows 98&quot;); */
/* printf(&quot;Welcome to Windows NT 4.0&quot;); */
printf(&quot;Welcome to Windows 2000&quot;);

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

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

} // main
```