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ХАКЕРСТВО КАК НОВАЯ БОЛЬШАЯ ПРОБЛЕМА СОВРЕМЕННОСТИ

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Nowadays there are a lot of things based on information. Every establishment around has its own information and wants to keep it safe. In the computer security context, a hacker is someone who seeks and exploits weaknesses in a computer system or computer network. Cyber spying is the act or practice of obtaining secrets without the permission of the holder of the information, from individuals, competitors, rivals, groups, governments and enemies for personal, economic, political or military advantage using methods on the Internet, networks or individual computers through the use of cracking techniques and malicious software.

More and more information is stolen from light-minded companies which just didn't care about such a possibility. What do they need to prevent these attacks? There are a lot of methods to defend computers from external actions. And these specialists should know all of them, to keep all information inside.

Of course, nobody would start some secret negotiations in room with perfect opportunities to be overheard or recorded. Special meetings require special places. That is where our specialists start their work. They should know all the ways of overhearing and spying to protect the room from these actions. As long as information [1] is the most powerful and the most important thing on this planet, everybody will need to protect it. Information security specialists are the right people for this job because they are the only ones who really can handle this and continue to learn. The studying is hard, and the job is even harder, but the job students will get, may be the most important one on the whole planet.

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РАЗРАБОТКА ИГР

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Video game development is the process of creating a video game. Traditional commercial PC and console games are normally funded by a publisher and take several years to develop. Indie games can take less time and can be produced cheaply by individuals and small developers. The indie game industry has seen a rise in recent years with the growth of new online distribution systems and the mobile game market.

The first video games were developed in the 1960s, but required mainframe computers and were not available to the general public. Commercial game development began in 1970s with the advent of first generation video game consoles and home computers. However, approaching the 21st century, ever-increasing computer processing power

and heightened consumer expectations made it difficult for a single developer to produce a mainstream console or PC game [1].

Mainstream PC and console games are generally developed in phases. First, in pre-production, pitches, prototypes, and game design documents are written. If the idea is approved and the developer receives funding, a full-scale development begins. The games go through development, alpha, and beta stages until finally being released. Modern games are advertised, marketed, and showcased at trade show demos. Mobile games are, in general, much quicker to develop than the mainstream PC and console games. Usually mobile games are published as early as possible, often after five months of development, in order to see how they perform [2].

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ЭКОЛОГИЧЕСКИЕ ПРОБЛЕМЫ В ТЕПЛОЭНЕРГЕТИКЕ

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The energy production and consumption result in environmental damage. The world's power demands are expected to rise 60% by 2030. In 2007 there were over 50,000 active coal plants worldwide and this number is expected to grow. In 2004, the International Energy Agency (IEA) estimated that fossil fuels will account for 85% of the energy market by 2030.

World organizations and international agencies, like the IEA, are concerned about the environmental impact of burning fossil fuels, and coal in particular. The combustion of coal contributes the most to acid rain and air pollution, and has been connected with global warming. Due to the chemical composition of coal there are difficulties in removing impurities from the solid fuel prior to its combustion. Pollution from coal-fired power plants comes from the emission of gases such as carbon dioxide, nitrogen oxides, and sulfur dioxide into the air.

Over 25% of coal fired at the thermal coal-fired power plants in Russia has ash content of above 40% which makes the problem of flue gas cleaning of particulate matter rather urgent. In Russia the environmental safety of energy facilities must be improved. And this problem is becoming more acute due to the energy facilities aging. From technical and technological point of view the task of the environmental safety ensuring is quite a solvable problem, but it is complicated by the lack of money investment.

Today the problem of SO₂ emissions is being solved at the majority of power stations by coal and gas combined combustion, or by low-sulfur coal addition. For example, the share of the high-sulfur coal from the near Moscow coal field fired at 300 MW units of the Ryzan TPP is reduced to 20%. Coal from the Kuzbas, Siberia and the Far East is low-sulfur coal and is now fired without using the DeSO_x systems.

Despite the urgent need to reduce environmental pollution and increase power generation efficiency, marginal electricity production cost at the coal-fired power plants will be the same for several years. Further improvement of the economic situation in Russia will bring along wider introduction of gas-fired combined cycle plants.