

Forum: [Hack Forums](#)

Thread: [General Questions & Answers About Various Topics \(Part-1\)](#)

?si?qqo? - December 9, 2008, 5:20 pm

I'm going to post some random questions & answers related to programming, hacking, computer technologies, and many more ...

Note: am gonna post, stupid questions, easy questions & fairly technical ones.

If you don't understand something in this thread ? , lemme know. I'll answer what i know ?...

Lets begin ?

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Q: What Does 32-bit Vista Mean? What about 64-bit? What is the difference?

A: The 32-bit and 64-bit refer to the way a computer's processor (CPU), handles information.

The 64-bit versions of Windows can utilize more memory than 32-bit versions of Windows.

This helps minimize the time spent swapping processes in and out of memory by storing more of those processes in Random access memory (RAM) rather than on the hard disk. This, in turn, can increase overall program performance.

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Q: What Does 2.11 GHz CPU mean? Why it is not called e.g. 64 Bit CPU, or 32 Bit CPU?

A: a 64-bit or 32-bit value for the CPU describes the word size of the processor, meaning essentially how many bits the CPU can process in an instruction.

If you want to find out a little more about your CPU in your *nix distro. type this in a terminal. `cat /proc/cpuinfo`

In windows, just go to control panel > click system icon

x GHz it's the speed the processor runs at. The higher the GHz the better in most cases. But there are processors that run at slower speeds than others but are able to carry more instructions a second than the faster ones.

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Q: If My Hard Disk is Full. Will My PC Run Slow? If yes, why? CPU got nothing to do with Hard Disk, it only cares about CACHE & RAM. Hard Disk considered as a storage only ... So how come pc would run slow & cpu become less efficient?

A: Yes.

The machine uses the hard drive as Virtual Memory swap space, so it is continually writing and reading temporary files to the hard drive. If you don't have enough drive space, it has to write smaller files, more often, which slows the machine down.

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Q: Where Does OS Load While RAM is Less than OS Size? Lets say i got 1 GB Ram, and my os is 600MB. CPU only deals with RAM & CACHE. In this situation, OS will take 600 MB of RAM at least and 400 MB left for other processess. Thats how i understand it! Am i wrong? please fix

A: "Virtual memory".

If RAM is not sufficient to hold your OS and any software running, "virtual memory" or a "paging file" on your hard disk will be used. Data will be swapped back and forth as required by the CPU. Since accessing data on a hard disk is so much slower than using RAM, this is why it's wise to have the maximum amount of RAM you can afford and your mainboard can cope with.

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Q: It is known in encryption world that you have "Keep The Encrypted Key Secret While The Algorithm is Public" - Why Not to Keep Algorithm Secret As Well?

If Encrypted Key is secret but its Algorithm is public, its gonna be easy easy for me to break the key! right? If i make my own Encryption Algorithm & make it secret, this gonna be more secured & harder for intruder to break my key ... I need to know why the first situation (Keep The Encrypted Key Secret) is more secured while the second one (The Algorithm is Public) sounds more logical and better to make it secure too!

A: Security by obscurity isn't very secure. In other words, if you have a weak encryption algorithm, it's not very secure, even if it is secret.

With an encryption algorithm, someone has to decrypt it for it to be useful. That means the algorithm needs to be public. However, with any algorithm, finding the key is the tricky part. Even knowing the full algorithm, trying to find the key of a 512-bit encryption would take a hell long time.

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Q: Why in C++ Headers, We Do Not Put .h as We Do in C? e.g. `#include<iostream>` not `iostream.h`?

A: The old file `<iostream.h>` is now deprecated.

`#include<iostream>` is the pattern of the newer C++ standard. Generally, all of the libraries have been replaced with files that have no extension.

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Q: Application written in C++ under Windows only work in Windows, does not work in Linux. How come?!! Isn't C++ is C++! Same language...

A: There is only one standard C++ ; however, software companies add some more functionalities into their implementations of the language, such as more user interface functions and keywords. Also, they add more developing tools and other stuff. In addition, different machines have different

binary languages (Mac is different from a PC) and different operating systems have different APIs (system functions) Windows API not as same as *nix API, so C++ compilers for Windows OS works differently than the one for Unix/Linux OS.

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Q: In what language Compilers are written?

A: Compilers are usually in C and assembler, because C is fast and compact and it's maybe traditional to write compilers in it .

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Q: If i program lets say an application Under Windows using C++, and compiled it under Windows Platform. This application will only work under Windows. Ok
If i take the source code to Linux, will it compile? or i will have to change the source code before compile my app. under Linux? Why do i have to change the source code little bit? Isn't C++ is C++?!
No Matter on what platform i program....Explain please.

A: If the source code have NO platform dependent functions , then SURE a simple C++ program that is written on Windows can be compiled on Linux.

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Watch out for part-2 ?

Have fun

H3LL - June 4, 2009, 1:55 am
This is old, but i want to say thanks.

Rolling - June 4, 2009, 1:57 am
There was no need to say thanks when you could have just pressed the thanks button.