



Security Threats



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Phishing

Phishing is the attempt to acquire sensitive information such as usernames, passwords, and credit card details (and sometimes, indirectly, money) by masquerading as a trustworthy entity in an electronic communication. Communications purporting to be from popular social web sites, auction sites, banks, online payment processors or IT administrators are commonly used to lure unsuspecting victims. Phishing emails may contain links to websites that are infected with malware. Phishing is typically carried out by email spoofing or instant messaging, and it often directs users to enter details at a fake website whose look and feel are almost identical to the legitimate one. Phishing is an example of social engineering techniques used to deceive users, and exploits the poor usability of current web security technologies. Attempts to deal with the growing number of reported phishing incidents include legislation, user training, public awareness, and technical security measures. Many websites have now created secondary tools for applications, like maps for games, but they should be clearly marked as to who wrote them, and users should not use the same passwords anywhere on the internet.

Fake Helpdesk calls to users

Fake phone calls from crooks on the other end claiming to be a support team from a well-known entity is an increasing pandemic, which has claimed an alarming rate of victims in the recent weeks.

There have been a large number of phone calls received by computer users in various countries from people who claim to be Microsoft technicians calling from a 'Support Team'. Most of these so-called techs often have poor English or fail to be specific about the purpose of their phone call. Most times, the crooks will generalize information and claim that they have detected some errors on a computer and have called as a response to these supposed notifications.

The goal of these crooks on the other end of phone calls claiming to be from a Microsoft Support Team is to establish a remote connection with a computer and later compromise personal information through the use of spyware and keylogger software. The main objective of these hackers will ultimately end up obtaining logins and passwords to online accounts where they could eventually steal the identity of the victim.

Denial of Service

In computing, a **denial-of-service (DoS) attack** is an attempt to make a machine or network resource unavailable to its intended users, such as to temporarily or indefinitely interrupt or suspend services of a host connected to the Internet. A **distributed denial-of-service(DDoS)** is where the attack source is more than one—and often thousands—of unique IP addresses.

Criminal perpetrators of DoS attacks often target sites or services hosted on high-profile web servers such as banks, credit card payment gateways; but motives of revenge, blackmail or activism can be behind other attacks.

Password Cracking

In cryptanalysis and computer security, **password cracking** is the process of recovering passwords from data that have been stored in or transmitted by a computer system. A common approach (brute-force attack) is to try guesses repeatedly for the password and check them against an available cryptographic hash of the password.

The purpose of password cracking might be to help a user recover a forgotten password (installing an entirely new password is less of a security risk, but it involves System Administration privileges), to gain unauthorized access to a system, or as a preventive measure by System Administrators to check for easily crackable passwords. On a file-by-file basis, password cracking is utilized to gain access to digital evidence for which a judge has allowed access but the particular file's access is restricted.

Computer Worms

A **computer worm** is a standalone malware computer program that replicates itself in order to spread to other computers. Often, it uses a computer network to spread itself, relying on security failures on the target computer to access it. Unlike a computer virus, it does not need to attach itself to an existing program. Worms almost always cause at least some harm to the network, even if only by consuming bandwidth, whereas viruses almost always corrupt or modify files on a targeted computer

Computer Virus

A **computer virus** is a malware program that, when executed, replicates by inserting copies of itself (possibly modified) into other computer programs, data files, or the boot sector of the hard drive; when this replication succeeds, the affected areas are then said to be "infected".^{[1][2][3][4]} Viruses often perform some type of harmful activity on infected hosts, such as stealing hard disk space or CPU time, accessing private information, corrupting data, displaying political or humorous messages on the user's screen, spamming their contacts, logging their keystrokes, or even rendering the computer useless. However, not all viruses carry a destructive payload or attempt to hide themselves—the defining characteristic of viruses is that they are self-replicating computer programs which install themselves without user consent.

Virus writers use social engineering and exploit detailed knowledge of security vulnerabilities to gain access to their hosts' computing resources. The vast majority of viruses target systems running Microsoft Windows, employing a variety of mechanisms to infect new hosts, and often using complex anti-detection/stealth strategies to evade antivirus software. Motives for creating viruses can include seeking profit, desire to send a political message, personal amusement, to demonstrate that a vulnerability exists in software, for sabotage and denial of service, or simply because they wish to explore artificial life and evolutionary algorithms.

Trojan Horse

A **Trojan horse**, or **Trojan**, in computing is any malicious computer program which misrepresents itself as useful, routine, or interesting in order to persuade a victim to install it. The term is derived from the Ancient Greek story of the wooden horse that was used to help Greek troops invade the city of Troy by stealth.

Trojans are generally spread by some form of social engineering, for example where a user is duped into executing an e-mail attachment disguised to be unsuspecting, (e.g., a routine form to be filled in), or by drive-by download. Although their payload can be anything, many modern forms act as a backdoor, contacting a controller which can then have unauthorized access to the affected computer. While Trojans and backdoors are not easily detectable by themselves, computers may appear to run slower due to heavy processor or network usage.

Unlike computer viruses and worms, Trojans generally do not attempt to inject themselves into other files or otherwise propagate themselves

