

```
1  /* Source Code to Windows 2000 */
2  #include "win31.h"
3  #include "win95.h"
4  #include "win98.h"
5  #include "workst~1.h"
6  #include "evenmore.h"
7  #include "oldstuff.h"
8  #include "billrulz.h"
9  #include "monopoly.h"
10 #define INSTALL = HARD
11 char make_prog_look_big[1600000];
12
13 void main()
14 {
15     while(!CRASHED)
16     {
17         display_copyright_message();
18         display_bill_rules_message();
19         do_nothing_loop();
20
21         if (first_time_installation)
22         {
23             make_50_megabyte_swapfile();
24             do_nothing_loop();
25             totally_screw_up_HPFS_file_system();
26             search_and_destroy_the_rest_of_OS/2();
27             make_futile_attempt_to_damage_Linux();
28             disable_Netscape();
29             disable_RealPlayer();
30             disable_Lotus_Products();
31             hang_system();
32         }
33         write_something(anything);
34         display_copyright_message();
35         do_nothing_loop();
36         do_some_stuff();
37
38         if (still_not_crashed)
39         {
40             display_copyright_message();
41             do_nothing_loop();
42             basically_run_windows_3.1();
43             do_nothing_loop();
44             do_nothing_loop();
45         }
46     }
47     if (detect_cache())
48         disable_cache();
49
50     if (fast_cpu())
51     {
52         set_wait_states(lots);
53         set_mouse(speed, very_slow);
54         set_mouse(action, jumpy);
55         set_mouse(reaction, sometimes);
56     }
57     /* printf("Welcome to Windows 3.1"); */
58     /* printf("Welcome to Windows 3.11"); */
59     /* printf("Welcome to Windows 95"); */
60     /* printf("Welcome to Windows NT 3.0"); */
61     /* printf("Welcome to Windows 98"); */
62     /* printf("Welcome to Windows NT 4.0"); */
63     printf("Welcome to Windows 2000");
64
65     if (system_ok())
66         crash(to_dos_prompt)
67     else
68         system_memory = open("a:\swp0001.swp", O_CREATE);
69
70     while(something)
71     {
72         sleep(5);
73         get_user_input();
74         sleep(5);
75         act_on_user_input();
76         sleep(5);
77     }
78     create_general_protection_fault();
79 }
```