- (I) ARE BEING PREPARED OR HAVE BEEN PREPARED IN A FORMALIZED MANNER; AND
- (II) ARE INTENDED FOR USE IN A COMPUTER, COMPUTER SYSTEM, OR COMPUTER NETWORK.
- (4) "COMPUTER NETWORK" MEANS THE INTERCONNECTION OF 1 OR MORE COMMUNICATIONS SYSTEMS COMPUTERS THROUGH:
- (I) THE USE OF SATELLITE, MICROWAVE, LINE, OR OTHER COMMUNICATION MEDIA; AND
- (II) TERMINALS OR A COMPLEX CONSISTING OF 2 OR MORE INTERCONNECTED COMPUTERS.
- (5) "COMPUTER PROGRAM" MEANS AN ORDERED SET OF INSTRUCTIONS OR STATEMENTS AND THAT MAY INTERACT WITH RELATED DATA THAT, WHEN AUTOMATICALLY EXECUTED IN ACTUAL-OR-MODIFIED-FORM IN A COMPUTER SYSTEM, CAUSES THE COMPUTER TO PERFORM SPECIFIED FUNCTIONS.
- (6) "COMPUTER SERVICES" INCLUDES, <u>BUT IS NOT LIMITED</u> TO, COMPUTER TIME, DATA PROCESSING, AND STORAGE FUNCTIONS.
- (7) "COMPUTER SOFTWARE" MEANS A-SET-OF COMPUTER PROGRAMS, INSTRUCTIONS, PROCEDURES, AND OR ASSOCIATED DOCUMENTATION THAT IS CONCERNED WITH THE OPERATION OF A COMPUTER SYSTEM.
- (8) "COMPUTER SYSTEM" MEANS A-SET-OF-RELATED, 1 OR MORE CONNECTED, OR UNCONNECTED COMPUTER--EQUIPMENT, COMPUTERS, PERIPHERAL DEVICES, SOFTWARE, DATA, OR PROGRAMS.
- (9)--"GAIN--ACCESS"--MEANS--TO--DIRECTLY-OR-INDIRECTLY
  USE,-INSTRUCT,-APPROACH,-COMMUNICATE-WITH,-CAUSE-INPUT-TO,--CAUSE
  OUTPUT--FROM,--OR--OTHERWISE--MAKE--USE--OF-ANY--RESOURCES--OF-A
  COMPUTER,-COMPUTER-SYSTEM,-OR-COMPUTER-NETWORK-
- (9) "ACCESS" MEANS TO INSTRUCT, COMMUNICATE WITH, STORE DATA IN, RETRIEVE DATA FROM, OR OTHERWISE MAKE USE OF ANY EQUIPMENT INCLUDING, BUT NOT LIMITED TO, COMPUTERS AND OTHER DATA PROCESSING EQUIPMENT OR RESOURCES CONNECTED THEREWITH.
- (B) THIS SECTION DOES NOT PRECLUDE THE APPLICABILITY OF ANY OTHER PROVISION OF THIS CODE.
- (C)--AN-OWNER,-USER,-OR-LESSEE-OF-A--COMPUTER--CHALL--REPORT IMMEDIATELY--ON-DISCOVERY-ANY-INTENTIONAL-AND-UNAUTHORIZED-ACCESS TO-A--COMPUTER,--COMPUTER--NETWORK,--COMPUTER--CONTROL--LANGUAGE, COMPUTER--SYSTEM,--COMPUTER--SERVICES,-COMPUTER-DATA-BASE,-OR-ANY PART-OF-THESE-SYSTEMS-OR-SERVICES-TO-THE--LOCAL--LAW--ENFORCEMENT AGENCY: