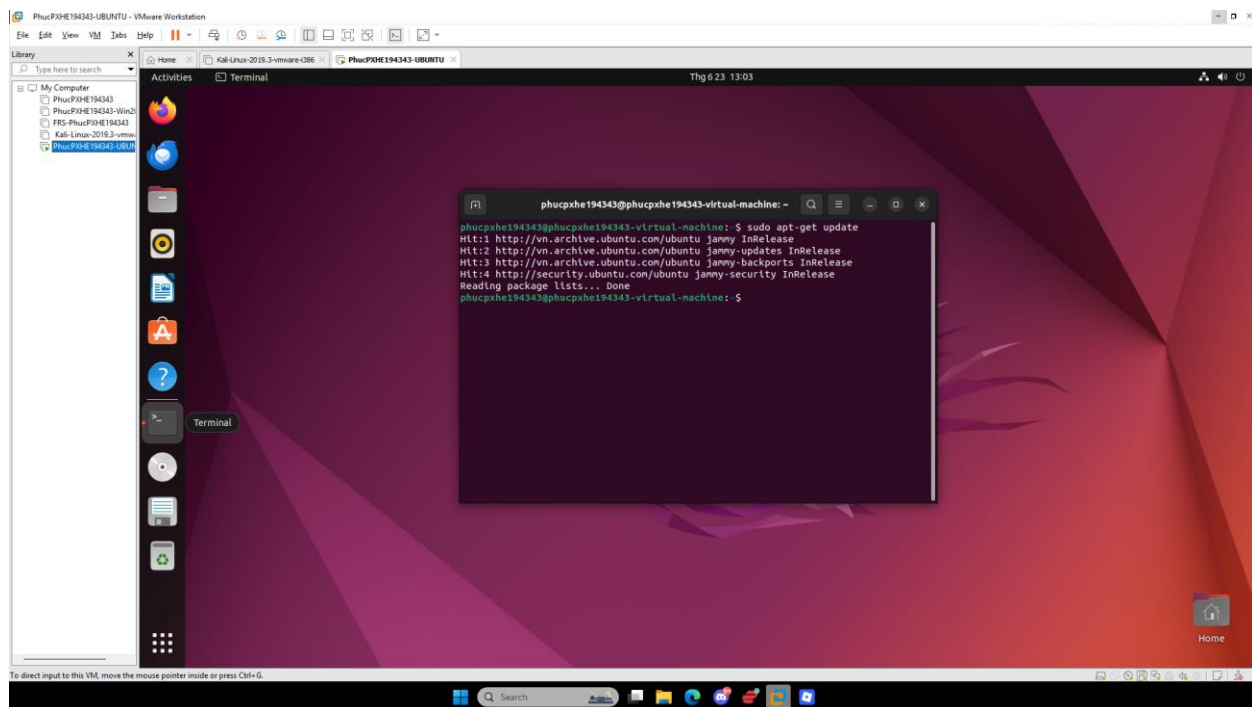
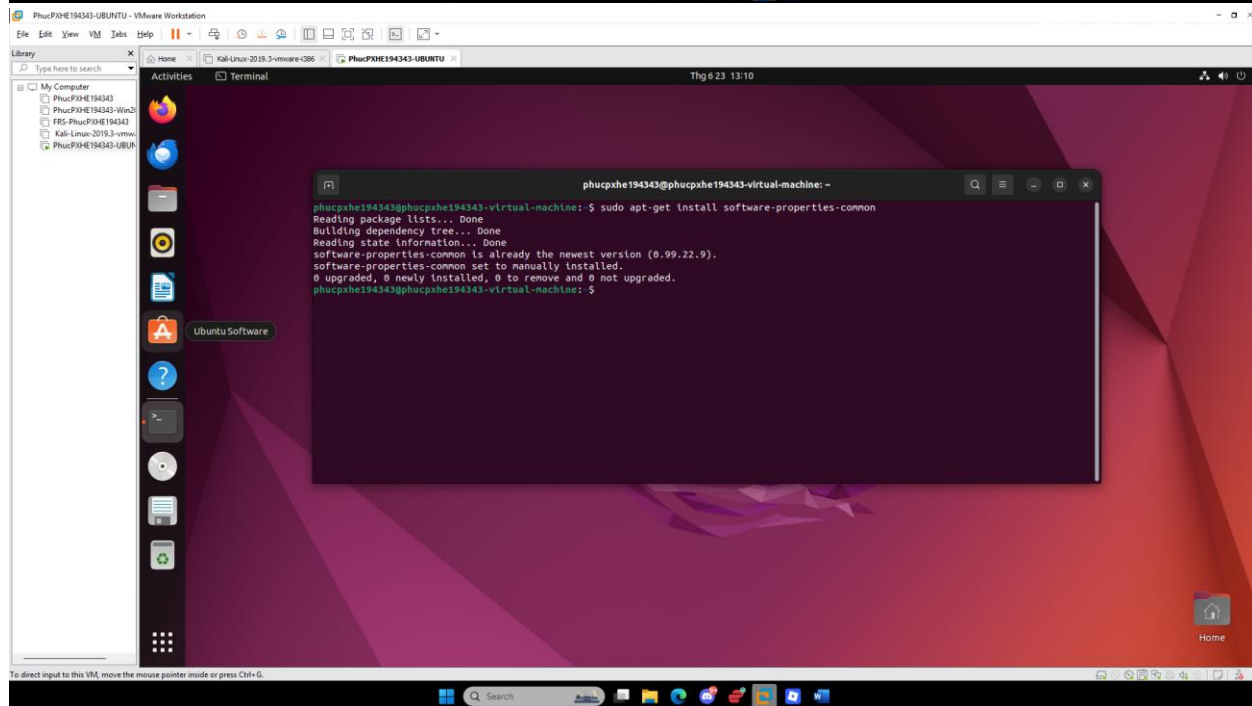
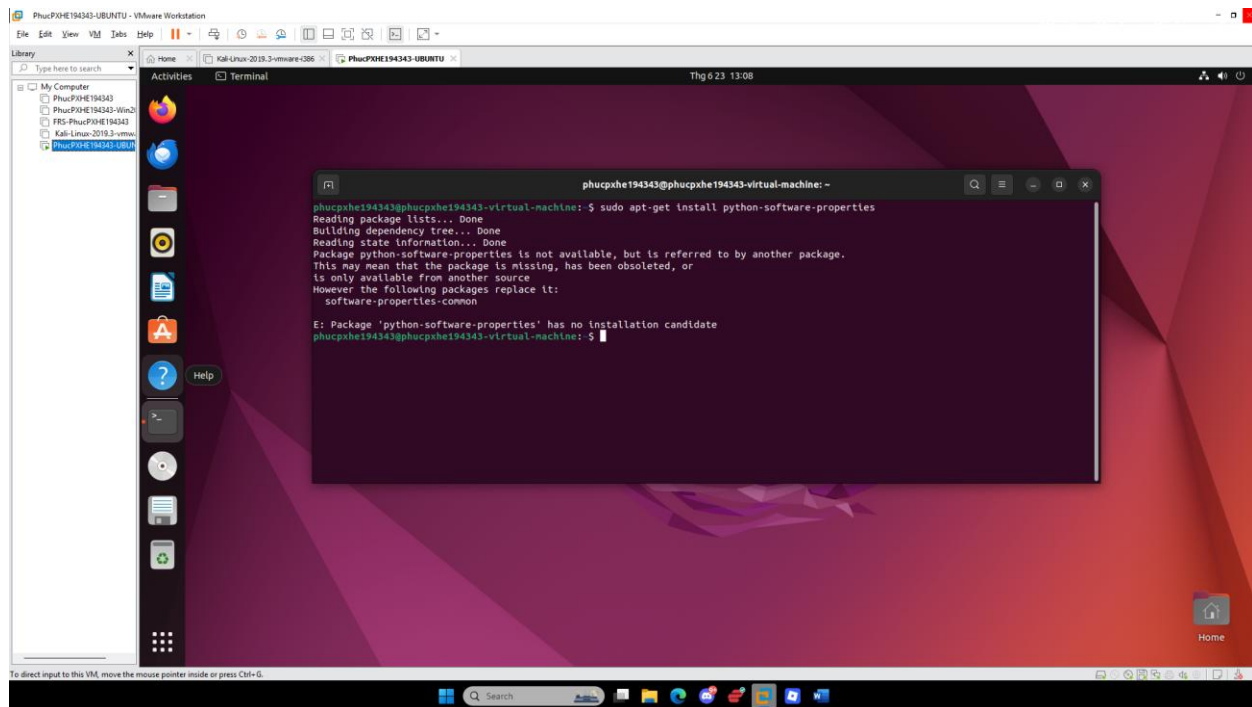
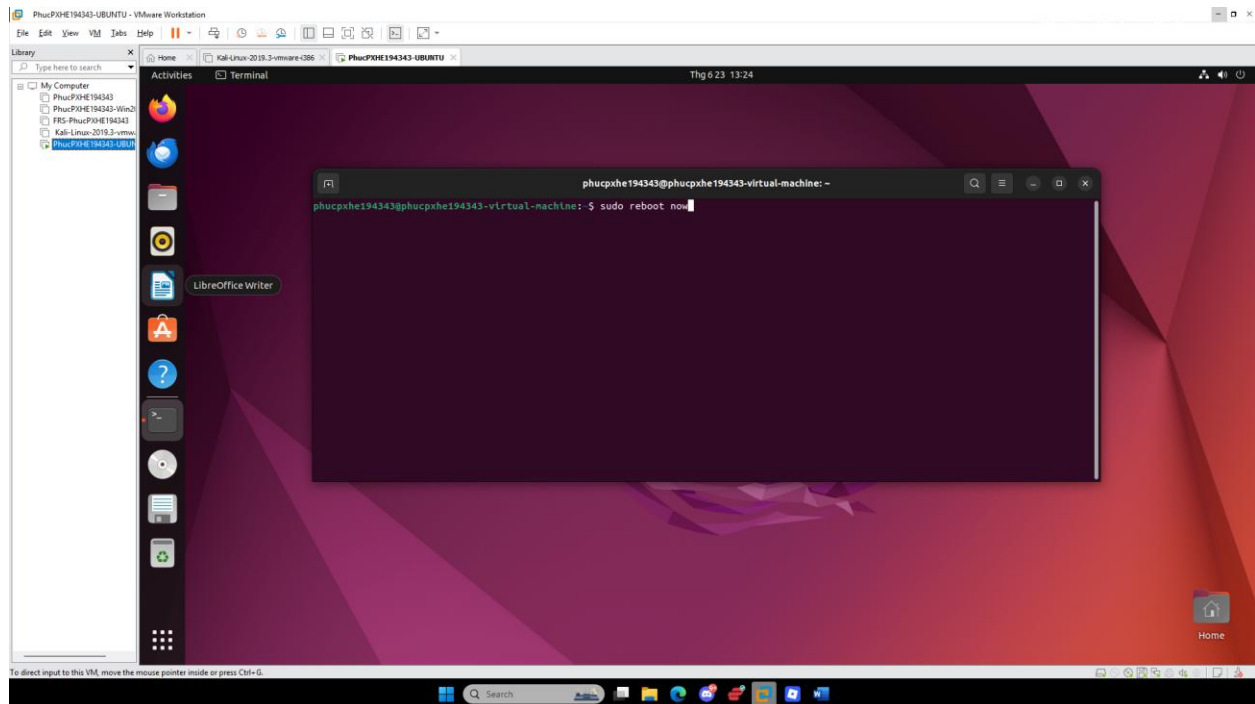
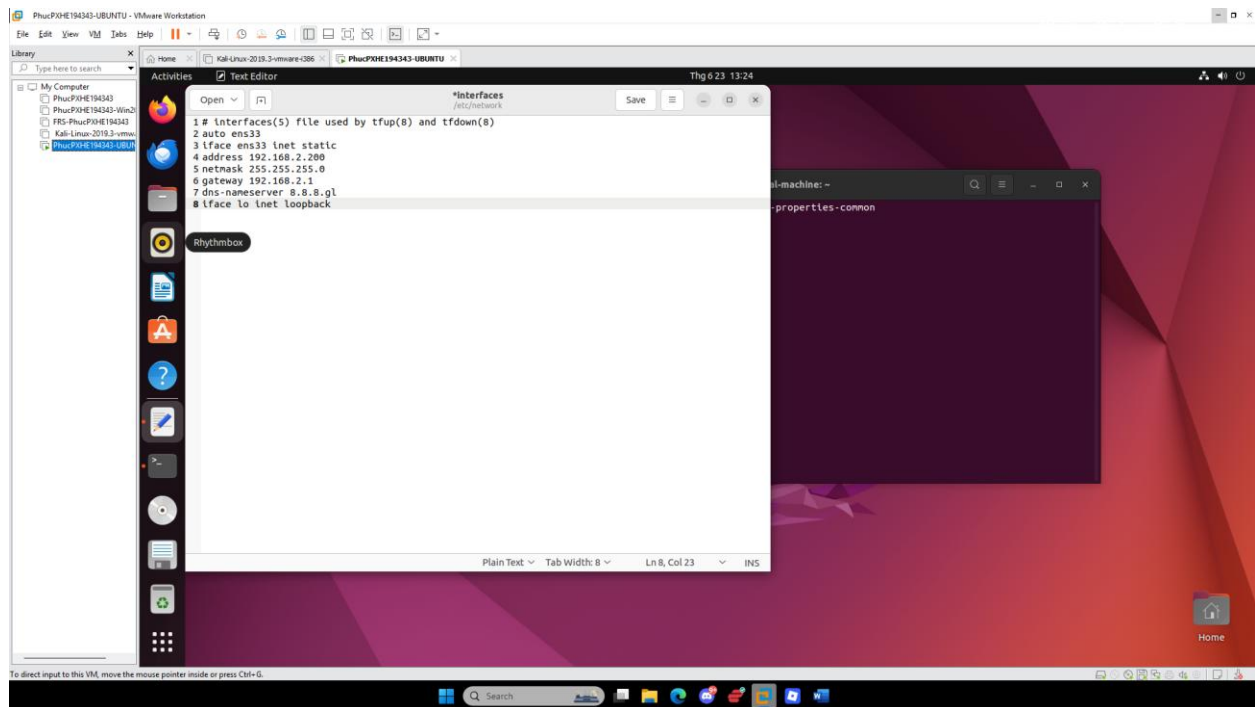
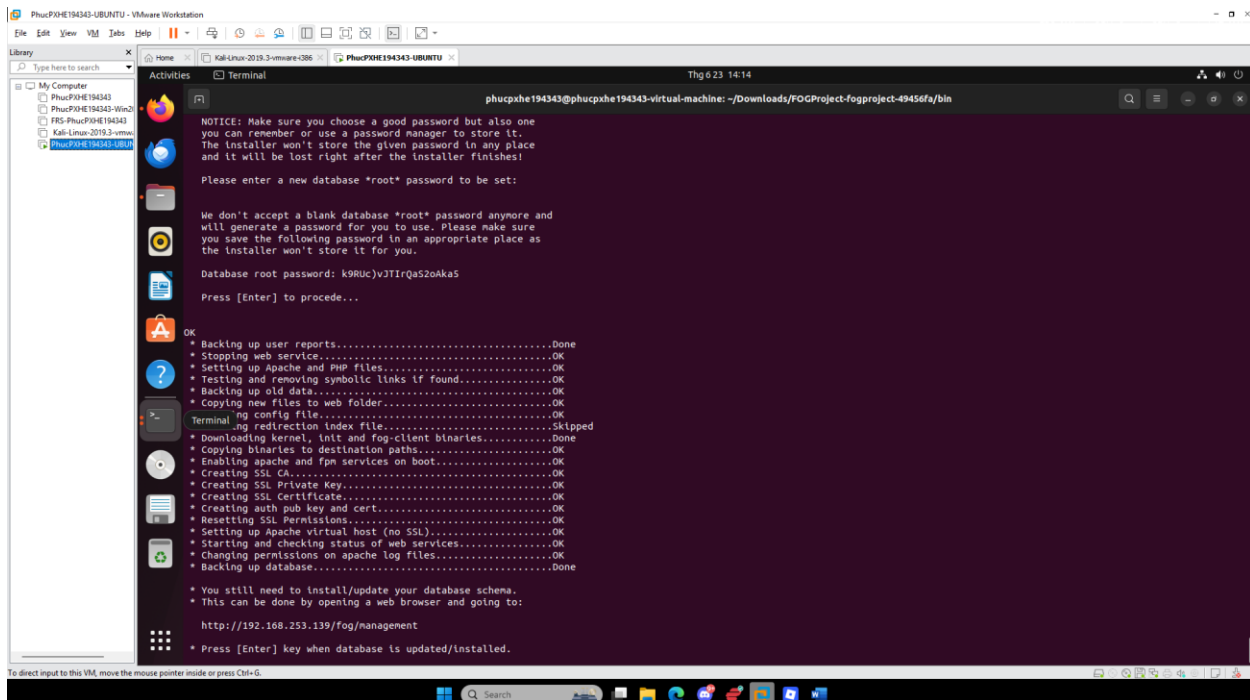
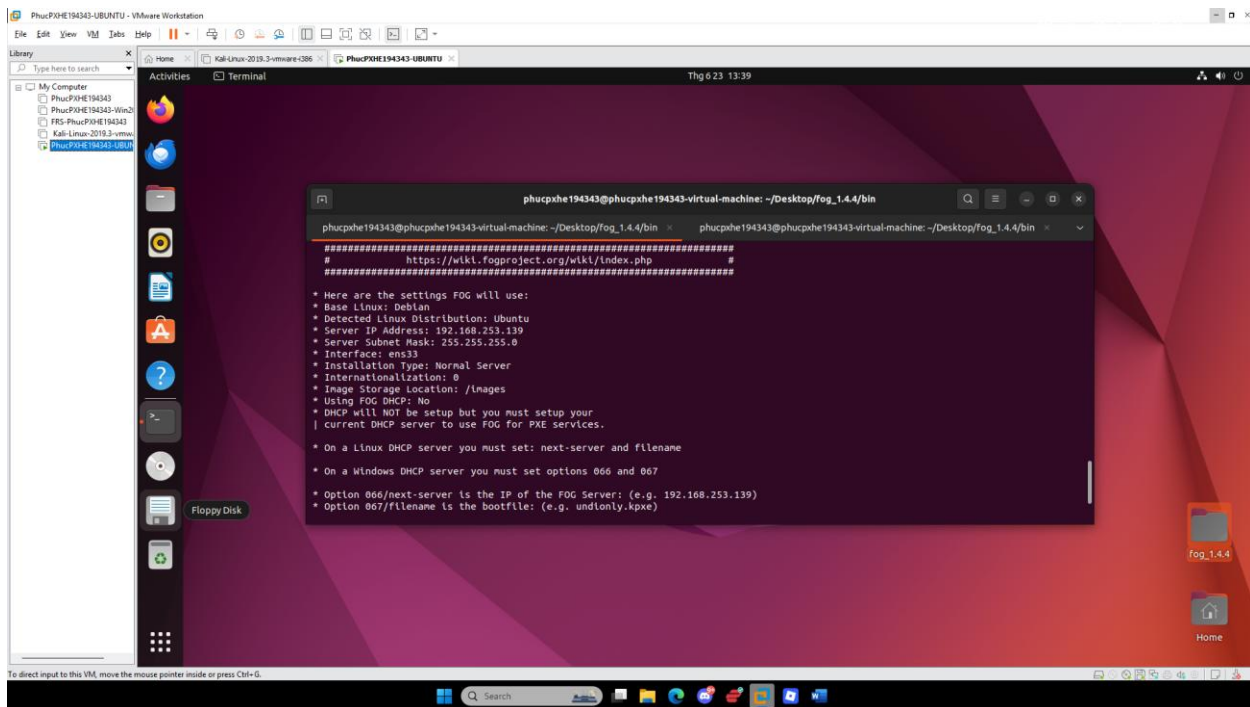


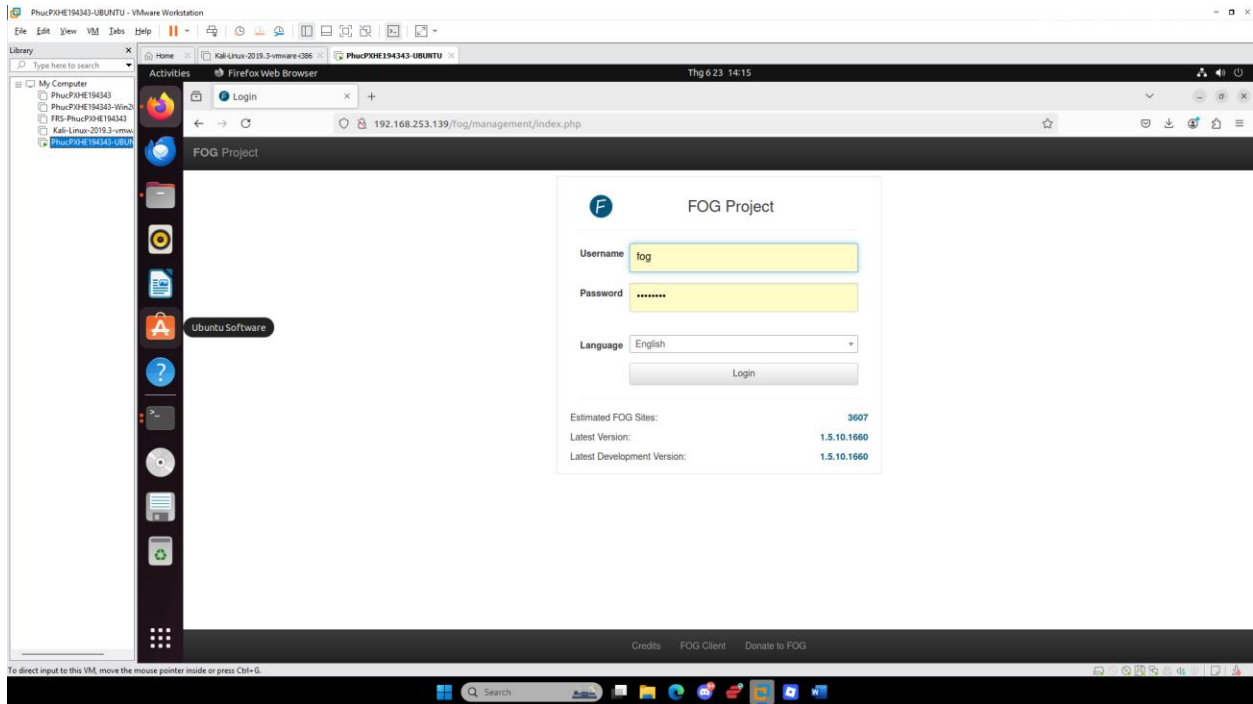
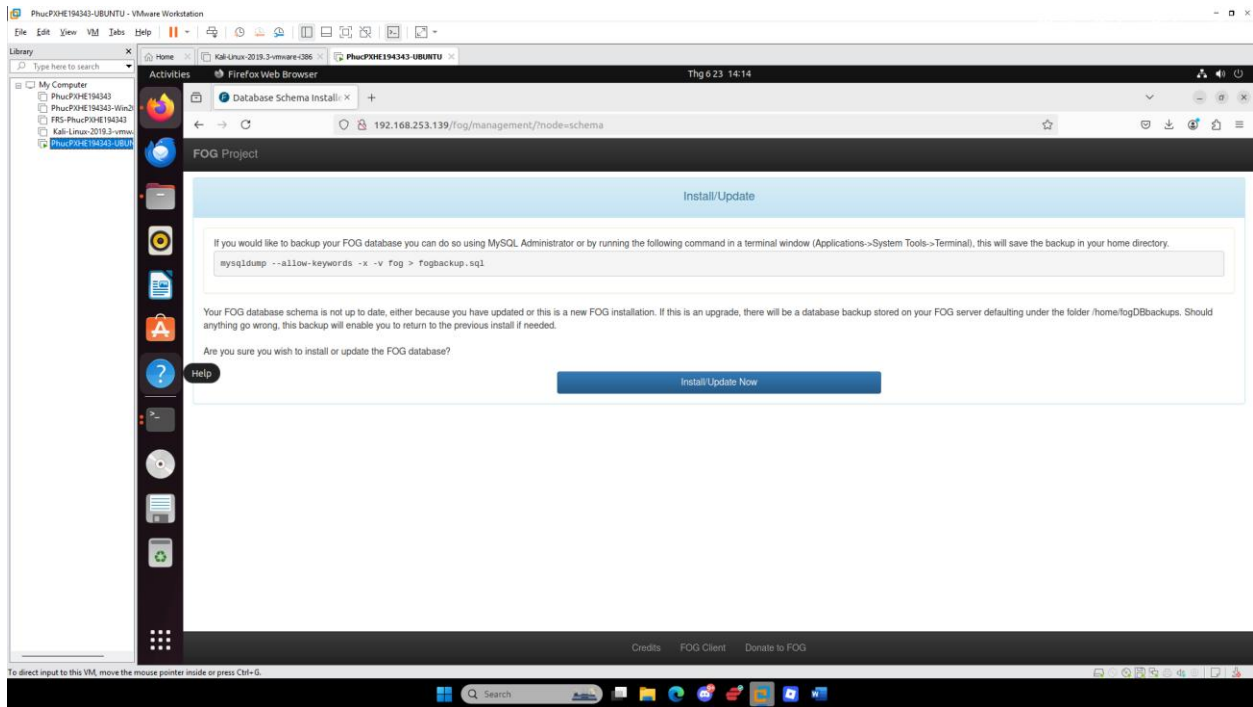
Lab 11

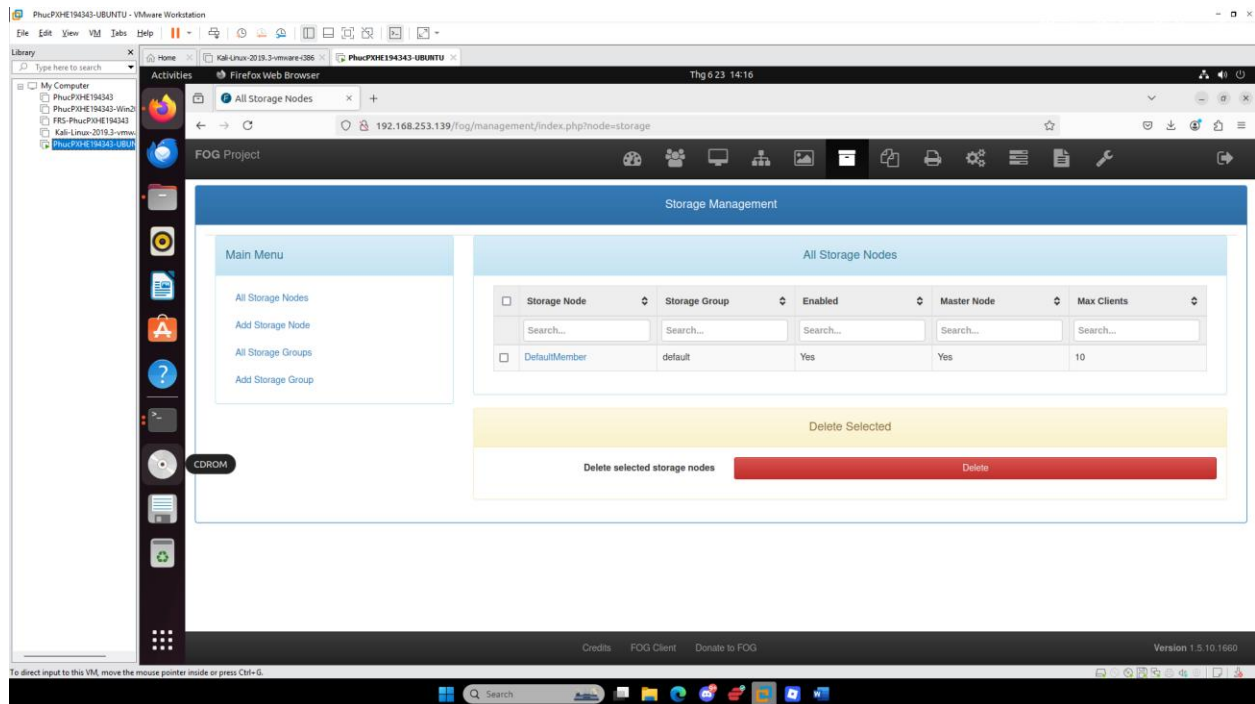
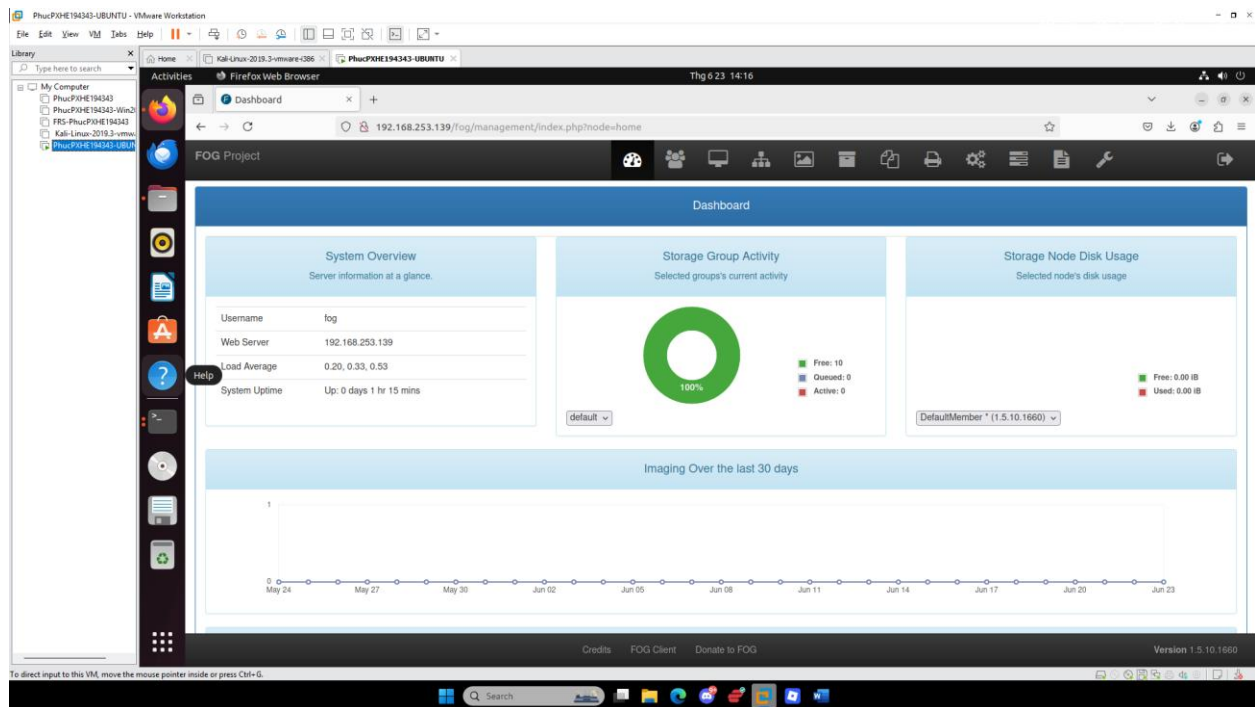






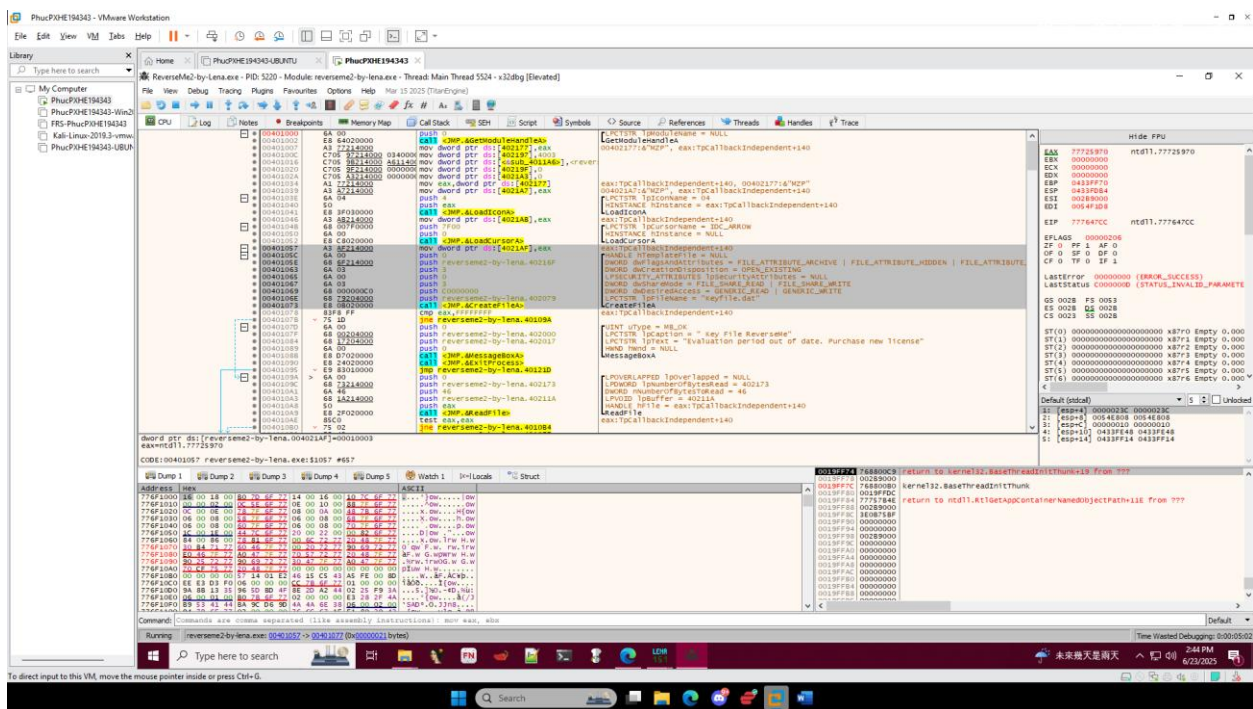




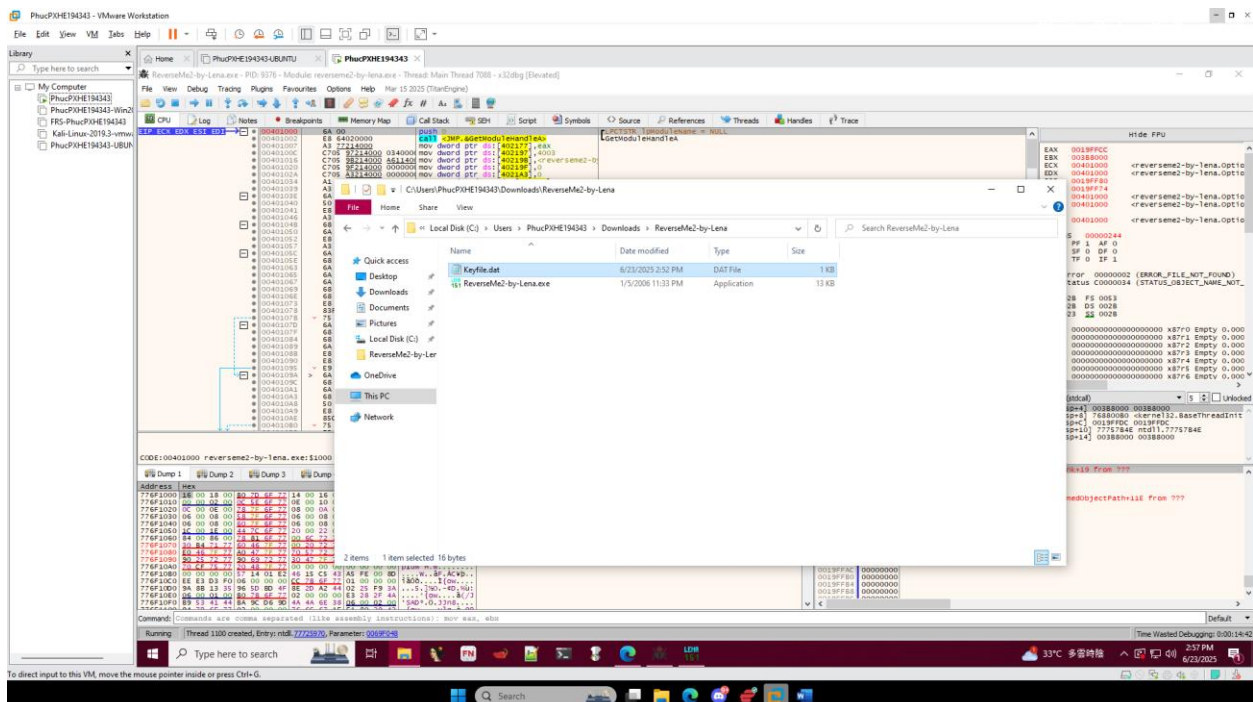


Crack Me 10

Step 1: Open the exe file to check for any requirement

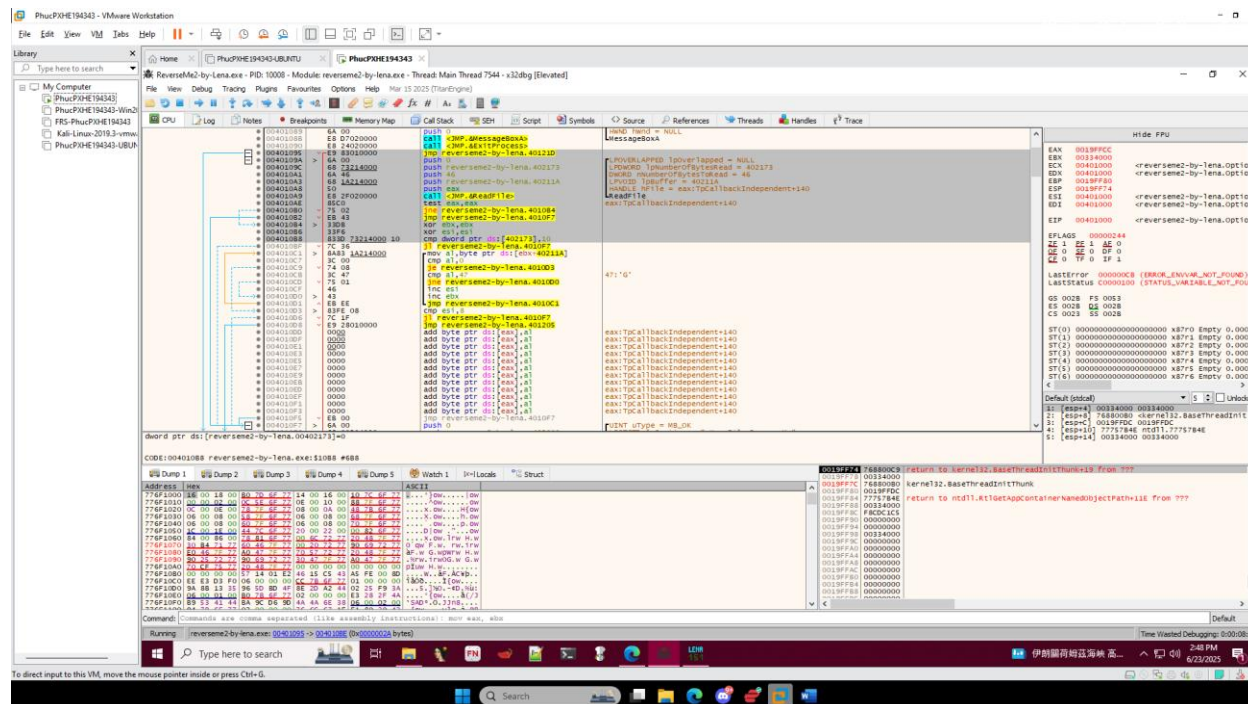


Step 4: Now what we need to do is create a new file named “keyfile.dat”

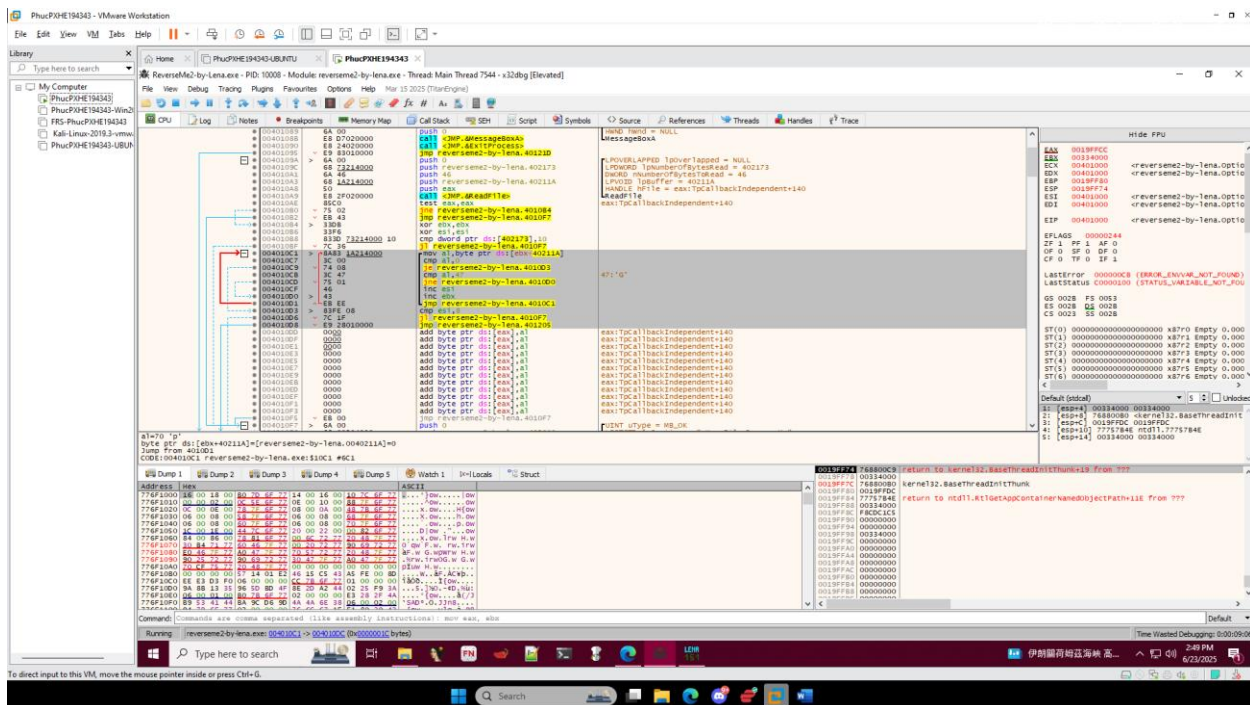


Step 5: Next, return to the program and look at the function located directly below the previous one. This function attempts to read the file “Keyfile.dat.” If the file is not found,

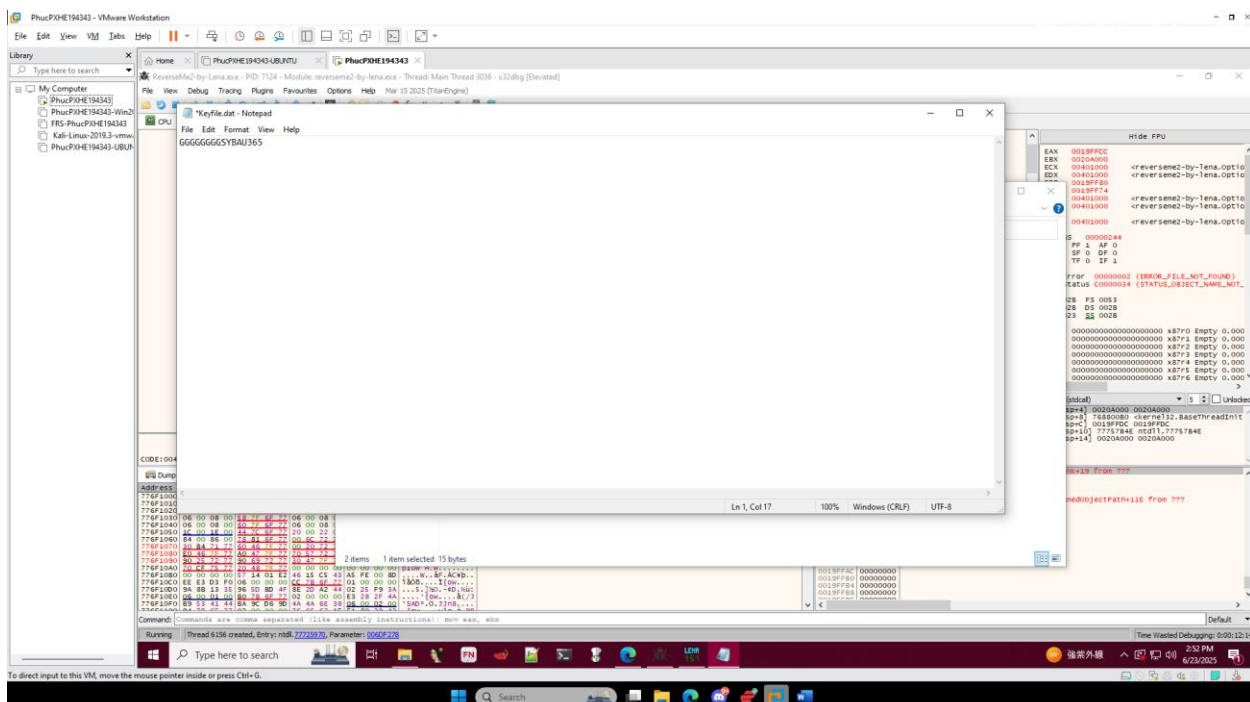
the program jumps to display an error message and then proceeds to the next function. Otherwise, it continues execution as normal.



Step 6: Now it moves to the next function, which performs a comparison. This function checks whether the contents of “**Keyfile.dat**” are exactly 16 characters long. If not, the program jumps to display an error message. Enter 16 random characters into **Keyfile.dat** to test the program. If the file meets the length requirement, the program proceeds to the next function. This section is essentially a loop that compares each character in your key to the correct key, one by one. Inside the loop, it checks whether it has reached the end of the key. If not, it compares the current character to 'G'. If the character matches 'G', it then checks whether the first 8 characters are all 'G'. If not, the loop continues until it reaches the 8th character.



Step 7: Now go to the keyfile.dat and the right key should be a string with 16 characters and the first 8 characters are all “G”’s while the rest doesn’t matter



Step 8: Run the program again and we should get the good message

