Requirement Specifications (a) – Spiral 1

# BYTECAST

In the first spiral, we are going to create a prototype that will convert a binary file, containing a specific set of instructions, disassemble it and convert it to soot jimple.

The diagram below describes the high level data flow and the requirements of the respective teams.



Bytecast – FileSystem

* Read the binary file as ELF and send the instruction byte array and file dependencies to the AMD64 team.

Bytecast – AMD64

* Analyze the instruction byte array, disassemble the code and sends a list of instructions as objects of an interface to the bytecast - jimple team.

Bytecast – Jimple

* Convert the objects to Jimple, send the run time instructions to the runtime team.

Bytecast – Runtime

* Converts the run time calls to objects and jimple and send it to bytecast-jimple.