

# MALWARE ROADMAP

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# SYNOPSIS:

A high level beginners guide to malware development

# DISCLAIMER:

This is entirely my opinion on how to get started with malware. There is no "one clear path".

# STAGE 00

Computer Science

# CONCEPTS:

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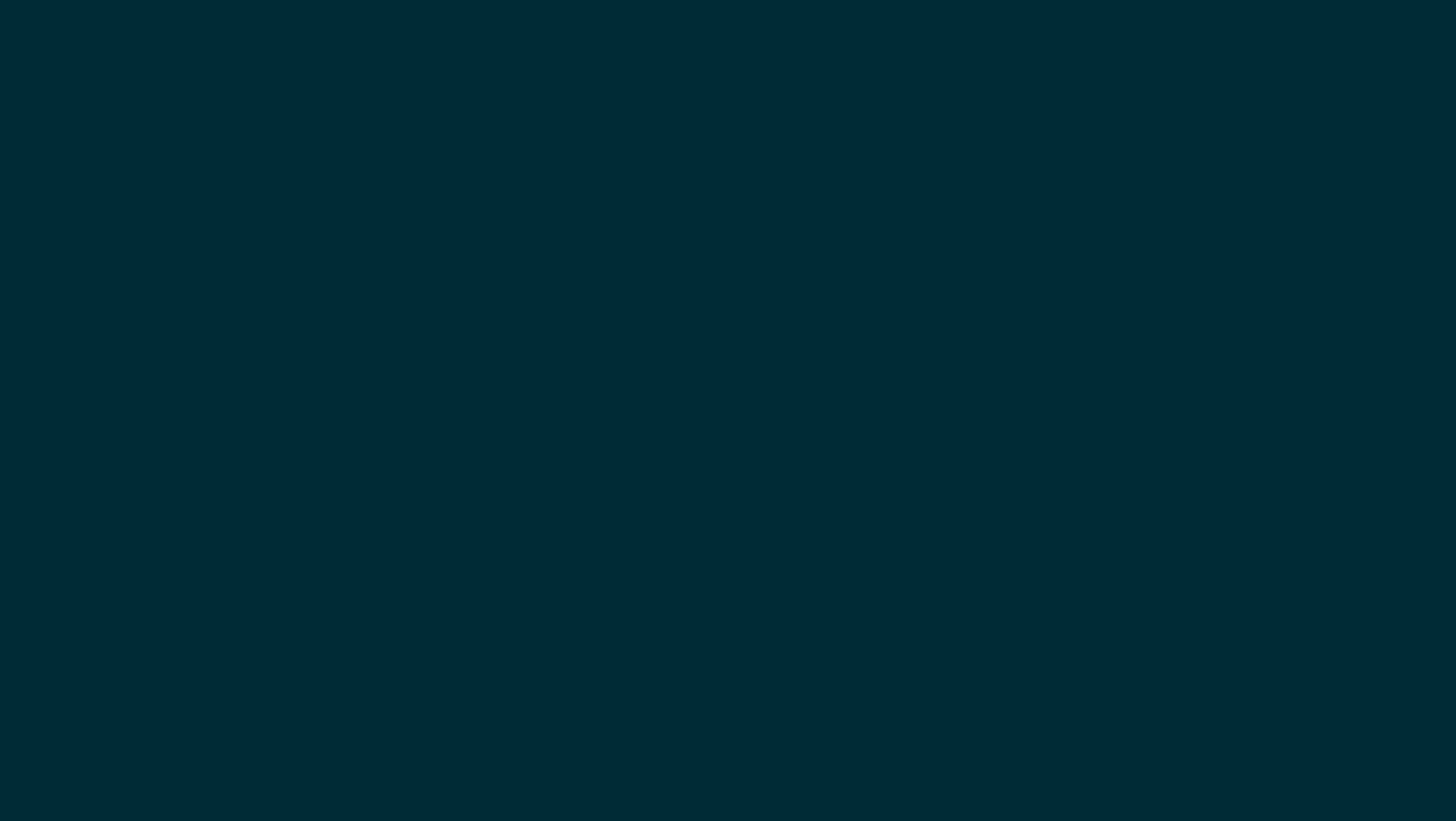
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- numeric systems (binary, hex, decimal)
  - how to convert between them
- processes, handles, threads
- memory, "the stack", etc
- high level understanding of machine code

# PROBLEM SOLVING:



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- learn how to google things and utilize documentation chat-gpt, etc
- figure out errors on your own, and if you can't. reach to others for help

# STAGE 01

Programming Fundamentals



# LANGUAGE TYPES:

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## 1. Compiled Language

- rely on a **compiler** to turn the human readable syntax into an executable file

## 2. Interpreted Language

- rely on a **interpreter** to turn the human readable syntax into machine code (executed in memory)

# 3 TYPES TO LEARN:

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1. Low Level Compiled Language

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2. High Level Compiled Language



# 3 TYPES TO LEARN:

1. Low Level Compiled Language
2. High Level Compiled Language
3. Native Interpreted Language

# LOW LEVEL COMPILED LANGS:

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- C

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- C++

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- C#

# HIGH LEVEL COMPILED LANGS:

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- Nim

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- Go



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- Nim
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- Rust

# NATIVE INTERPRETED LANGS:

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- PowerShell

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- PowerShell
- Batch
- VisualBasicScript
- Bash (linux)

# WHY NO PYTHON?

1. Python is not a compiled language

2. Python is not a statically typed language

3. Python is not a fast language

4. Python is not a safe language

5. Python is not a portable language

6. Python is not a secure language

7. Python is not a reliable language

8. Python is not a maintainable language

9. Python is not a scalable language

10. Python is not a productive language

11. Python is not a collaborative language

12. Python is not a team language

13. Python is not a business language

14. Python is not a future language

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- Although Python is a interpreted language, it is not native. So it is not ideal for the deployment of malware.



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- Although Python is a interpreted language, it is not native. So it is not ideal for the deployment of malware
- However, it can be useful for malware processes that not directly run on the target (C2, network handling, etc)

# PERSONAL RECOMMENDATIONS:

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4. Basic Assembly

# PERSONAL RECOMMENDATIONS:

1. C++
2. PowerShell
3. Nim
4. Basic Assembly
5. Python

# BUILDING OUT AN ARSENAL:

A good malware developer should never limit themselves to a few languages. Once you build a strong foundation, move on to learning more complex concepts.



# STAGE 02

CyberSecurity Fundamentals

# BASIC HACKING:

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1. ~~Reconnaissance~~

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2. Scanning & ~~Enumeration~~

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4. Persistence

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2. Scanning & ~~Enumeration~~
3. Exploitation
4. Persistence
5. Covering Tracks

# FAMILIARIZATION WITH TOOLS:



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- Metasploit

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- Metasploit
- Wireshark
- NMAP & NCAT
- Hashcat / John
- Popular malware

# BASIC CRYPTOGRAPHY:

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- basic encryption / decryption

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- obfuscation

# STAGE 03

Networking Fundamentals

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- Different protocols
  - TCP, SSH, HTTP, etc.
- 3 Way Handshake
- Utilize protocols for remote connectivity and exfiltration



# STAGE 04

Malware Development

**TOPICS:**

# TOPICS:

- Windows API

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- Windows API
- Shellcode Embedding
- Process & DLL Injection
- AV Evasion
- Trojan Development

# REVERSE ENGINEERING:

Light reverse engineering and malware analysis can go a long way. It will teach you how the malware actually works and how it runs through the system. It will also teach you about the latest trends and techniques in development.



# CONCLUSION:

Ultimately, Malware Development is a pretty involved topic that requires a lot of fundamental knowledge to get into.

Don't be discouraged, be inspired!

# THANK YOU

subscribe :D

