

```
struct _IMAGE_FILE_HEADER {  
0x00  WORD Machine;  
0x02  WORD NumberOfSections;  
0x04  DWORD TimeDateStamp;  
0x08  DWORD PointerToSymbolTable;  
0x0c  DWORD NumberOfSymbols;  
0x10  WORD SizeOfOptionalHeader;  
0x12  WORD Characteristics;  
};
```