

Executable DIY

DOS Header
64 Bytes

<u>4D 5A</u> 00 00	00 00 00 00	00 00 00 00	00 00 00 00
<i>MZ</i>			
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	40 00 00 00
			<i>PE Header offset</i>

PE Header
 24 Bytes
 {

<u>50 45</u> 00 00	<u>4C 01</u> <u>01 00</u>	00 00 00 00	00 00 00 00
<i>PE</i>	<i>x86</i> <i>1 section</i>		
00 00 00 00	<u>D0 00</u> <u>03 01</u>		
	<i>Optional perms</i>		
	<i>hdr Size</i>		

Optional Header 96 Bytes	{	0B 01 00 00	00 00 00 00	00 00 00 00	00 00 00 00
		PE32 magic			
		00 10 00 00	00 00 00 00	00 00 00 00	00 00 40 00
		entry point			image base
		00 10 00 00	00 02 00 00	00 00 00 00	00 00 00 00
		section alignment	file alignment		
		04 00 00 00	00 00 00 00	20 00 00 00	02 00 00 00
		subsystem version		runtime memory	headers size
		00 00 00 00	00 00 00 00	03 00 00 00	00 00 00 00
		CLI program			
		00 00 00 00	00 00 00 00	00 00 00 00	0E 00 00 00
					data dirs count

<i>Data</i>	{	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
<i>Directories</i>		00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
		00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
		00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
112 Bytes		00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
		00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
		00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00

Section Table
40 Bytes

2E 74 65 78	74 00 00 00	04 00 00 00	00 10 00 00
section name		virtual size	virtual address
04 00 00 00	00 02 00 00	00 00 00 00	00 00 00 00
raw size		file offset	
00 00 00 00	20 00 00 60	permissions-X,R	

Padding
176 Bytes

00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00

.text section
4 Bytes

6A 2C	push 0x2C
58	pop eax
C3	ret