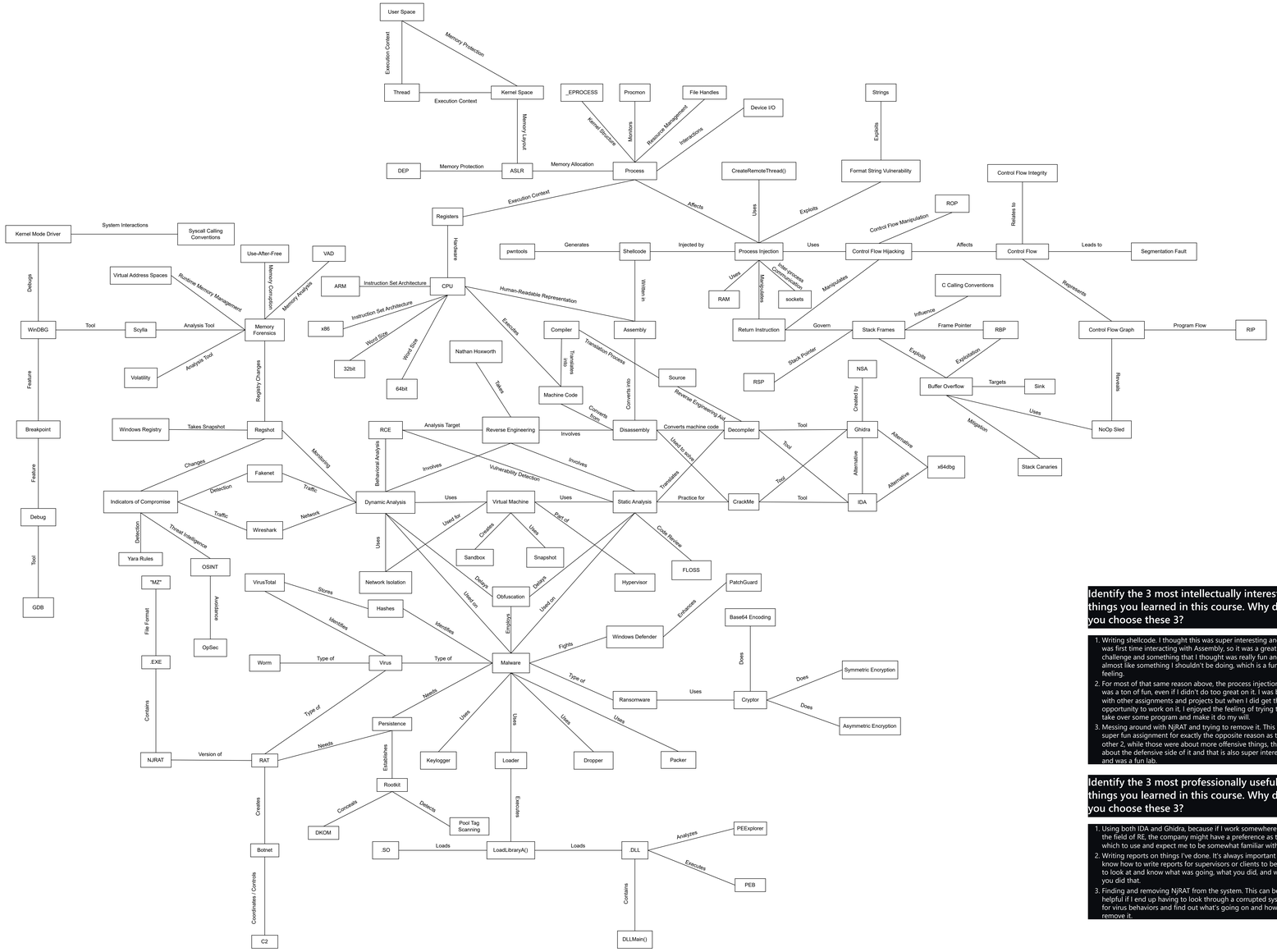

Identify the 3 most intellectually interesting things you learned in this course. Why did you choose these 3?

1. Writing shellcode. I thought this was super interesting and it was first time interacting with Assembly, so it was a great challenge and something that I thought was really fun and felt almost like something I shouldn't be doing, which is a fun feeling.
2. For most of that same reason above, the process injection lab was a ton of fun, even if I didn't do too great on it. I was busy with other assignments and projects but when I did get the opportunity to work on it, I enjoyed the feeling of trying to take over some program and make it do my will.
3. Messing around with NjRAT and trying to remove it. This was a super fun assignment for exactly the opposite reason as the other 2, while those were about more offensive things, this was about the defensive side of it and that is also super interesting and was a fun lab.

Identify the 3 most professionally useful things you learned in this course. Why did you choose these 3?

1. Using both IDA and Ghidra, because if I work somewhere in the field of RE, the company might have a preference as to which to use and expect me to be somewhat familiar with it.
2. Writing reports on things I've done. It's always important to know how to write reports for supervisors or clients to be able to look at and know what was going, what you did, and why you did that.
3. Finding and removing NjRAT from the system. This can be helpful if I end up having to look through a corrupted system for virus behaviors and find out what's going on and how to remove it.