Report

Static Malware Analysis Using DependencyWalker

Sakarie Sa'ad Osman (Sap iD:30025)

Riphah International University

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Executive Summary

Overview:

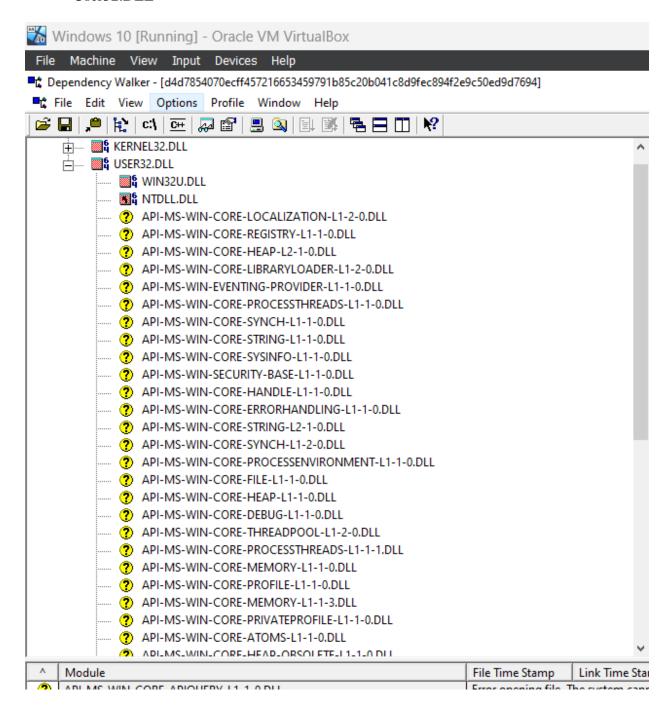
DependencyWalker is a free, standalone application for profiling and troubleshooting the dependencies of Windows applications. It helps identify the libraries and functions that an executable or DLL file relies on to run.

It builds a tree hierarchical tree diagram of all the dependent modules.

Document Linked Libraries:

Libraries:

- Kernel32.DLL
- User32.DLL



Libraries and Imports:

These are functions that the DLL calls from other libraries. This means the DLL relies on these functions to operate.

-Kernel32.DLL

Kernel32.dll is a core component of the Microsoft Windows operating system. It is a dynamic link library (DLL) that contains functions for managing memory, input/output operations, and various system services. This DLL plays a crucial role in the functionality and stability of the Windows environment.

| ~ [| PI^ | Ordinal | Hint | Function | Entry Point |
|-----|-----|---------|------------|----------------|-------------|
| _ [| C | N/A | 0 (0x0000) | LoadLibraryA | Not Bound |
| | C | N/A | 0 (0x0000) | ExitProcess | Not Bound |
| | C | N/A | 0 (0x0000) | GetProcAddress | Not Bound |
| | C | N/A | 0 (0x0000) | VirtualProtect | Not Bound |
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Imported functions from Kernel32.dll:

1. LoadLibraryA.

Description: Loads a specified module into the address space of the calling process. The module can be a .dll or .exe file. This function maps the module into the process's address space and returns a handle to the module.

Usage: Typically used to dynamically load a library at runtime, allowing an application to use functions within the DLL.

2. ExitProcess.

Description: Ends a process and all its threads. This function does not return and all

pending I/O operations are terminated. It also calls the entry-point function of all attached

DLLs with DLL_PROCESS_DETACH.

Usage: Used to terminate the calling process.

3. GetProcAddress.

Description: Retrieves the address of an exported function or variable from the specified

dynamic-link library (DLL). This function is typically used to retrieve the addresses of

functions in DLLs that were dynamically loaded using LoadLibraryA.

Usage: Used to dynamically call functions in a DLL

4. VirtualProtect.

Description: Changes the protection on a region of committed pages in the virtual address

space of the calling process. It is used to modify the access protection on memory pages,

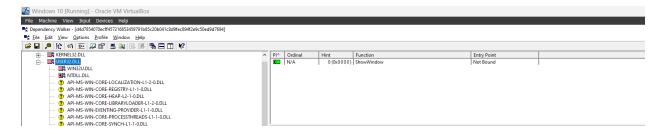
which can be important for handling executable memory regions.

Usage: Used to change the access protection of memory pages.

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-User32.DLL:

User32.dll is a crucial component of the Windows operating system. It is a dynamic link library that contains functions related to the Windows user interface, such as window management, user input, and message handling.



Imported Functions from User32.dll:

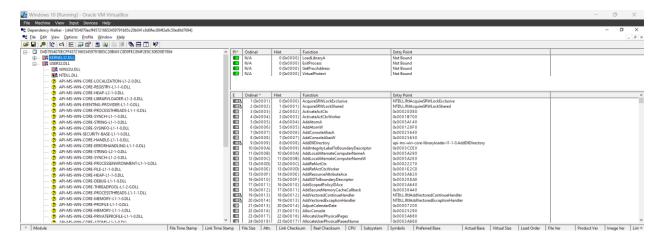
1. ShowWindow:

function is part of the User32.dll in the Windows API and is used to set the specified window's show state. This function is essential for controlling how a window appears and behaves when it is initially created and displayed.

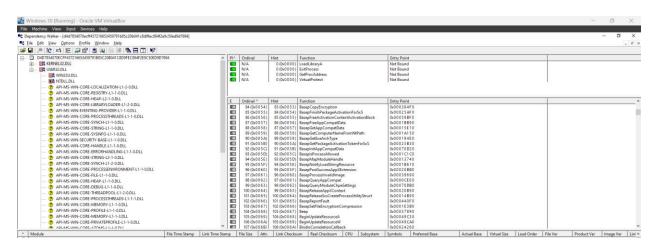
-Exports:

These are functions provided by the DLL for other modules to use.

Kernel32.dll Exports:

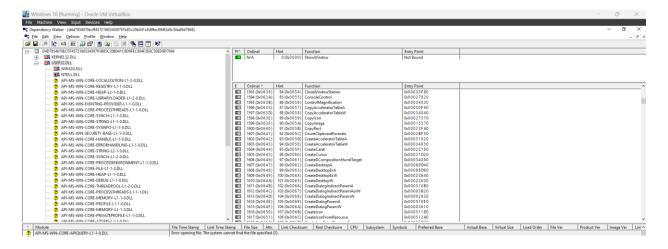


And more

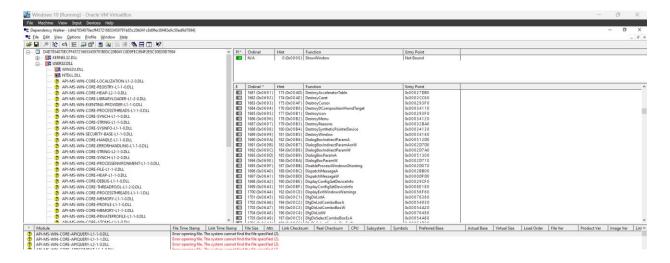


More ... The list goes on but I will take only these two screenshots as examples.

User32.dll Exports:



More functions



The list is long and will not fit these pages as I take these images as short examples.