## **Group 9 Investigations**

Below are the list of problems we discovered when using your software.

- Keylogger is running and capable of capturing keystrokes, but it does not communicate
  what it captures to the provided server that it comes paired with. For some reason
  communication between the client and the server simple does not work. Probably the
  client to server implementation is incorrect.
- According to Group 9, the program is suppose to write the captured keystroke to the output.txt files but currently keys are being captured but nothing writes to the indicated file.
- 3. Ctrl-C does not necessary equal to terminating the program as stated in the readme, you have to hit ctrl-c to perform a double break as it was running within multiple threads which then result in segmentation fault.
- Using global variable are discourage and is repeat several time throughout the code, a
  better approach will be to pass the object through a set method or to the \_\_init\_\_
  method.
- 5. Design wise, it would have better to have the keylogger on the victim attempt to connect to the attacker's server rather than have the hacker trying to connect to the victim. The reason for this, there is no guarantee that your keylogger will have the ability to modify or open port. In additional, if a firewall or another protection mechanism was in place flag would have been throw. So to remain stealth, it would have been better to have the victim communicate to a port on the attacker server rather than the other way round.