

Universidad Nacional Autónoma de México Facultad de Estudios Superiores Aragón



Ingeniería en Computación COMPILADORES Grupo: 2608

Profesor: Pérez Medel Marcelo

TAREA 6Ejercicio con Bytecodes

Alumna: Cruz Cervantes Guadalupe Sugeily

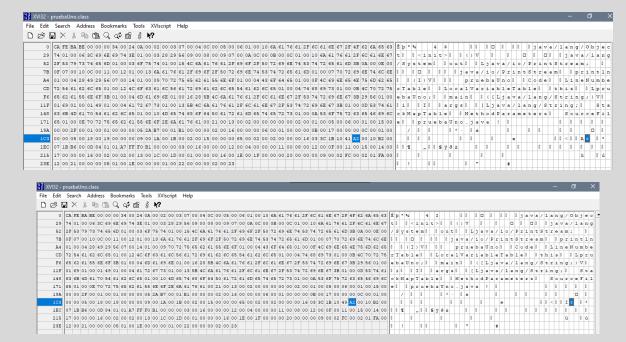
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pruebaUno - Apache NetBeans IDE 12.0
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            public static void main(String args[]) {
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         }
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```

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Microsoft Windows [Versión 10.0.19044.1586]
(c) Microsoft Corporation. Todos los derechos reservados.
C:\Users\Usurio>cd C:\Users\Usurio\Documents\NetBeansProjects\pruebaUno\target\classes
C:\Users\Usurio\Documents\NetBeansProjects\pruebaUno\target\classes>java pruebaUno
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C:\Users\Usurio\Documents\NetBeansProjects\pruebaUno\target\classes>
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       * @author Usurio
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      public class pruebaDos {
 12
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          * @param args the command line arguments
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          */
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   口
          public static void main(String args[]) {
 17
             // TODO code application logic here
 18
              int a, b, c;
 19
              a=3;
              b=4;
 20
 21
               c=a*b;
 22
              System.out.println(c);
 23
 24
       }
```

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```
Microsoft Windows [Versión 10.0.19044.1586]
(c) Microsoft Corporation. Todos los derechos reservados.

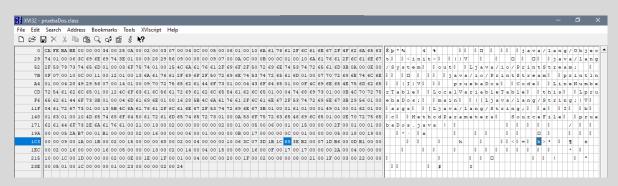
C:\Users\Usurio>cd C:\Users\Usurio\Documents\NetBeansProjects\pruebaDos\target\classes

C:\Users\Usurio\Documents\NetBeansProjects\pruebaDos\target\classes>java pruebaDos

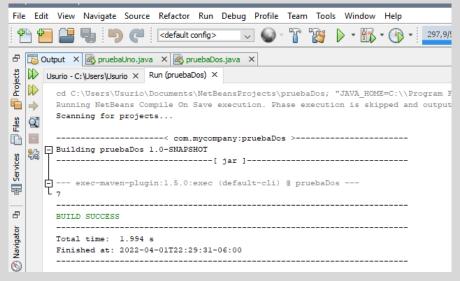
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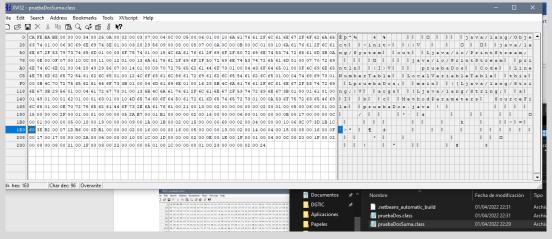
C:\Users\Usurio\Documents\NetBeansProjects\pruebaDos\target\classes>
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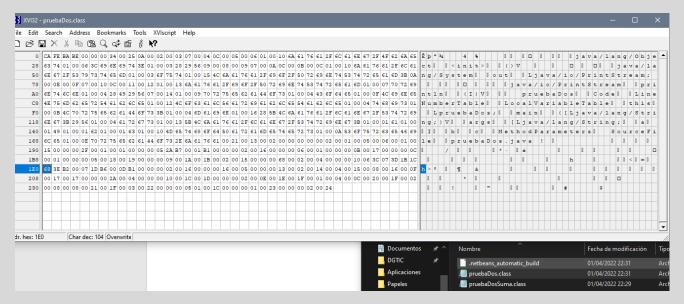
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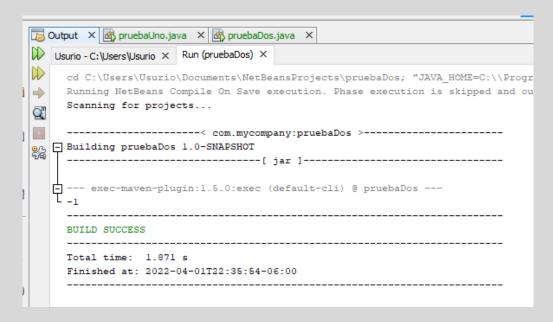


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   16
            public static void main(String args[]) {
                // TODO code application logic here
   17
   18
                int a, b, c;
   19
                a=3;
                b=4;
   20
   9
        c=a+b;
   22
                System.out.println(c);
   23
   24
        }
   25
```









Modificar los Bytecodes

Ocupamos XVI32 el cual es un editor hexadecimal, que nos ayuda a modificar nuestro archivo .class en código hexadecimal, sin necesidad de ser modificado dentro de NetBeans. Para modificar un valor u operador, damos clic en el cuadro en donde se encuentre y colocamos nuestro nuevo valor u operador nuevo. Como se muestra en la siguiente imagen:

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