

Studienarbeit: Reverse Engineering Lab

Studiengang Informatik OST - Ostschweizer Fachhochschule Campus Rapperswil Jon

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Abstract

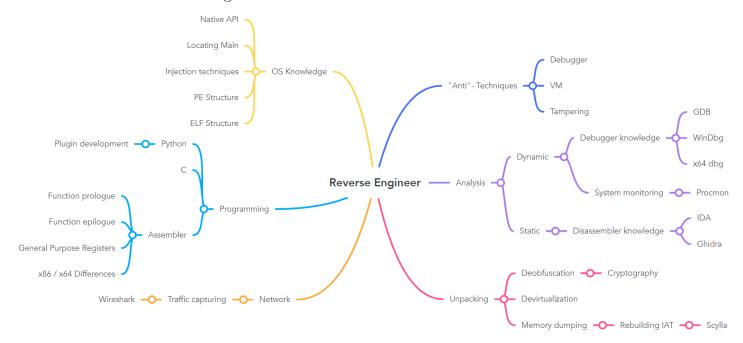
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Project Idea

1.1 Problem Domain

We defined in our opinion the most important domains which a Reverse Engineer has to have knowledge of.



1.2 Learning Concepts

Based on the Problem Domain from the last section we decided the most basic domains were programming, analysis and OS knowledge. So we decided that we are going to create the most labs and the first ones about these topics and then the later introduce the other domains in later Labs. We want to focus on Linux and Windows.

We also decided that we can expect for Students to already know about C, Python and some basic knowledge about Assembler because everyone has to have had BSYS which teaches about Assembler and C. Automation with python is also a module which now is in every sample curriculum at the OST.

Topic	Description	
Refresher	Give the students some little refreshing on the key topics (Assem-	
	bly)	
Introduction to	Explain analysis approaches (Dynamic / Static) and install tools	
RE #1		
Introduction to	Given a simple C file, students compile it and try to find a key	
RE #2	(Static) (Find Main function)	
Introduction to	Given a simple C file, students compile it and try to find a key	
RE #3	(Dynamic) (learn GDB / x64)	
First RE at-	Given simple files compiled in several languages (PY, C#, C++)	
tempts	get flag	
First keygen	Not only finding out the password but writing a keygen for the	
	program	
Harder	Introduce new native API funcs / techniques like stack strings	
CrackMes		
Injection tech-	Explain some injection techniques	
niques		
Dump memory	Explain how to dump memory off a given executable which uses a	
	previously explained injection technique	
"Anti"-	Introduce "Anti"-Techniques and provide program for students to	
Techniques	bypass	

Management Summary

Product Documentation

Project Documentation

Learning Concepts

Meetings

5.1 06-10-22

Directory

- 5.2 Glossary
- 5.3 References
- 5.4 Table Directory
- 5.5 Illustration Directory

Appendix

5.6 Eigenständigkeitserklärung

Eigenständigkeitserklärung

Erklärung	
THE KIALLING	

Wir erklären hiermit,

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- 5.7 Nutzungsrechte
- 5.8 Danksagung