

# Lab 5. Reversing and Repacking

- Task 1

(1) Your Answer

POREporePoREpOre

haveagoodtime

Welcome to PoRE

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CLICK

Success! Let's play a game.

(2) Writeup

[Record how you solve this task here.]

```

public class utils {
    public static String getKey() {
        char[] chars=new char[16];
        String str2 = HappyTime.str1;
        char[] res=HappyTime.res;
        for (int i = 0; i < chars.length; i++) {
            chars[i]= (char)(str2.charAt(i % str2.length())^res[i]);
        }
        return new String(chars);
    }
}

```

```

3  public class MainAC {
4      public static void main(String[] args) {
5          String str=utils.getKey();
6          System.out.println(str);
7      }
8  }
9
10
11

```

MainAC x  
 "D:\Program Files\Java\jdk1.8.0\_321\bin\java.exe" ...  
 POREporePoREp0re

## • Task 2

(1) Writeup

[Record how you solve this task here.]

haveagoodtime

Welcome to PoRE

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CLICK

You WIN!!!

success

将 if-eqz 改成 if-nez 即可

```
invoke-virtual {p1, v1}, Ljava/lang/String;->equals(Ljava/lang/Object;)Z
move-result p1
const/4 v1, 0x1
if-nez p1, :cond_0
.line 45
invoke-virtual {p0}, Lcom/pore/haveagoodtime/MainActivity;->getApplicationContext()
move-result-object p1
```

将 if-eqz 改成 if-nez 即可

```
public void playGame(String str) {
    int nextInt = this.random.nextInt(10000);
    if (!str.equals(String.valueOf(nextInt))) {
        Toast.makeText(getApplicationContext(), "success"
this.times++;
this.array = HappyTime.encrypt(this.array, 0, 1);
```

### • Task3

(1) Your Answer

## haveagoodtime

Welcome to PoRE

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CLICK

flag{ReverseRepackage}

SUCCESS

### (2) Writeup

[Record how you solve this task here.]

在 `buttonClick` 函数最后的 `if` 函数中调用 `show` 函数

```
const-string v0, "You WIN!!!"

invoke-virtual {p1, v0}, Landroid/widget/TextView;.>setText(Ljava/lang/CharSequence;)V

.Line 73
invoke-virtual {p0, Lcom/pore/haveagoodtime/MainActivity;.>getApplicationContext()Landroid/content/Context;)V

move-result-object p1

const-string v0, "Get the flag by yourself!"

invoke-static {p1, v0, v2}, Landroid/widget/Toast;.>makeText(Landroid/content/Context;Ljava/lang/CharSequence;I)V

move-result-object p1

invoke-virtual {p1}, Landroid/widget/Toast;.>show()V

invoke-virtual {p0, Lcom/pore/haveagoodtime/MainActivity;.>show()V

:cond_2
return-void

.end method
```

```
64         return;
65     }
66     playGame(obj);
67     this.hint.setText(String.format("%d / %d", Integer.valueOf(this.times), Integer.valueOf(this.
68     if (this.times == this.total) {
69         this.hint.setText("You WIN!!!");
70         Toast.makeText(getApplicationContext(), "Get the flag by yourself!", 1).show();
71     }
72     show();
73 }
```

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