



# 후킹(HOOKING)을 이용한 프로그램 해킹

An abstract graphic on the left side of the slide, featuring concentric circles, lines, and dots in shades of blue and green, resembling a stylized eye or a complex network diagram.

## AGENDA

- Hooking이란?
- 기본지식?
- KeyLogging이란?
- KeyLogging 시연

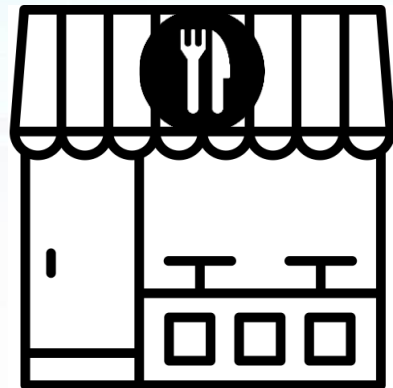
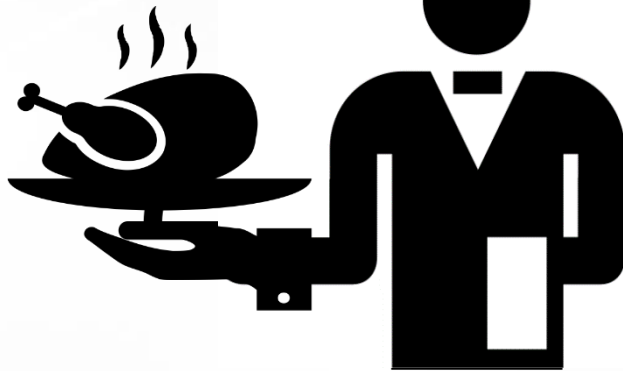
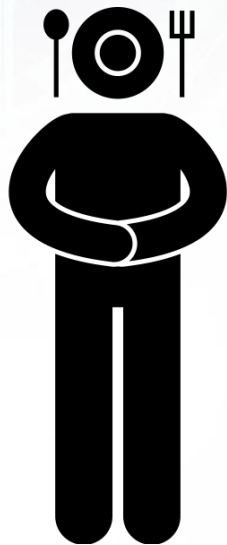


Hooking이란?

# Hooking

# Hooking이란?

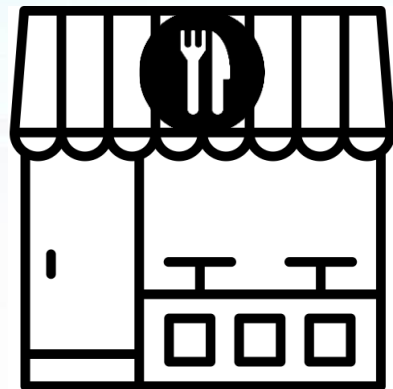
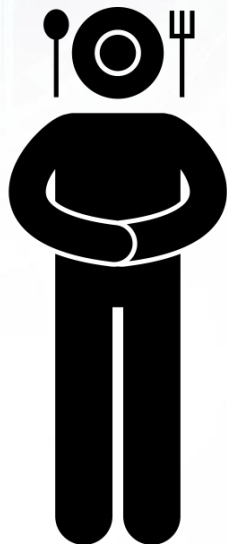
치킨 한 마리  
주세요





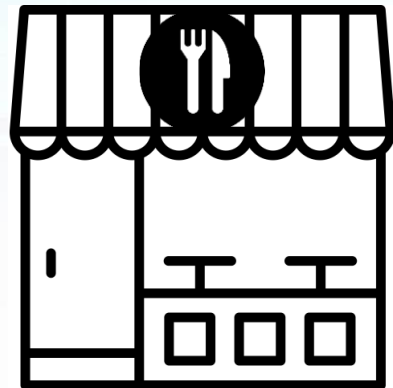
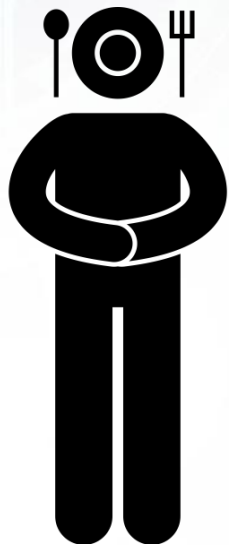
# Hooking이란?

피자 한 판  
주세요



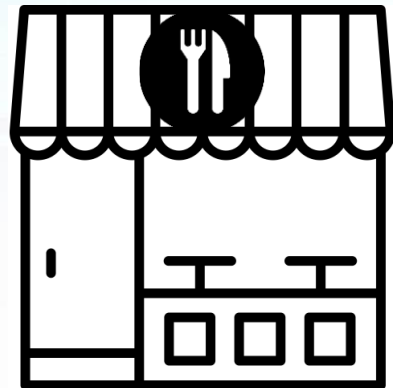
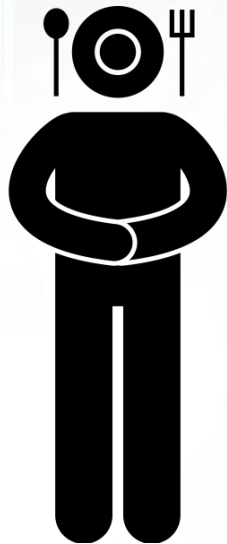
# Hooking이란?

치킨 한 마리  
주세요

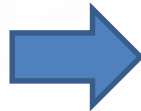
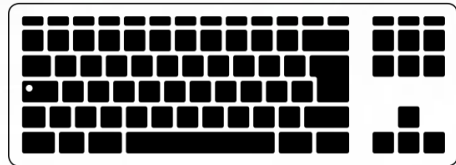


# Hooking이란?

으엑  
이거 아닌데;;



# Key input



System  
Message Queue



Chrome  
Message Queue

Notepad  
Message Queue





Message Queue

# Message Queue



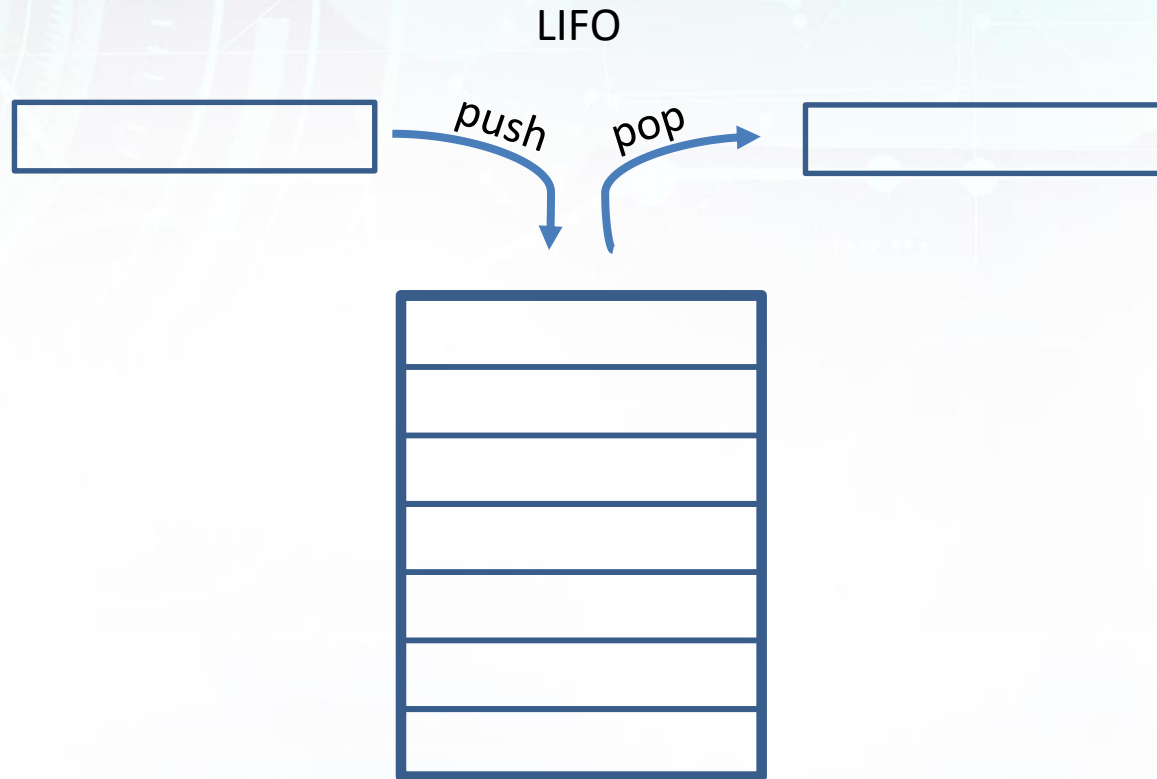
# Message Queue

Queue

Stack

# Message Queue

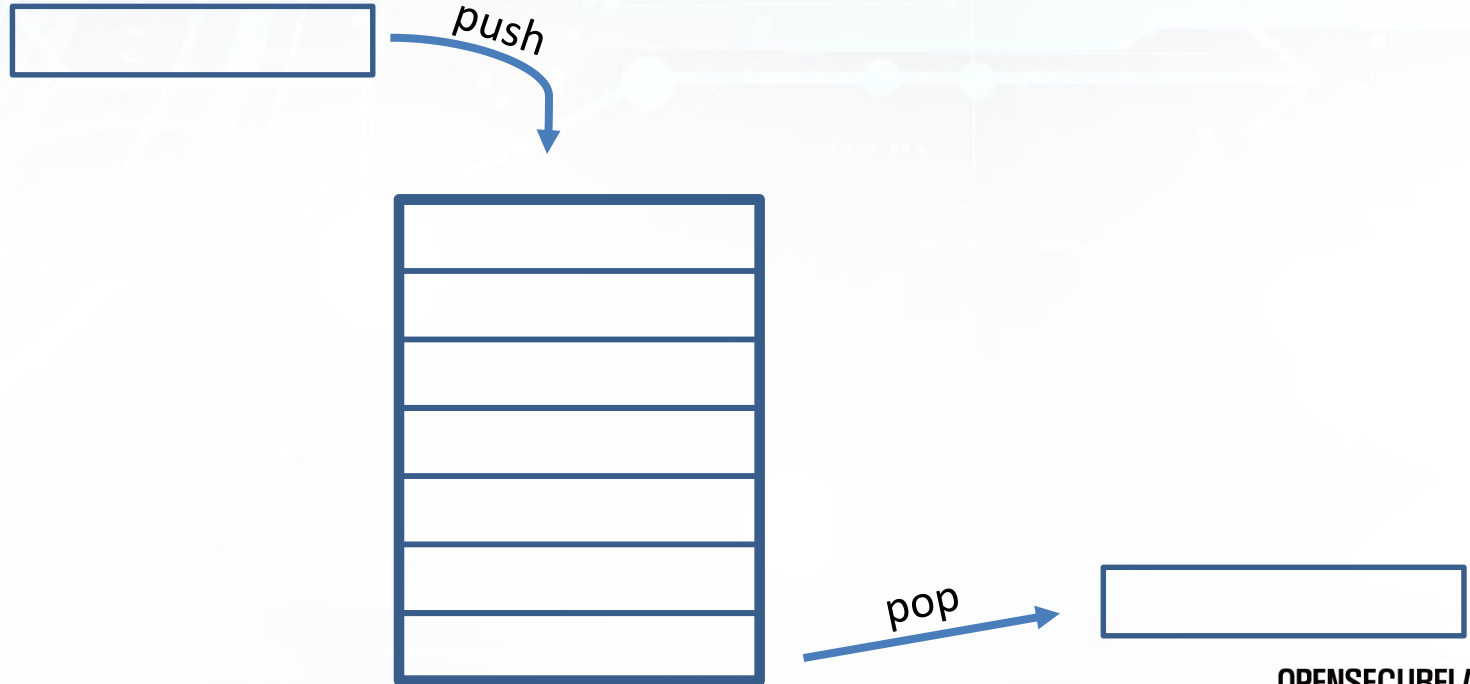
- Stack



# Message Queue

- Queue

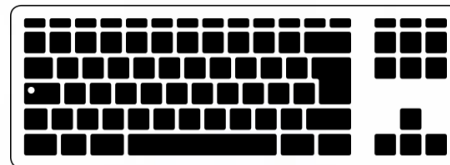
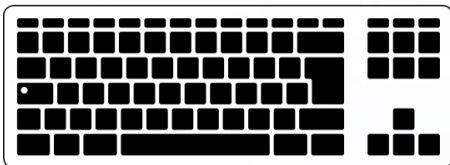
FIFO



# Message Queue

Hle olrl!Wdo

Hello World!





## SetWindowsHookEx

```
HHOOK WINAPI SetWindowsHookEx(  
    _In_ int      idHook,  
    _In_ HOOKPROC lpfn,  
    _In_ HINSTANCE hMod,  
    _In_ DWORD     dwThreadId  
);
```

```
HHOOK WINAPI SetWindowsHookEx(  
    _In_ int      WH_KEYBOARD,  
    _In_ HOOKPROC keylog,  
    _In_ HINSTANCE hIns,  
    _In_ DWORD     0  
);
```

## SetWindowsHookEx

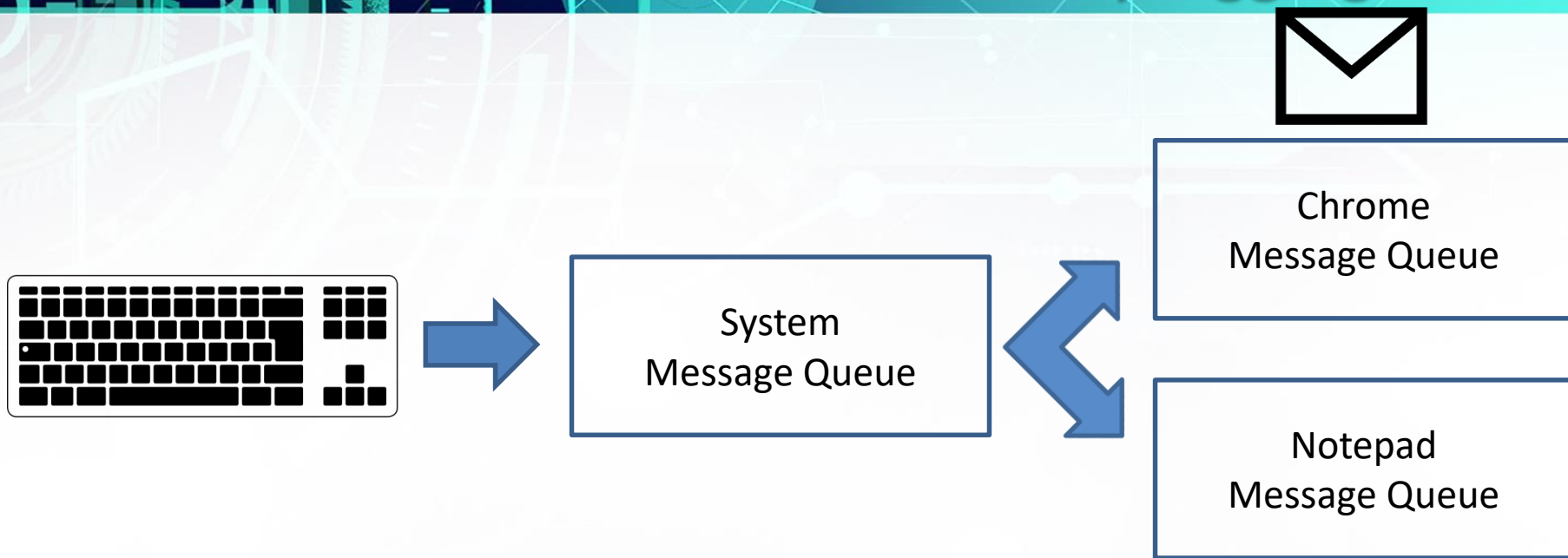
### Main Program

```
int main(void){  
    LoadLibraryA(DLL);  
    DLL.Hooking();  
    DLL.UnHooking();  
    FreeLibrary(DLL);  
    return 0;  
}
```

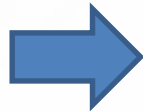
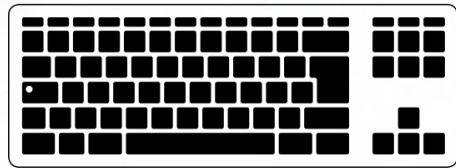
### DLL

```
LRESULT CALLBACK keylog(...){...}  
extern void Hooking(void){  
    SetWindowsHookEx();  
}  
extern void UnHooking(void){  
    UnhookWindowsHookEx();  
}
```

# KeyLogging 시연



# KeyLogging 시연



System  
Message Queue

keylog

Chrome  
Message Queue



Message Queue





KeyLogging 시연

# KeyLogging 시연





가시중심

MINJK1213