Challenge: Unlock me!

Objective

The goal of this challenge is to get access to the `pdf` file contained in the provided `zip` file. You are also provided with an executable file that should give you some information to help you unlock the `pdf` file. Unfortunately, you might have to patch that executable in order to get its information revealed earlier than it is intended to.

Use the information it provides to solve the challenge. There will be parts that will require you thinking outside the box and will force you to try out both things you have done in earlier challenges and things you haven't done before. If you get seriously stuck, ping one of your instructors and they should be able to provide a hint.

As a challenge deliverable, upload a ZIP file containing the following items to Canvas:
  (1) A `pdf` document that provides a thorough summary of your team's completion of the challenge. The document must include:
    ◦ the steps you took to solve the challenge and all information obtained during that process;
    ◦ the time at which you were able to unlock the provided pdf;
    ◦ a description of **each** team member's contributions. Please note that each team member should contribute their own paragraph to this section.
  (2) copies of any patched executables you created in the process;
  (3) copies of any java reflection code used in the process;
  (4) copies of any scripts or programs that you wrote to help in the process;
  (5) a readme file showing how to run your executables and/or scripts particularly if they have a non-conventional way of being run. This can be embedded in the script using comments at the top of the file, or placed in a separate `readme` file if the executable cannot be opened.

You will be graded on how well you:
  (1) Document your process (35%);
  (2) patched the executable(s) (40%);
  (3) created the java reflection code (20%); and
  (4) Submit the required ZIP file (5%).

Good luck.