# Challenge 1

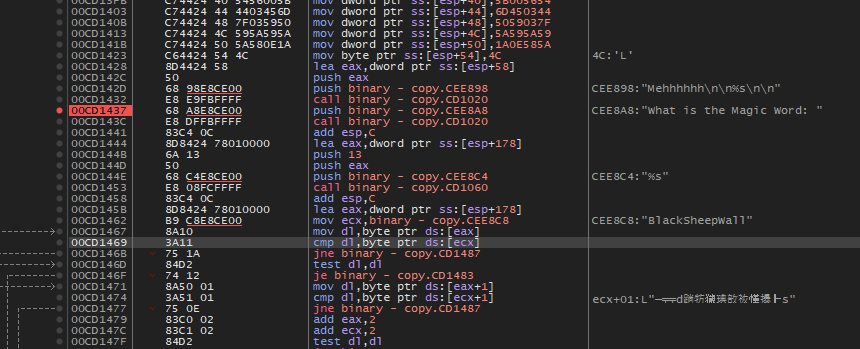
# Challenge 2

Debugging of Terminal application

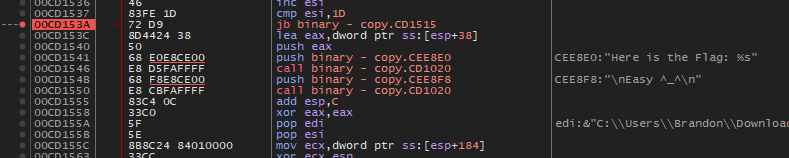
1. Opening up the program, we see the following image



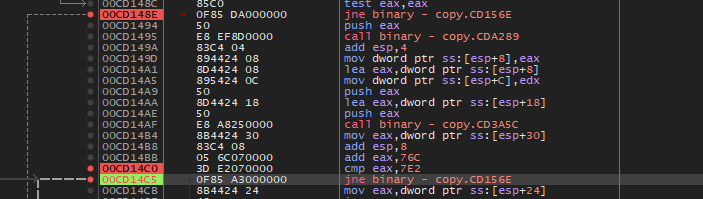
1. Using the string as a keyword, we locate the corresponding string in asm.  
   We also further notice that there is a cmp ecx there, therefore the magic word should be “BlackSheepWall”.



1. We find a line that outputs the flag in the code



1. Above that, there are several cmp and jne instructions along the way, so the easiest method would either be to change the data contained in the registers used for comparison, or change the ZF flag to 1 to bypass the jne checks, that way the pointer will not jump to the specified address, but proceed down to the next address.



1. Bypassing those cmp and jne checks, we get the flag printed onto the screen. (FLpJuTV)

