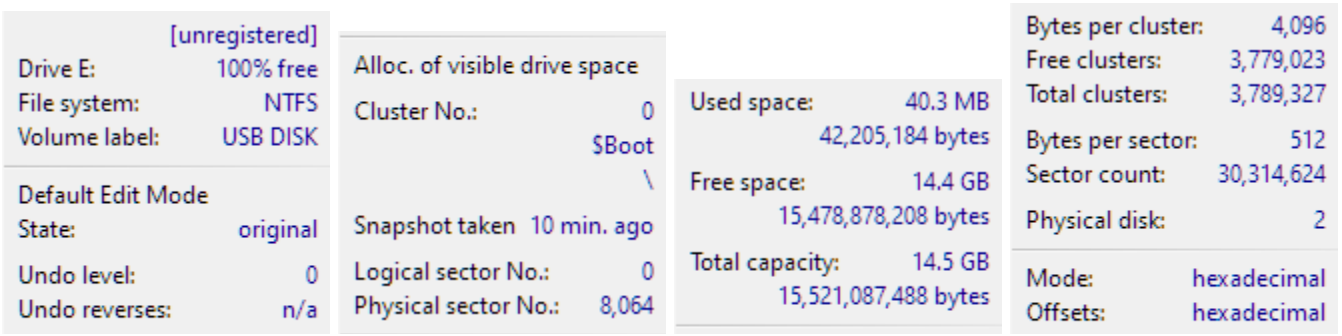
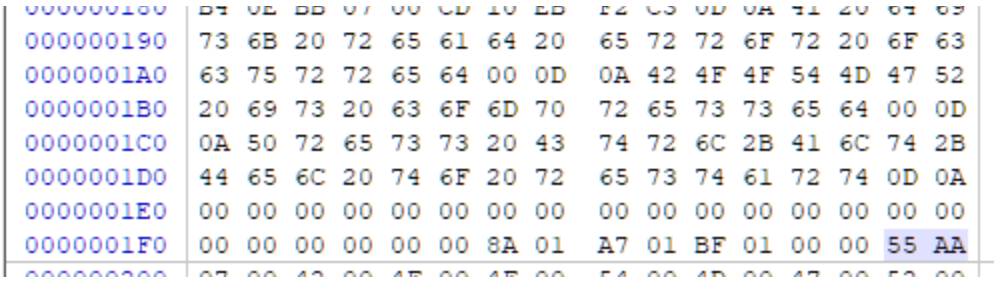
Charles Wallis
2/12/2023
CS 4398.001 Digital Forensics
Dr. Gupta

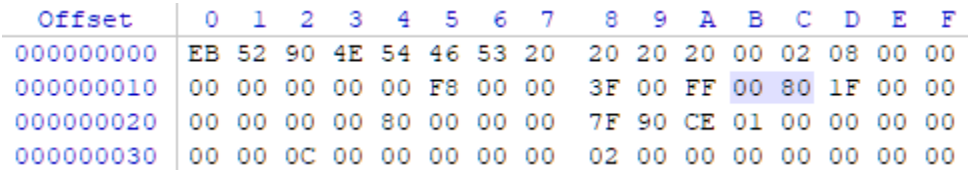
1. Show my device information



2. Highlight MBR signature

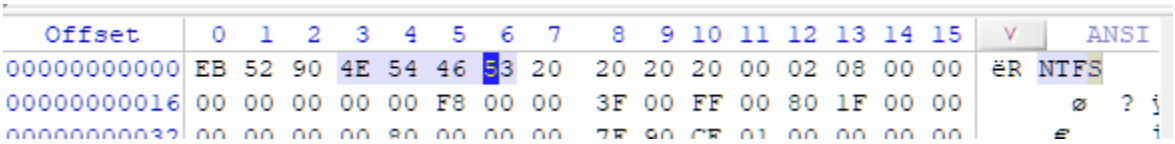


3. Highlight LBA of my partition

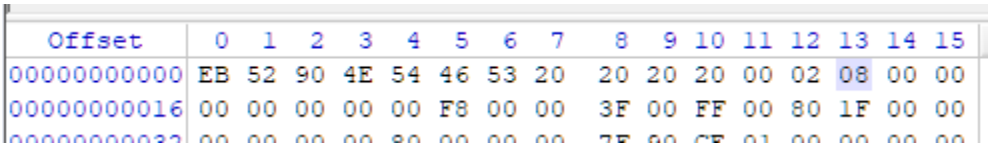


4. From the LBA value, calculate the start of my partition
   To do this, I need to multiply the LBA value by sector size, which is 512 bytes (as shown in part 1)
   The LBA value is shown above from part 3, 08 00, or a value of 2048.
   The partition starts at sector 2048, or 2048*512 = 1048576 bytes offset (0x100000)

5. The Superblock Magic Signature is NTFS in Hex, 4E 54 46 53.



6. 0x0D indicates sectors per cluster, and there are 8 sectors per cluster



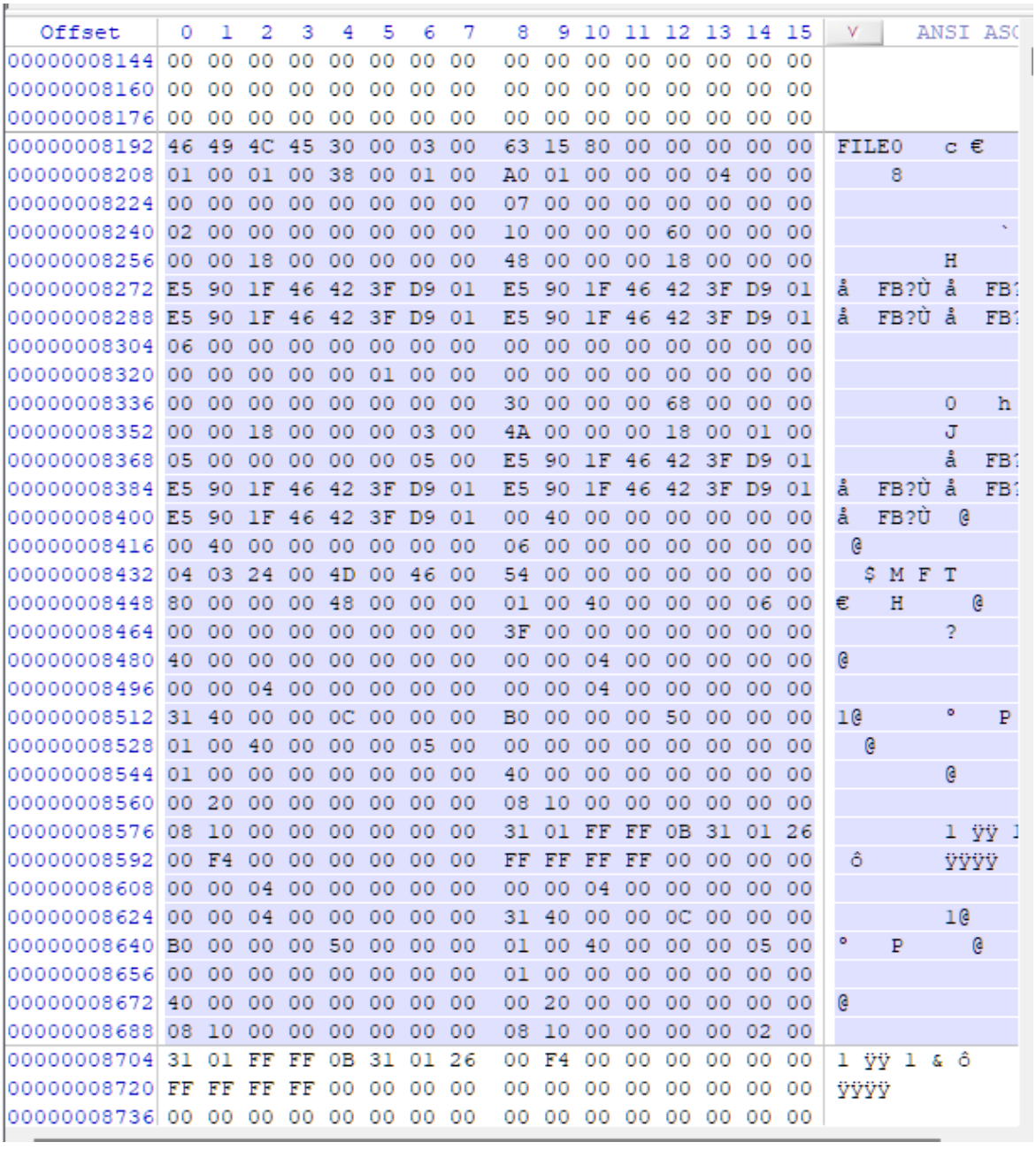
   The block size is 512/8 since there are 8 sectors and each sector is 512 bytes (shown in part 1)

Each sector(block) is 64 bytes.

7. Number of blocks(sectors) per group (cluster) can be calculated using the information shown in part 1, since it tells us that there are 4096 bytes per cluster and each block is 512 bytes. 4096/512 = 8 blocks.

8. Since the superblock is in the first block it was in block #1. Each group has blocks consisting: super block, group descriptors, data block bitmap, inode bitmap, inode table, and a data block. The number of blocks are always an integral power of 2

9. To get to block group 3, I need to multiply 2x4096 to jump to the location at offset 0x8192



Offset	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	ANSI ASC
00000008144	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000008160	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000008176	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000008192	46	49	4C	45	30	00	03	00	63	15	80	00	00	00	00	00	FILE0 c €
00000008208	01	00	01	00	38	00	01	00	A0	01	00	00	00	04	00	00	8
00000008224	00	00	00	00	00	00	00	00	07	00	00	00	00	00	00	00	
00000008240	02	00	00	00	00	00	00	00	10	00	00	00	60	00	00	00	`
00000008256	00	00	18	00	00	00	00	00	48	00	00	00	18	00	00	00	H
00000008272	E5	90	1F	46	42	3F	D9	01	E5	90	1F	46	42	3F	D9	01	å FB?Ù å FB
00000008288	E5	90	1F	46	42	3F	D9	01	E5	90	1F	46	42	3F	D9	01	å FB?Ù å FB
00000008304	06	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000008320	00	00	00	00	00	01	00	00	00	00	00	00	00	00	00	00	
00000008336	00	00	00	00	00	00	00	00	30	00	00	00	68	00	00	00	0 h
00000008352	00	00	18	00	00	00	03	00	4A	00	00	00	18	00	01	00	J
00000008368	05	00	00	00	00	00	05	00	E5	90	1F	46	42	3F	D9	01	å FB
00000008384	E5	90	1F	46	42	3F	D9	01	E5	90	1F	46	42	3F	D9	01	å FB?Ù å FB
00000008400	E5	90	1F	46	42	3F	D9	01	00	40	00	00	00	00	00	00	å FB?Ù @
00000008416	00	40	00	00	00	00	00	00	06	00	00	00	00	00	00	00	@
00000008432	04	03	24	00	4D	00	46	00	54	00	00	00	00	00	00	00	$ M F T
00000008448	80	00	00	00	48	00	00	00	01	00	40	00	00	00	06	00	€ H @
00000008464	00	00	00	00	00	00	00	00	3F	00	00	00	00	00	00	00	?
00000008480	40	00	00	00	00	00	00	00	00	00	04	00	00	00	00	00	@
00000008496	00	00	04	00	00	00	00	00	00	00	04	00	00	00	00	00	
00000008512	31	40	00	00	0C	00	00	00	B0	00	00	00	50	00	00	00	1@ ° P
00000008528	01	00	40	00	00	00	05	00	00	00	00	00	00	00	00	00	@
00000008544	01	00	00	00	00	00	00	00	40	00	00	00	00	00	00	00	@
00000008560	00	20	00	00	00	00	00	00	08	10	00	00	00	00	00	00	
00000008576	08	10	00	00	00	00	00	00	31	01	FF	FF	0B	31	01	26	1 ÿÿ 1
00000008592	00	F4	00	00	00	00	00	00	FF	FF	FF	FF	00	00	00	00	ô ÿÿÿÿ
00000008608	00	00	04	00	00	00	00	00	00	00	04	00	00	00	00	00	
00000008624	00	00	04	00	00	00	00	00	31	40	00	00	0C	00	00	00	1@
00000008640	B0	00	00	00	50	00	00	00	01	00	40	00	00	00	05	00	° P @
00000008656	00	00	00	00	00	00	00	00	01	00	00	00	00	00	00	00	
00000008672	40	00	00	00	00	00	00	00	00	20	00	00	00	00	00	00	@
00000008688	08	10	00	00	00	00	00	00	08	10	00	00	00	00	02	00	
00000008704	31	01	FF	FF	0B	31	01	26	00	F4	00	00	00	00	00	00	1 ÿÿ 1 & ô
00000008720	FF	FF	FF	FF	00	00	00	00	00	00	00	00	00	00	00	00	ÿÿÿÿ
00000008736	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	

In a block group, the first block will always be the superblock, so here is the first block of block group 3.

Now, I will automate this through writing a c++ program, on linux.

The source code is attached on github,
https://github.com/charlestw127/Digital-Forensics/blob/main/Hexedit%20Diagnose.cpp

Here is the output of the program: