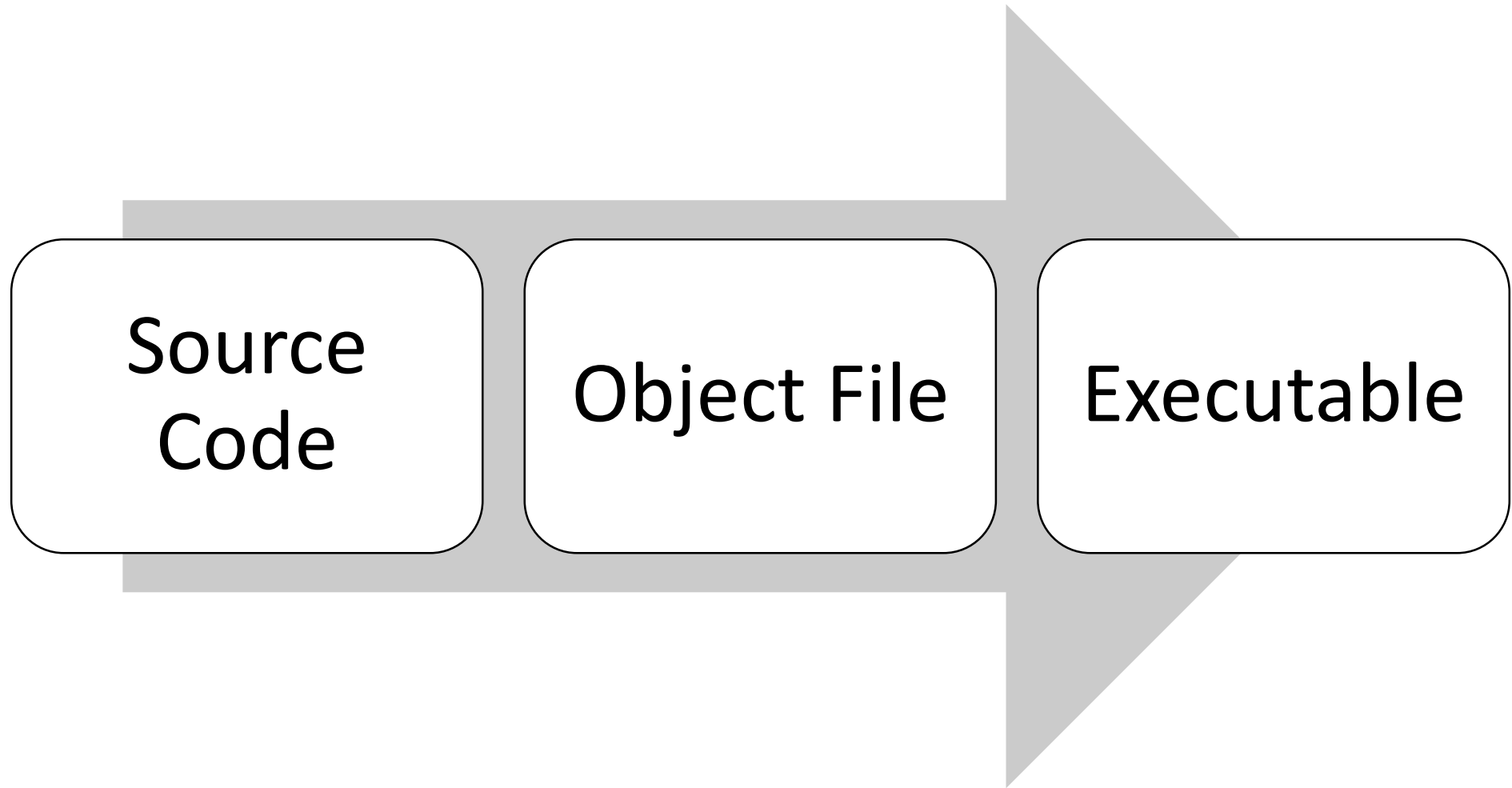


# Reverse Engineering

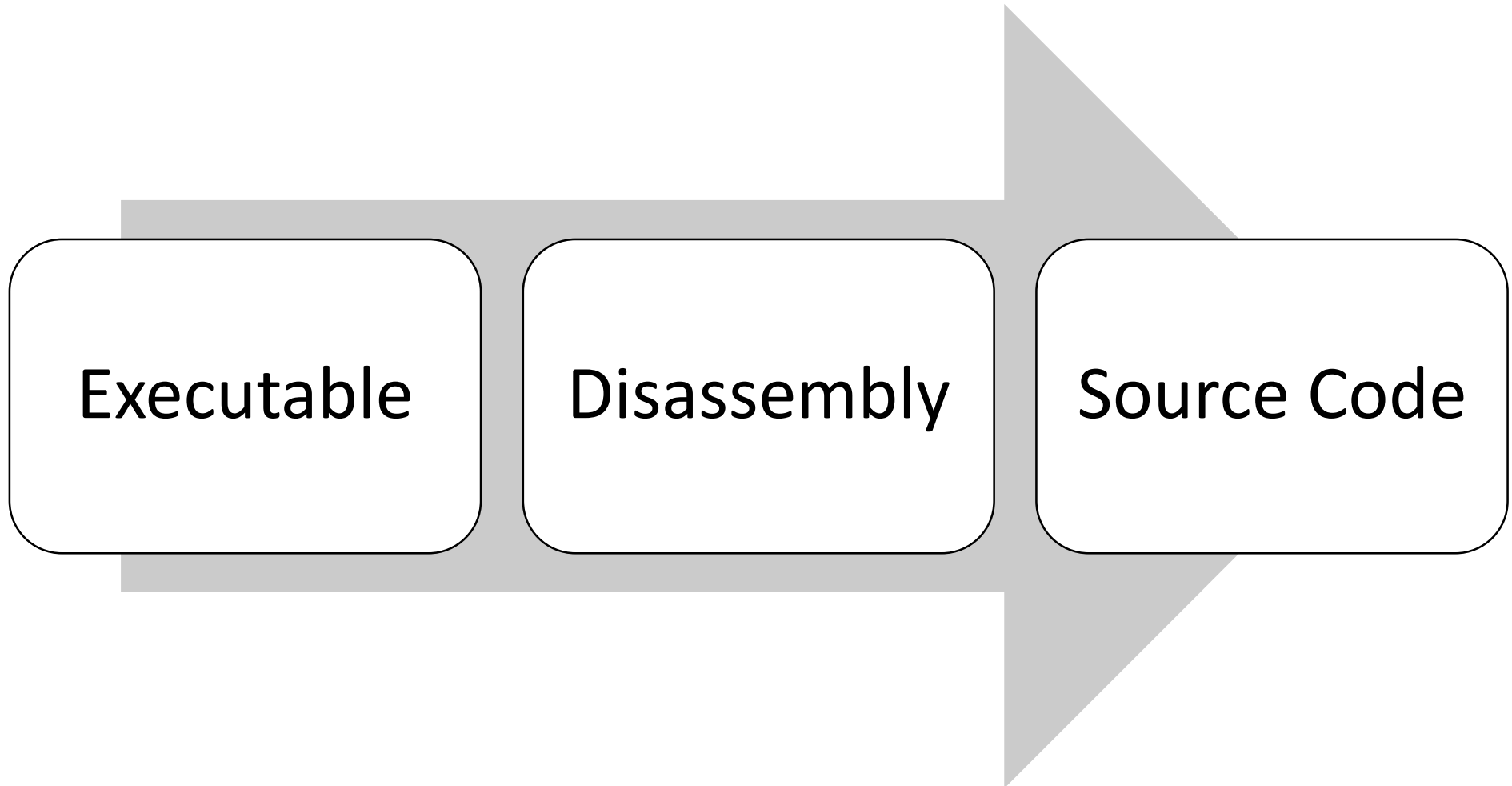
*It's a ART of dissecting and rebuild. Understand the inner working and its mechanism*

# Methodology

# Compilation Process



# Decompilation Process



# Legal Aspects

- Reverse engineering legality governed copyright laws
- Different country will have different copyright laws
- Legal only in specific cases

# Legal Activity

- Recovery own lost source code
- Recovery of data from legacy formats
- Malware analysis and research
- Security and Vulnerability research



# Illegal Activity

- Reverse engineering competing product and sell it
- Crack copy protections
- Distribute crack / registration for copyrighted software
- Gained unauthorized access to any computer

Skills

- Understanding of computer architecture and organization
- Assembly programming
- Operating Systems Internals (e.g. Windows Internals)
- File Formats (e.g. Portable Executable (PE))
- Logic thinking and Research skills

# Reverse Code Engineering

# Static Analysis

- Read disassembly code
- Search for strings
- Analyzing without executing the program
- Basically it's all about “strings”

# Dynamic Analysis



- Debug the code
- Step thru the code, study how it executes and what it does
- Fast results and accurate