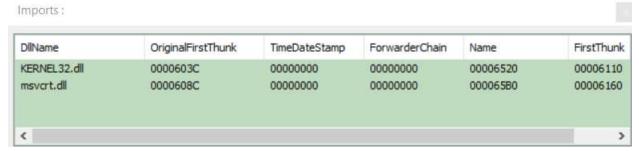
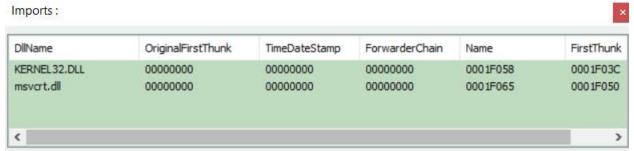
- 1. The code file is main.c, the executable produced is PE-Import-original.exe
- 2. The import table for the original .exe looks like this:

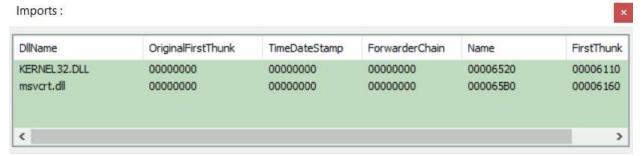


3. The packed .exe. is PE-Import-packed.exe. Its import table is as follows:



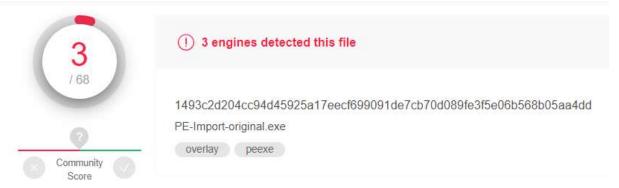
The names of the dll's being used are the same, althouogh it appears they are in different locations in local memory after packing. This makes sense, as the packing compresses the file and moves references around.

The unpacked file is PE-Import-unpacked.exe. Its import table is as follows:



This is completely identical to the original file's import table.

4. As a baseline, scan the original exe to see how many flag it as dangerous:



I then scan the packed version to see how this changes the results. At this point the GUI for the website broke so I couldn't take any more screenshots, but compressing the executable increased the number of engines that flagged it to 6.

To further test the effects of packing, I used upx with the --brute flag to maximize the compression. This made a total of 8 engines flag the program. Compressing the file to a .zip archive, however, made only 1 engine flag it.

I also attempted to obfuscate the code in a way that produced multiple compiler warnings. The source code for this is in obfuscated.c, and the resulting executable is PE-Import-obfuscated.exe. Only 2 engines flagged this as dangerous, so this method seems ineffective.