#include <stdio.h>

#include <Windows.h>

#include <stdlib.h>

#include <tchar.h>

IMAGE\_DOS\_HEADER DOS\_HEADER;

IMAGE\_NT\_HEADERS NT\_HEADERS;

IMAGE\_SECTION\_HEADER SECTION\_HEADER;

int \_tmain(int argc, \_TCHAR\* argv[])

{

FILE\* pfile;

errno\_t error;

if ((error = fopen\_s(&pfile, "C:/EmptyProject1.exe", "r")) != 0)

{

printf("µLªk¶}±Ò¤å¥ó");

getchar();

}

else {

fread(&DOS\_HEADER, sizeof(struct \_IMAGE\_DOS\_HEADER), 1, pfile);

fseek(pfile, DOS\_HEADER.e\_lfanew, 0);

fread(&NT\_HEADERS, sizeof(struct \_IMAGE\_NT\_HEADERS), 1, pfile);

fread(&SECTION\_HEADER, sizeof(struct \_IMAGE\_SECTION\_HEADER), 1, pfile);

for (int i = 0; i < 8; i++) {

printf("(BYTE)Name is %02X\n", SECTION\_HEADER.Name[i]);

}

printf("(DWORD)PhysicalAddress is %08X\n", SECTION\_HEADER.Misc.PhysicalAddress);

printf("(DWORD)VirtualSize is %08X\n", SECTION\_HEADER.Misc.VirtualSize);

printf("(DWORD)VirtualAddress is %08X\n", SECTION\_HEADER.VirtualAddress);

printf("(DWORD)SizeOfRawData is %08X\n", SECTION\_HEADER.SizeOfRawData);

printf("(DWORD)PointerToRawData is %08X\n", SECTION\_HEADER.PointerToRawData);

printf("(DWORD)PointerToRelocations is %08X\n", SECTION\_HEADER.PointerToRelocations);

printf("(DWORD)PointerToLinenumbers is %08X\n", SECTION\_HEADER.PointerToLinenumbers);

printf("(WORD)NumberOfRelocations is %04X\n", SECTION\_HEADER.NumberOfRelocations);

printf("(WORD)NumberOfLinenumbers is %04X\n", SECTION\_HEADER.NumberOfLinenumbers);

printf("(DWORD)Characteristics is %08X\n", SECTION\_HEADER.Characteristics);

}

system("pause");

return 0;

}