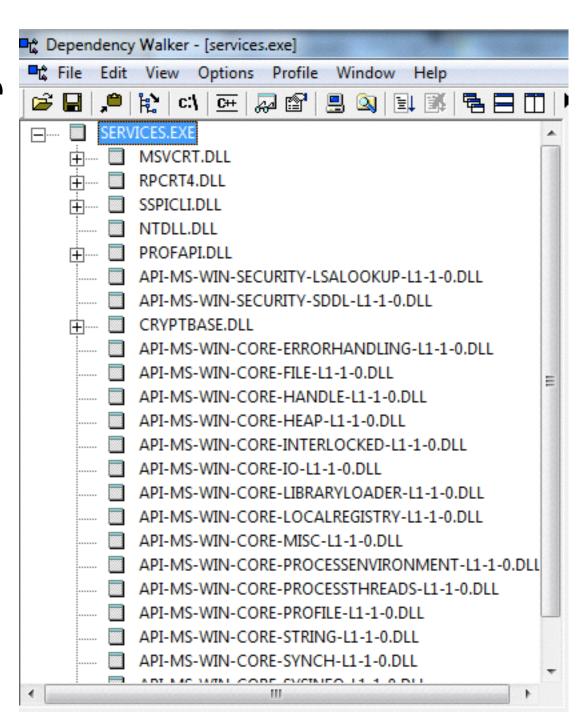
# Dependency Walker

#### Shows Dynamically Linked Functions

- Normal programs have a lot of DLLs
- Malware often has very few DLLs

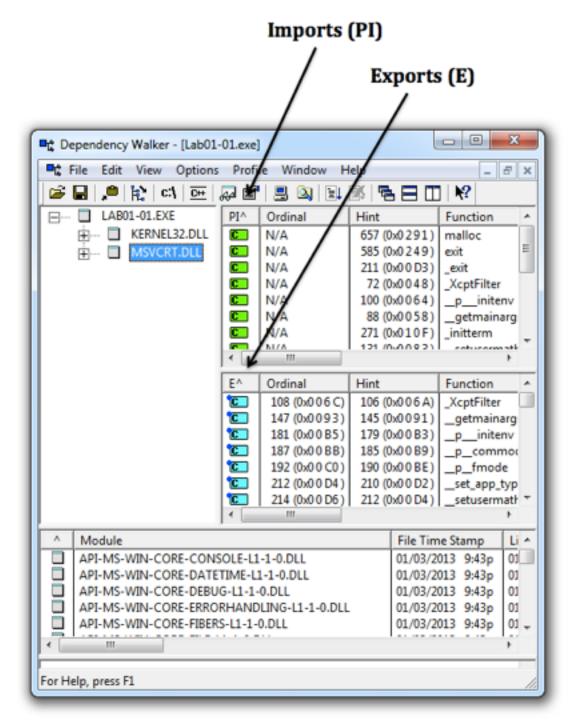
#### Services.exe



#### Services.ex\_ (malware)



Imports
&
Exports
in
Dependency
Walker



#### Table 2-1. Common DLLs

DLL	Description	
Kernel32.dll	This is a very common DLL that contains core functionality, such as access and manipulation of memory, files, and hardware.	
Advapi32.dll	This DLL provides access to advanced core Windows components such as the Service Manager and Registry.	
User32.dll	This DLL contains all the user-interface components, such as buttons, scrol bars, and components for controlling and responding to user actions.	
Gdi32.dll	This DLL contains functions for displaying and manipulating graphics.	

Ntdll.dll

This DLL is the interface to the Windows kernel. Executables generally do not import this file directly, although it is always imported indirectly by *Kernel32.dll*. If an executable imports this file, it means that the author intended to use functionality not normally available to Windows programs. Some tasks, such as hiding functionality or manipulating processes, will use this interface.

WSock32.dll These are networking DLLs. A program that accesses and either of these most likely connects to a network or Ws2\_32.dll performs network-related tasks.

Wininet.dll

This DLL contains higher-level networking functions that implement protocols such as FTP, HTTP, and NTP.

#### **Exports**

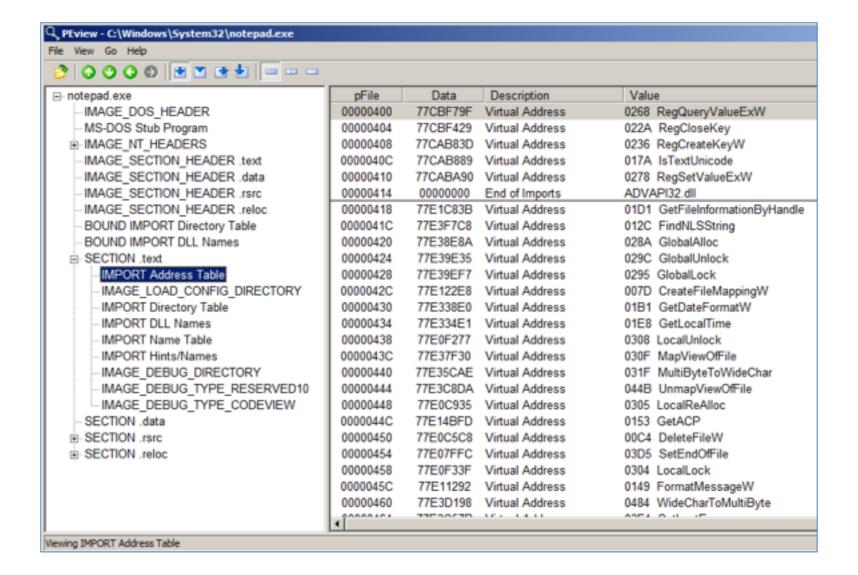
- DLLs export functions
- EXEs import functions
- Both exports and imports are listed in the PE header

#### **FUNCTION NAMING CONVENTIONS**

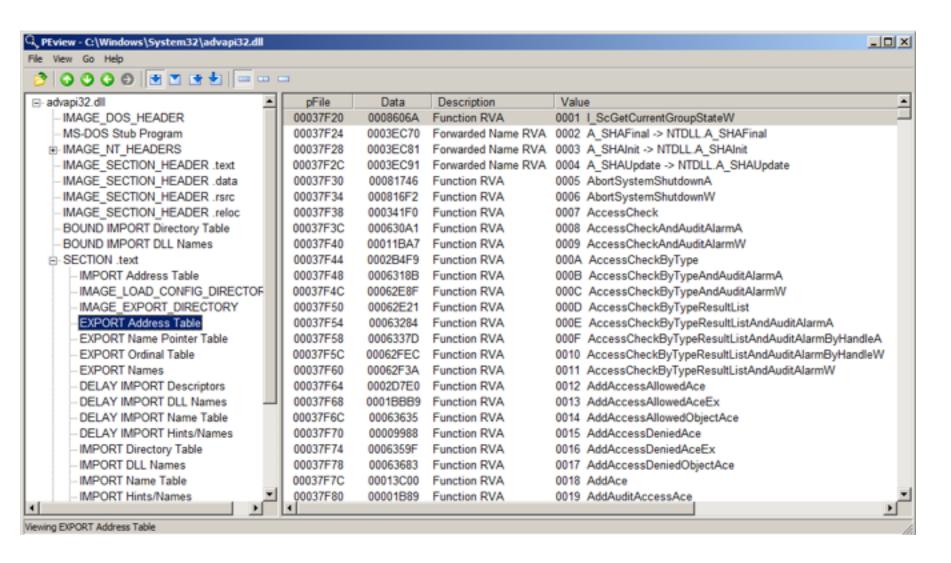
When evaluating unfamiliar Windows functions, a few naming conventions are worth noting because they come up often and might confuse you if you don't recognize them. For example, you will often encounter function names with an Ex suffix, such as CreateWindowEx. When Microsoft updates a function and the new function is incompatible with the old one, Microsoft continues to support the old function. The new function is given the same name as the old function, with an added Ex suffix. Functions that have been significantly updated twice have two Ex suffixes in their names.

Many functions that take strings as parameters include an A or a W at the end of their names, such as CreateDirectoryW. This letter does *not* appear in the documentation for the function; it simply indicates that the function accepts a string parameter and that there are two different versions of the function: one for ASCII strings and one for wide character strings. Remember to drop the trailing A or W when searching for the function in the Microsoft documentation.

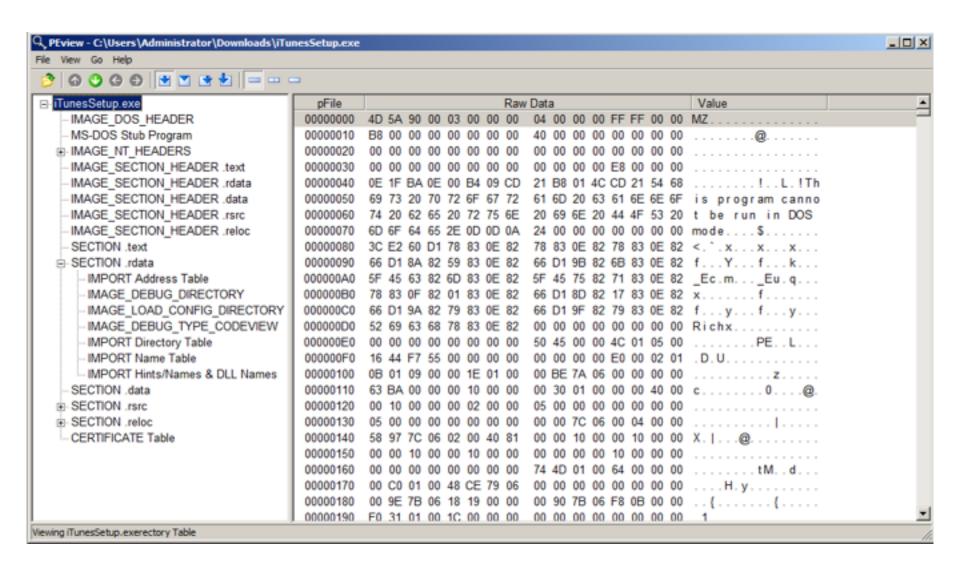
#### Notepad.exe



# Advapi32.dll



#### iTunesSetup.exe



# Example: Keylogger

- Imports User32.dll and uses the function SetWindowsHookEx which is a popular way keyloggers receive keyboard inputs
- It exports LowLevelKeyboardProc and LowLevelMouseProc to send the data elsewhere
- It uses RegisterHotKey to define a special keystroke like Ctrl+Shift+P to harvest the collected data

Kernel32.dll	User32.dll	User32.dll (continued)
CreateDirectoryW	BeginDeferWindowPos	ShowWindow
CreateFileW	CallNextHookEx	ToUnicodeEx
CreateThread	CreateDialogParamW	TrackPopupMenu
DeleteFileW	CreateWindowExW	TrackPopupMenuEx
ExitProcess	DefWindowProcW	TranslateMessage
FindClose	DialogBoxParamW	UnhookW1ndowsHookEx
FindFirstFileW	EndDialog	UnregisterClassW
FindNextFileW	GetMessageW	UnregisterHotKey
GetCommandL1neW	GetSystemMetrics	<u></u>
GetCurrentProcess	GetWindowLongW	GDI32.dll
GetCurrentThread	GetWindowRect	GetStockObject
GetFileSize	GetWindowTextW	SetBkMode
GetModuleHandleW	InvalidateRect	SetTextColor
GetProcessHeap	IsDlgButtonChecked	
GetShortPathNameW	IsWindowEnabled	Shell32.dll
HeapAlloc	LoadCursorW	CommandLineToArgvW
HeapFree	LoadIconW	SHChangeNotify
IsDebuggerPresent	LoadMenuW	SHGetFolderPathW
MapV1ewOfF1le	MapVirtualKeyW	ShellExecuteExW
OpenProcess	MapWindowPoints	ShellExecuteW
ReadFile	MessageBoxW	
SetFilePointer	RegisterClassExW	Advapi32.dll
WriteFile	RegisterHotKey	RegCloseKey
	SendMessageA	RegDeleteValueW
	SetClipboardData	RegOpenCurrentUser
	SetDlgItemTextW	RegOpenKeyExW
	SetWindowTextW	RegQueryValueExW
28	SetWindowsHookExW	RegSetValueExW

# Ex: A Packed Program

- Very few functions
- All you see is the unpacker

Table 2-3. DLLs and Functions Imported from PackedProgram.exe

Kernel32.dll	User32.dll
GetModuleHandleA	MessageBoxA
LoadLibraryA	
GetProcAddress	
ExitProcess	
VirtualAlloc	
VirtualFree	

# The PE File Headers and Sections

#### Important PE Sections

- .text -- instructions for the CPU to execute
- .rdata -- imports & exports
- .data global data
- .rsrc strings, icons, images, menus

Table 1-4: Sections of a PE File for a Windows Executable Executable Description .text Contains the executable code Holds read-only data that is globally accessible within the program .rdata Stores global data accessed throughout the program .data Sometimes present and stores the import function information; if this section is .idata not present, the import function information is stored in the .rdata section

present, the export function information is stored in the .rdata section

Stores resources needed by the executable

Contains information for relocation of library files

.edata

.pdata

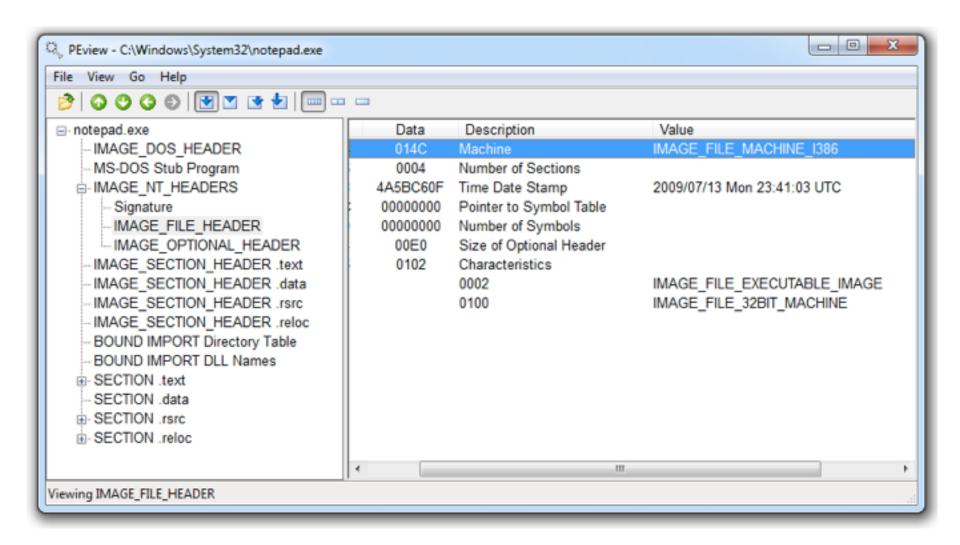
.rsrc

.reloc

Sometimes present and stores the export function information; if this section is not

Present only in 64-bit executables and stores exception-handling information

# PEView (Link Ch 2e)



#### Time Date Stamp

- Shows when this executable was compiled
- Older programs are more likely to be known to antivirus software
- But sometimes the date is wrong
  - All Delphi programs show June 19, 1992
  - Date can also be faked

#### IMAGE\_SECTION\_HEADER

- Virtual Size RAM
- Size of Raw Data DISK
- For .text section, normally equal, or nearly equal
- Packed executables show Virtual Size much larger than Size of Raw Data for .text section