


```

1  __int64 __fastcall main(int a1, char **a2, char **a3)
2  {
3      int i; // [rsp+Ch] [rbp-34h]
4      int j; // [rsp+10h] [rbp-30h]
5      FILE *s; // [rsp+18h] [rbp-28h]
6      struct timespec requested_time; // [rsp+20h] [rbp-20h] BYREF
7      unsigned __int64 v8; // [rsp+38h] [rbp-8h]
8
9      v8 = __readfsqword(0x28u);
10     printf("%s\n\n", a0o0);
11     for ( i = 0; aOneDayAtAnAnti[i]; ++i )
12     {
13         putchar(aOneDayAtAnAnti[i]);
14         fflush(stdout);
15         requested_time.tv_sec = 0LL;
16         requested_time.tv_nsec = 125000000LL;
17         nanosleep(&requested_time, 0LL);
18     }
19     for ( j = 0; j < 32824; ++j )
20         byte_4620[j] ^= byte_C658;
21     s = fopen("/tmp/.pumpkin.elf", "wb");
22     if ( !s )
23         return 1LL;
24     fwrite(byte_4620, 1uLL, 0x8038uLL, s);
25     fclose(s);
26     return 0LL;
27 }

```

По такому пути пишется ELF-файл. Проверяем.

Да, всё на месте.

```

> ./pumpkin.elf

```

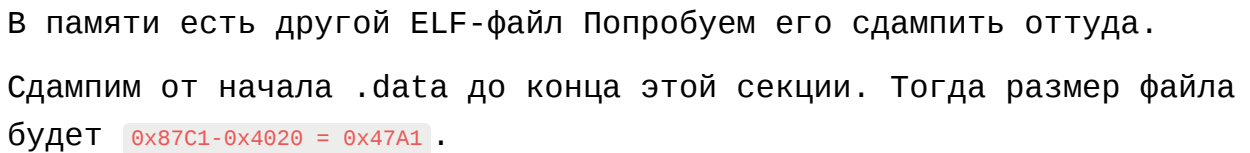
Reverse engineers set about analyzing the Frankemorph virus, scrutinizing its structure and features. They conducted research and discovered that the virus uses several methods to bypass a ntivirus programs, infiltrate system files, and masquerade as legitimate processes. All to establish itself in the system and allow operators to control it.

They also discovered that Frankemorph was using encryption algorithms to modify its code and reveal new sections that would be executed. Like Frankenstein, it changes and recycles parts of the code to fulfill its purpose.

The reverse-engineering team used static and dynamic analysis of the virus to identify its features and weaknesses. They studied its code and analyzed its behavior in a controlled environm ent to reconstruct its source code and logic.

Enter username: oleg
Enter password: oleg
Username is incorrect.
Password is incorrect.

Откроем новый файл в IDA.



Проверяем новый файл. Там будет флаг.