# Reversing C++ code

*Applying our new found knowledge*

# Important note

*Every C++ compiler has it's own personality. The important part is the general concept of C++ reverse engineering.*

# If you have IDA pro, now is the time to open it up!

This will mostly be a demonstration but don’t be afraid to ask questions.

# Reversing C++ using IDA Pro

- Take full advantage of the “struct” feature of IDA pro
- Don’t forget to use base + displacement with the struct you built!
- Don’t forget to demangle names…
- Don’t forget you need 2 structs per class
  - One for the VTable
  - One for the class itself
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The rest, really is identical to reversing C code. You just need to get your head around the fact that the code will call functions in a bit of a different way.