

This project is a simple Java application designed to replicate the logic from an Android reverse engineering challenge. The goal is to compute a secret flag based on a hidden seed string using a custom algorithm extracted from the original APK.

tool: jadx-gui

How It Works The Main class serves as the entry point.

It prints a greeting, defines the seed string ("1ndr@"), and calls makeFlag() from the FlagGenerator class.

The makeFlag() method performs a series of string manipulations to generate a flag based on the seed.

