

# Reverse engineering

## IDA

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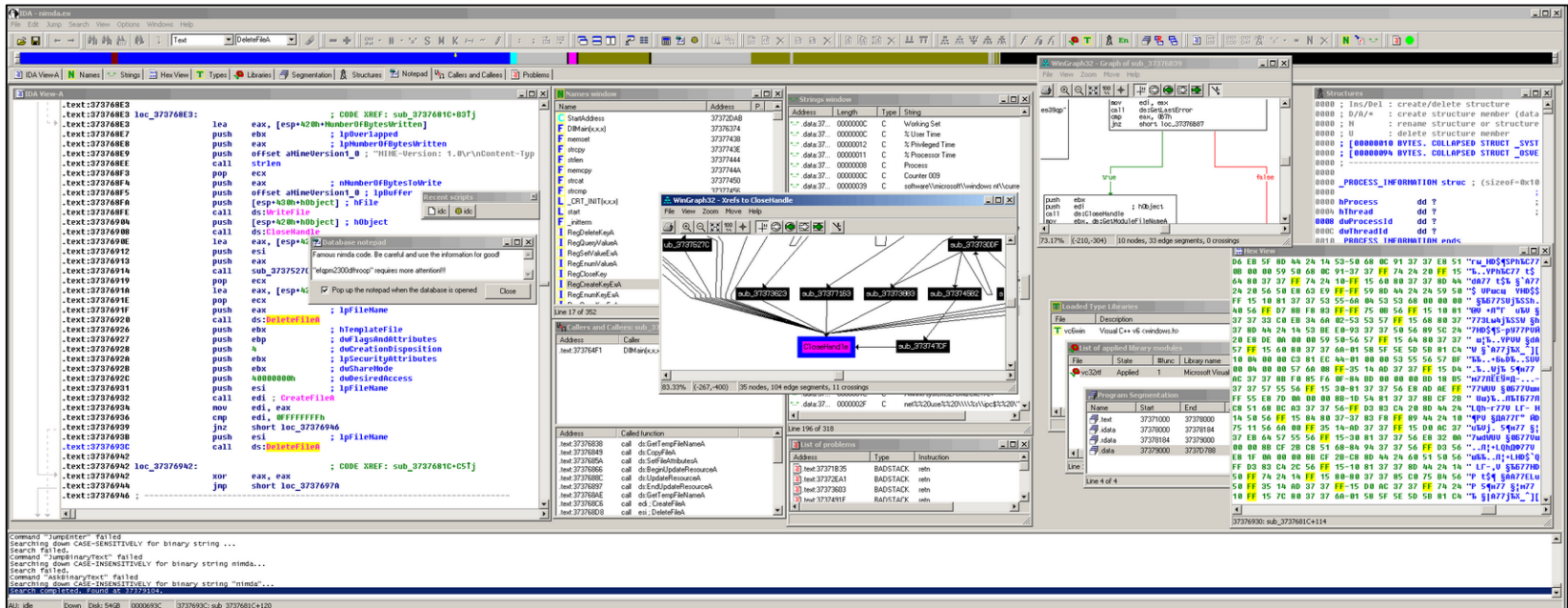
# IDA : Basic Usage

- **Created by Ilfak Guilfanov**
- **Founder and CEO of Hex-Rays**
- **Premier disassembly tool available today**
  - Interactive (IDCScript, IDAPython)
  - Many platforms supported (Multi-processor)
  - Highly extensible (Plug-in)
- **Related manual**
  - “The IDA Pro book” by Chris Eagle
  - “Reverse Engineering Code with IDA Pro” by Dan Kaminsky



# IDA : Basic Usage

- **IDA (Interactive DisAssembler)**
  - <https://www.hex-rays.com/> founded by IlfakGuilfanov
  - Two editions: IDA Professional, IDA Starter
- **IDA (Disassembler & Debugger) + Hex-Rays Decompiler**



# IDA : Basic Usage

## ■ Key Features: Disassembler

- Supported processors <https://www.hex-rays.com/products/ida/processors.shtml>
- Various executable file formats, Code graphing
- SDK, Plug-in, IDC Script, IDAPython

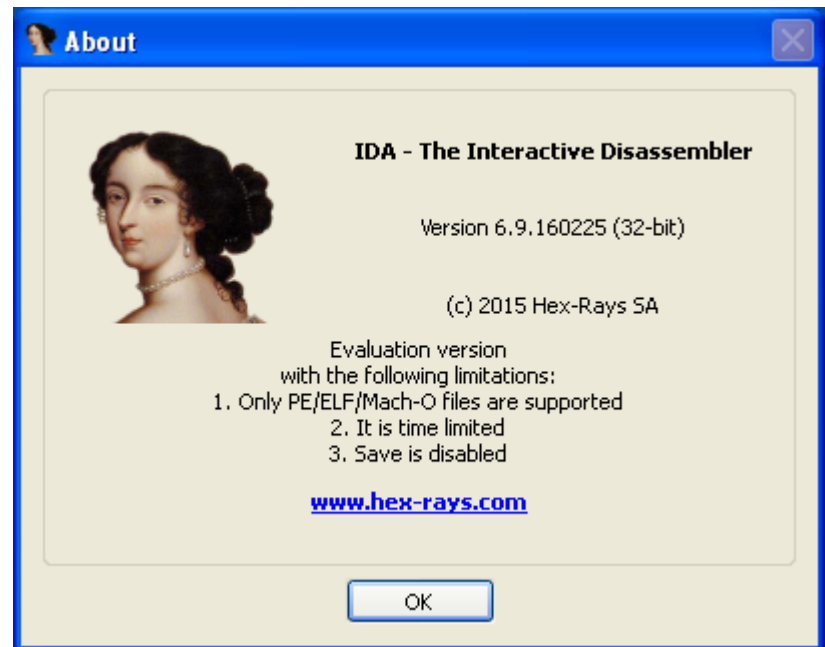
## ■ Key Features: Debugger

Target Platform	IDA runs on Windows	IDA runs on Linux	IDA runs on Mac OS X	Notes
Windows 32/64 bits	Local/Remote	Remote	Remote	On 64 bits - remote only
Linux 32/64 bits	Remote	Local/Remote	Remote	
OS X 32/64 bits	Remote	Remote	Local/Remote	
Bochs	Bochs Emulator	Bochs Emulator	Bochs Emulator	
GDB Server	GDB Server	GDB Server	GDB Server	x86, ARM, PowerPC, MIPS
WinDBG 32/64 bits	Remote	-	-	User-mode, Kernel-mode
Android (Dalvik)	Remote	Remote	Remote	DEX bytecode, Source

# IDA : Basic Usage

## ■ Evaluation & Freeware versions

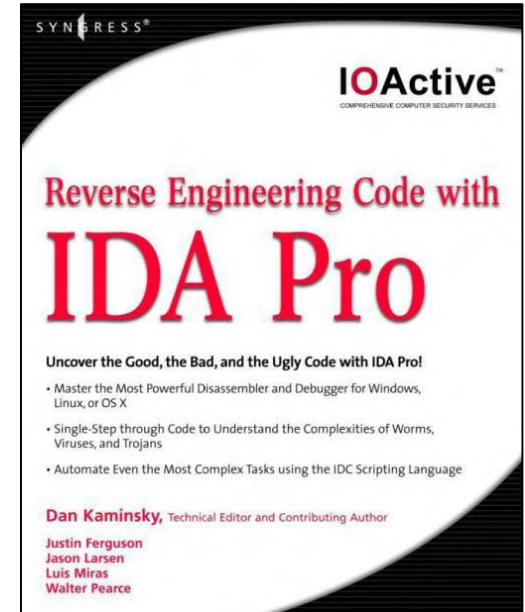
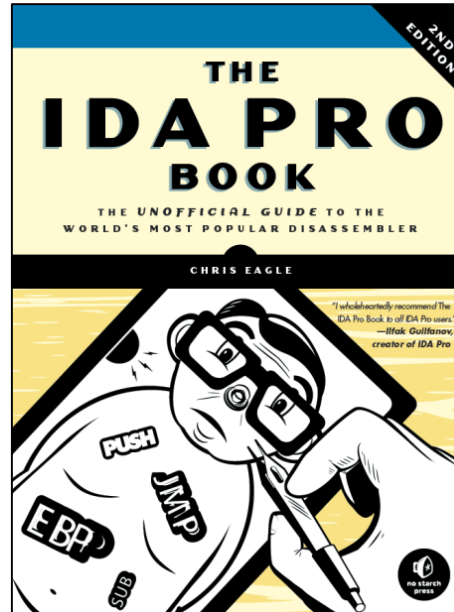
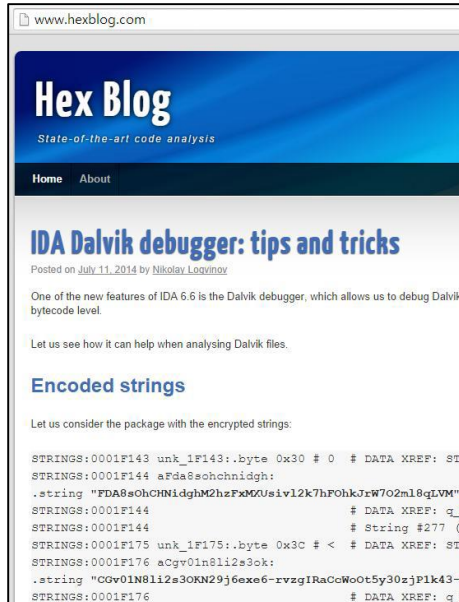
- <https://www.hex-rays.com/products/ida/support/download.shtml>
- Freeware: v5.0
- Evaluation version v6.9
  - Only supports INTEL 80x86 & ARM family
  - Only supports PE/ELF/Mach-O formats
  - Time limited (30 min?)
  - Save is disabled



# IDA : Basic Usage

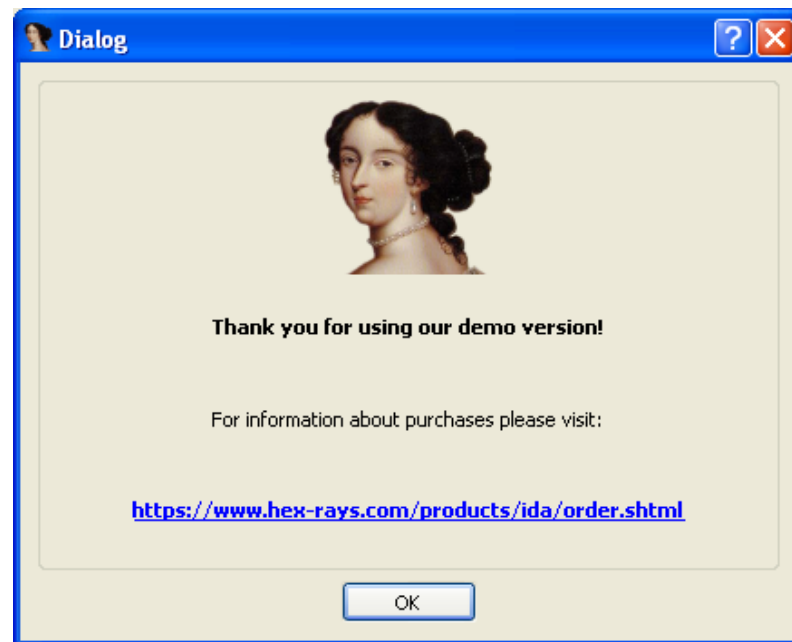
## ■ References

- “The IDA Pro Book 2nd Edition” by Chris Eagle
- “Reverse Engineering Code with IDA Pro” by Dan Kaminsky
- <https://www.hex-rays.com/products/ida/support/idadoc/index.shtml>
- <http://www.hexblog.com/>



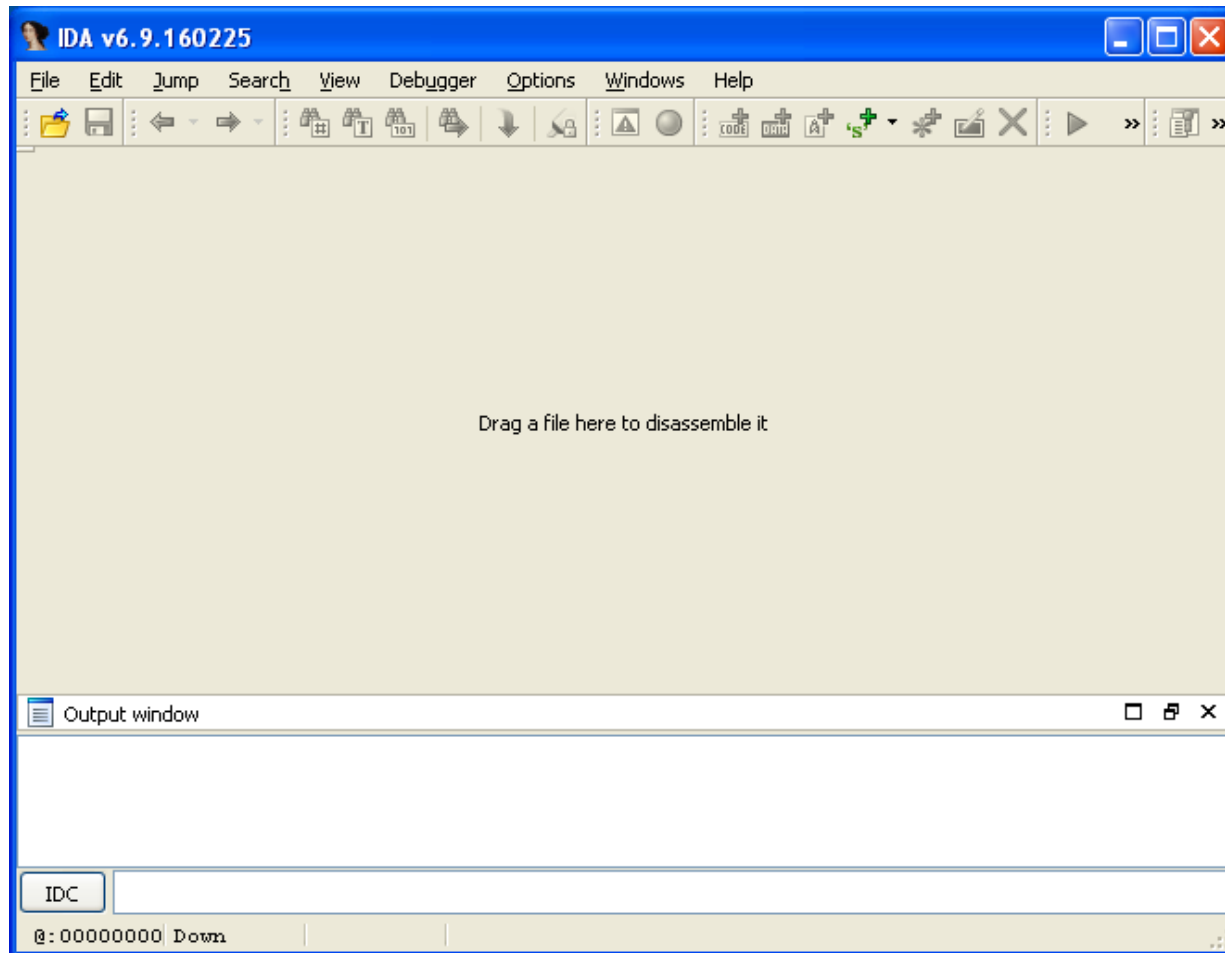
# IDA : Basic Usage

## ■ Launching IDA



# IDA : Basic Usage

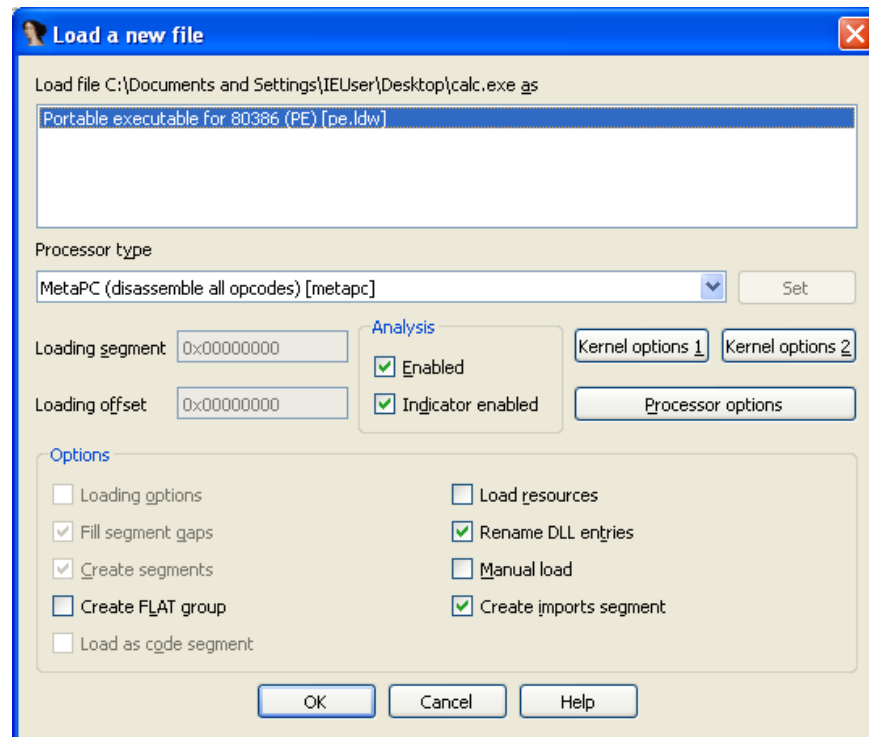
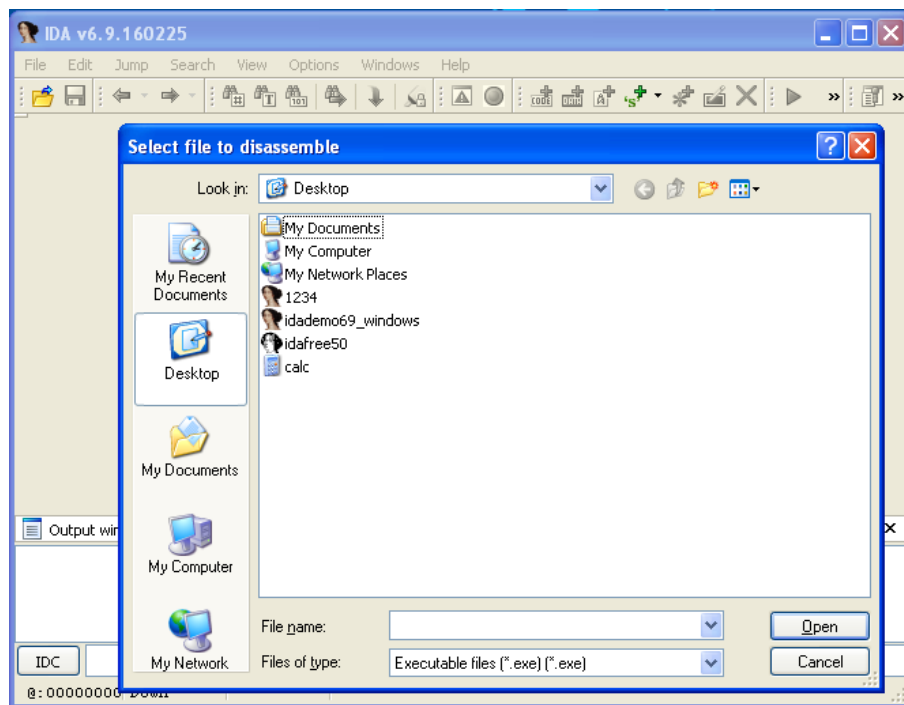
- Launching IDA





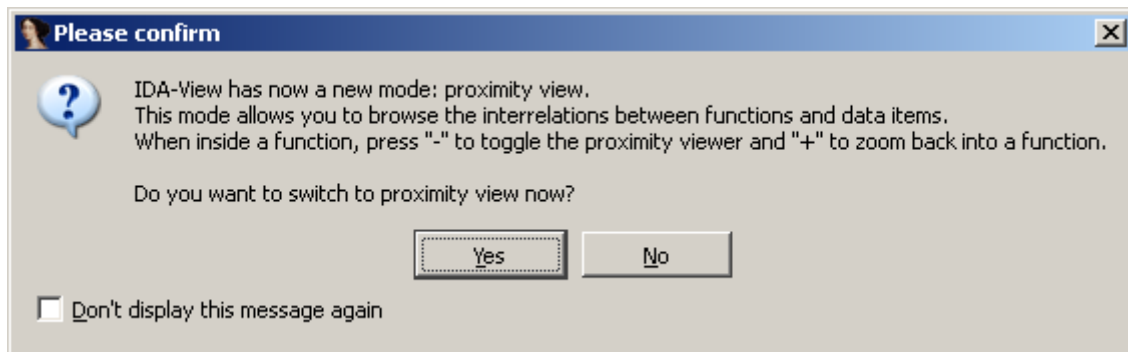
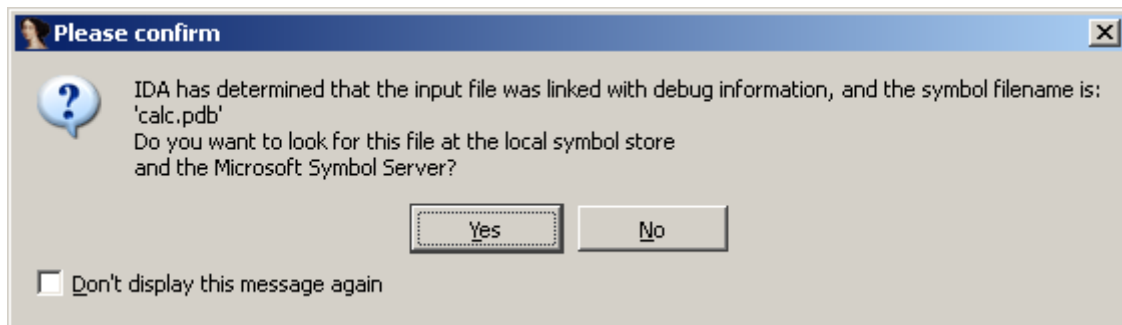
# IDA : Basic Usage

## ■ Launching IDA - Executable File



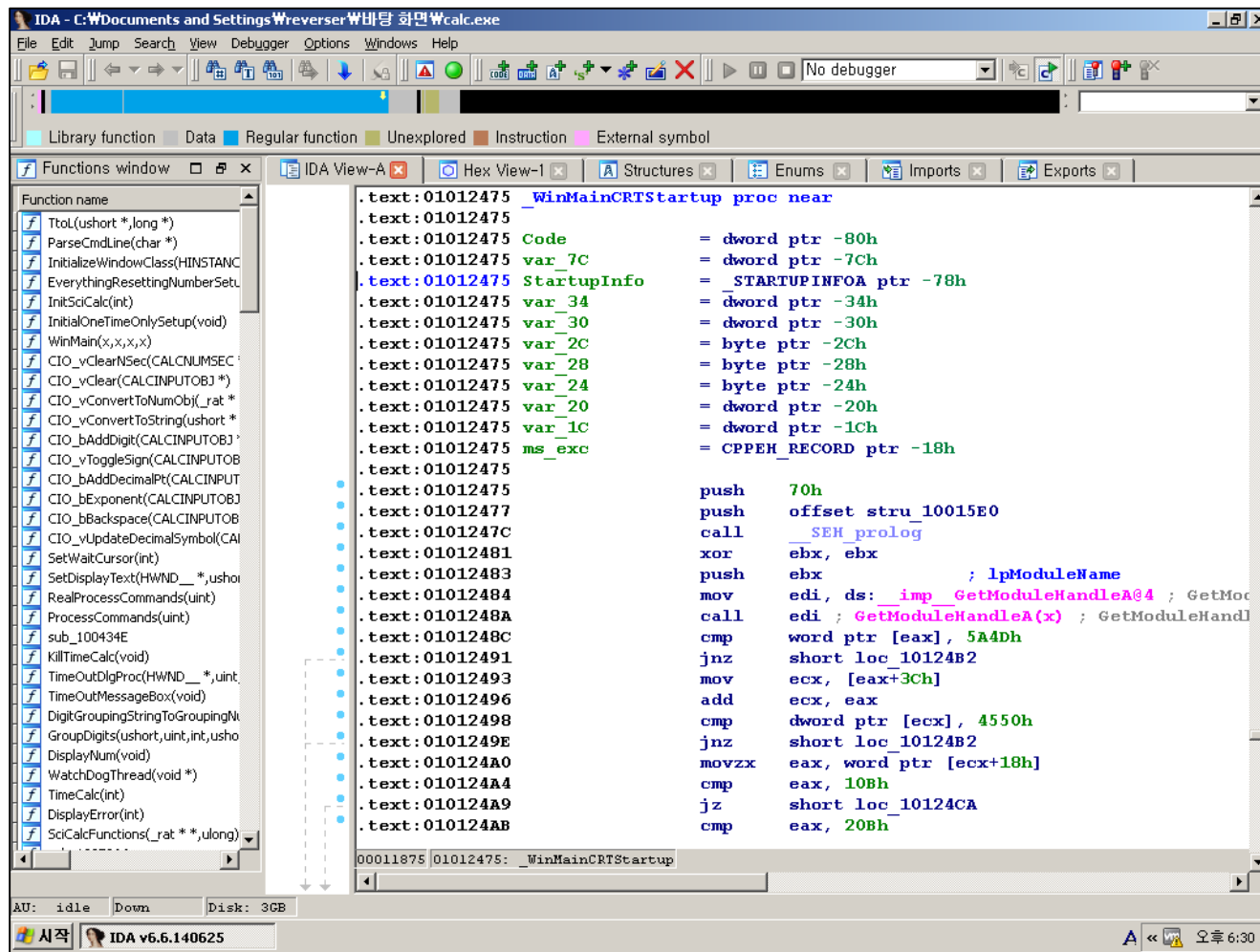
# IDA : Basic Usage

- Launching IDA -Executable File



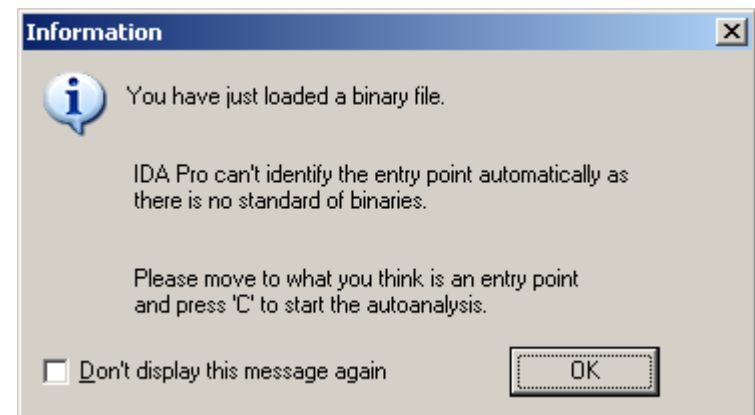
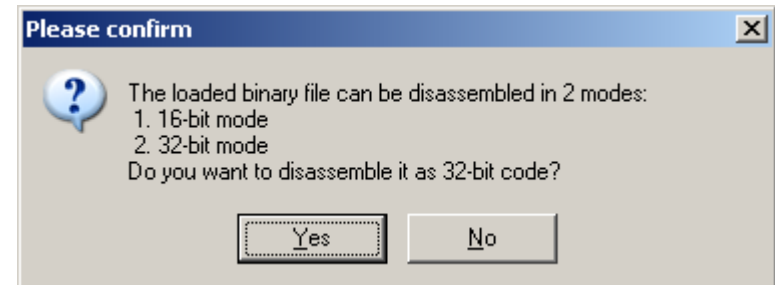
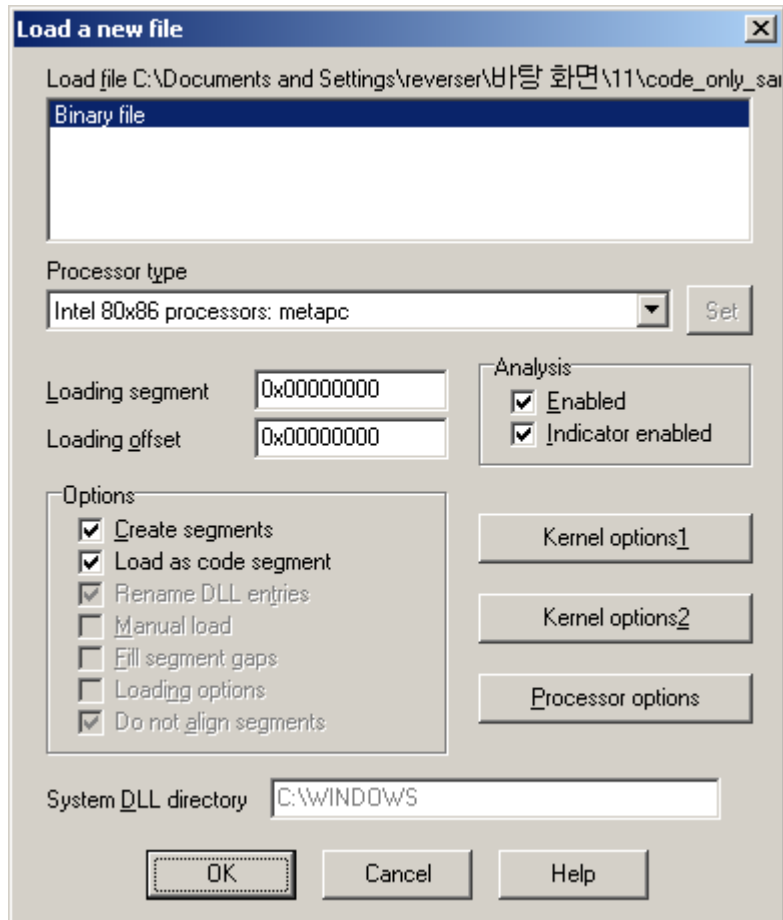
# IDA : Basic Usage

## ■ Launching IDA -Executable File



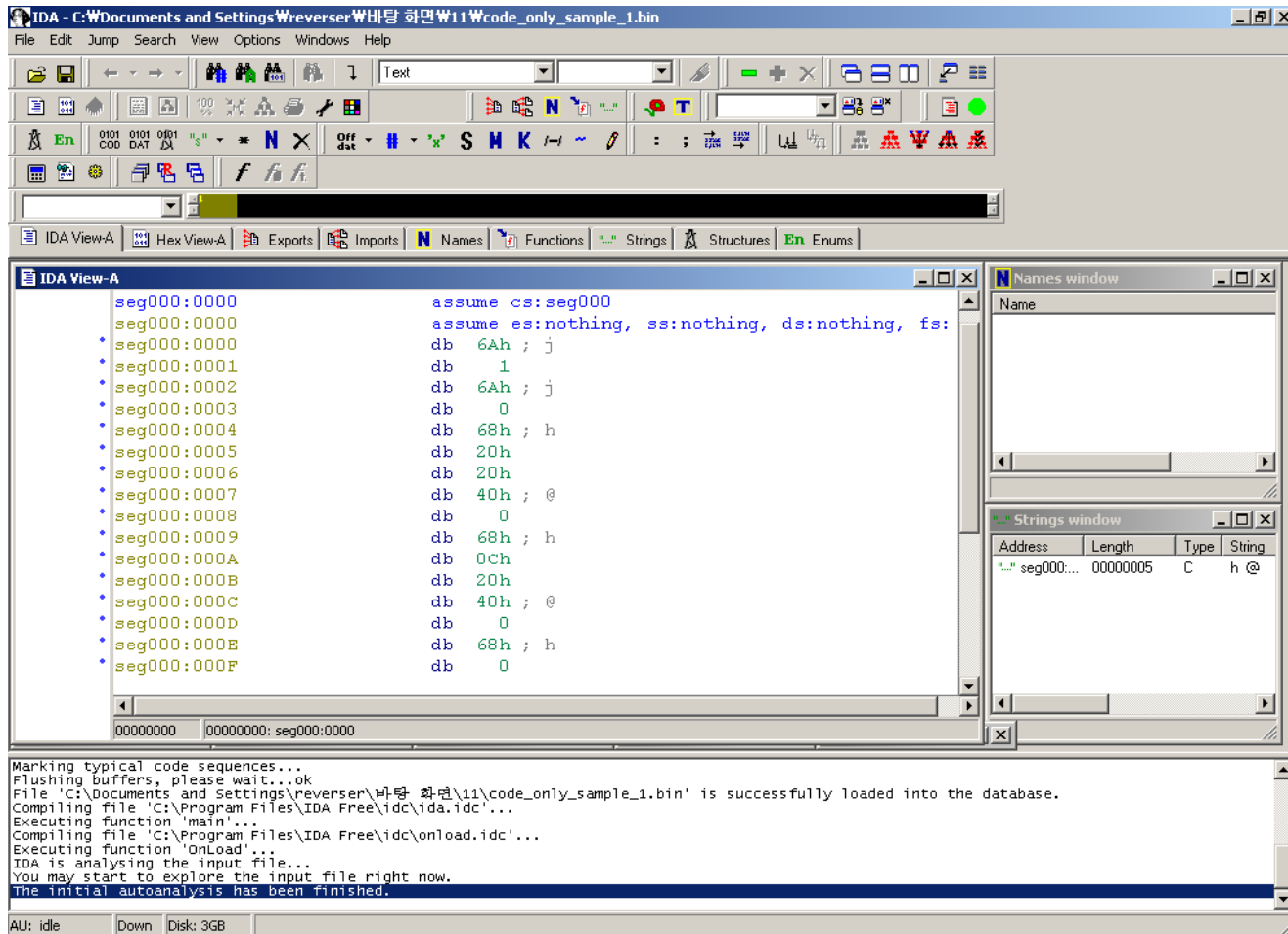
# IDA : Basic Usage

## ■ Launching IDA -Binary File



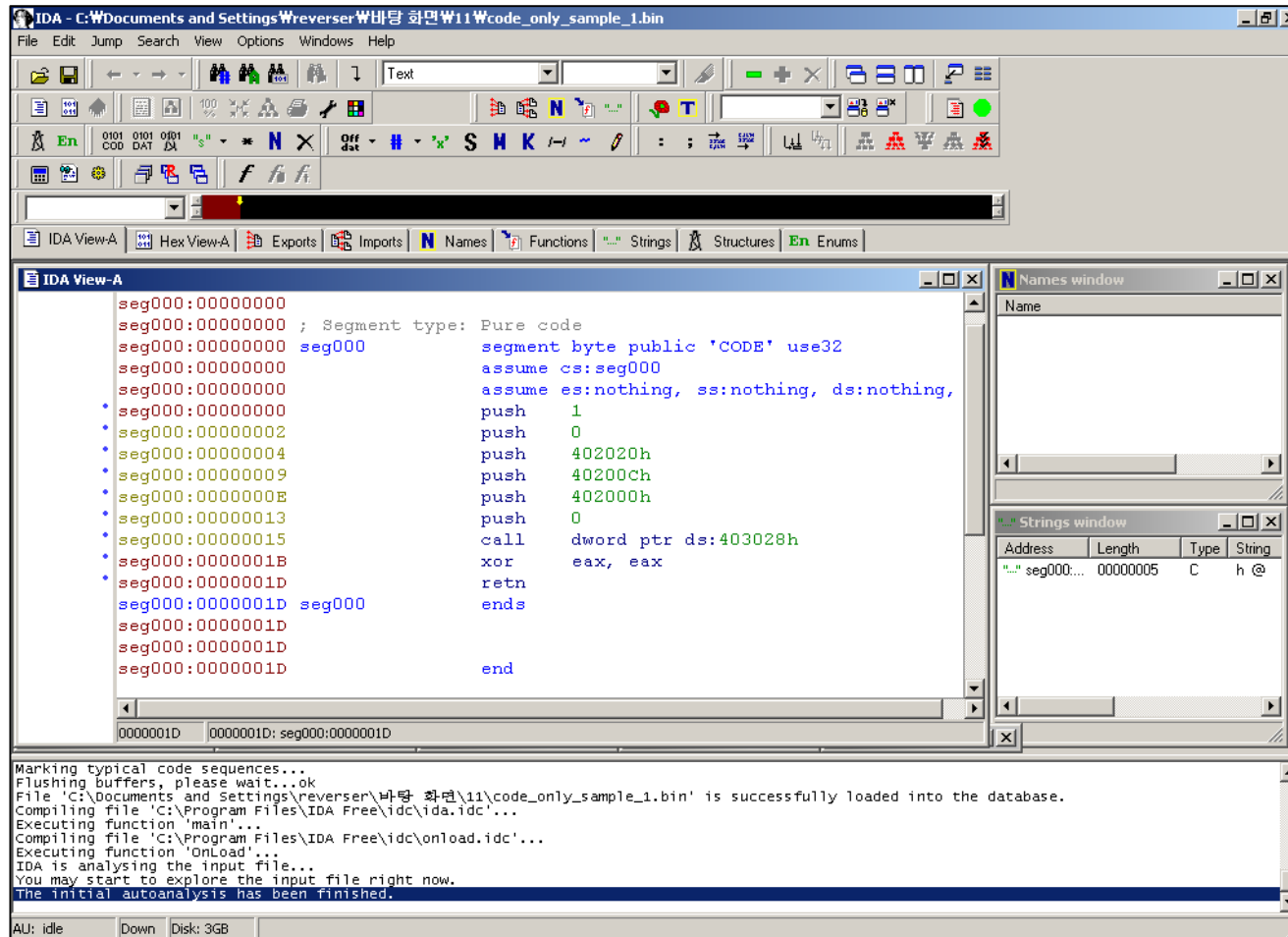
# IDA : Basic Usage

## ■ Launching IDA -Binary File



# IDA : Basic Usage

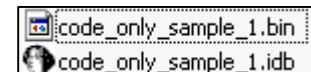
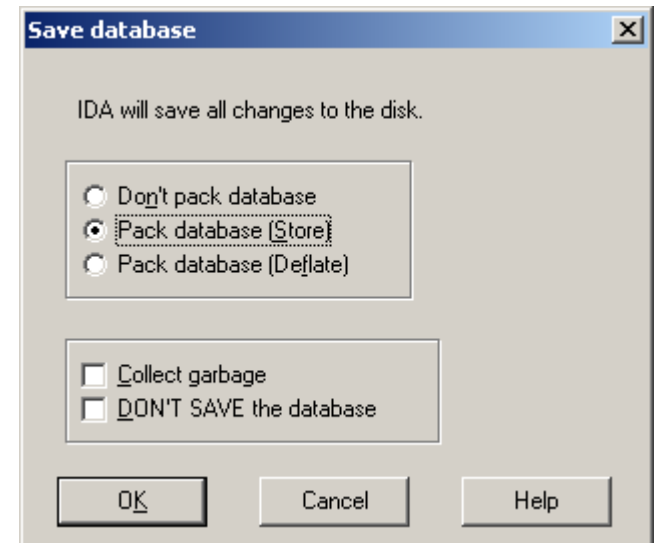
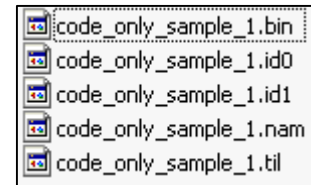
## ■ Launching IDA -Binary File



# IDA : Basic Usage

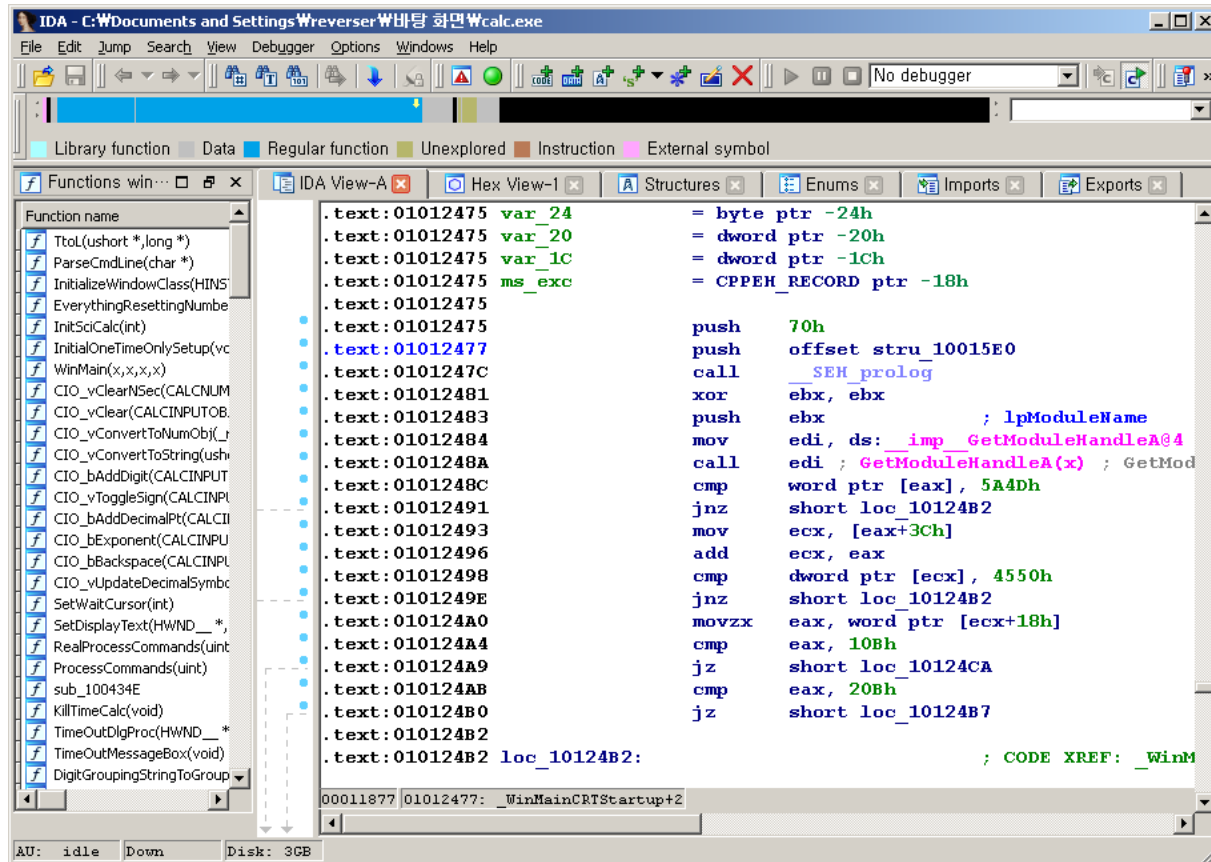
## ■ IDA Database Files

- 4 Components: id0, id1, nam, til
- Hotkey - ' Ctrl + W '
- Pack file: idb (IDA Database)
- Save options
  - Pack database –Store or Deflate
- Lack of the 'undo' feature



# IDA : Basic Usage

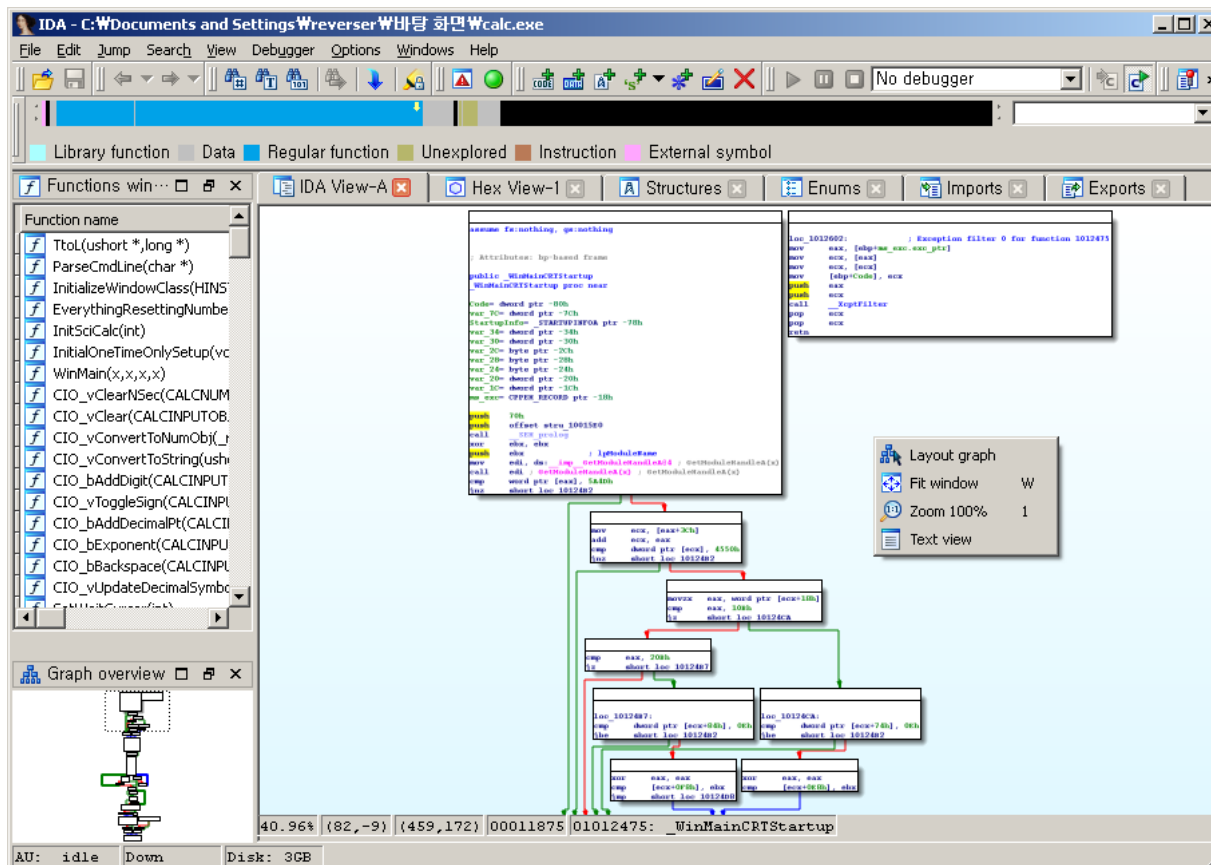
## ■ IDA Desktop





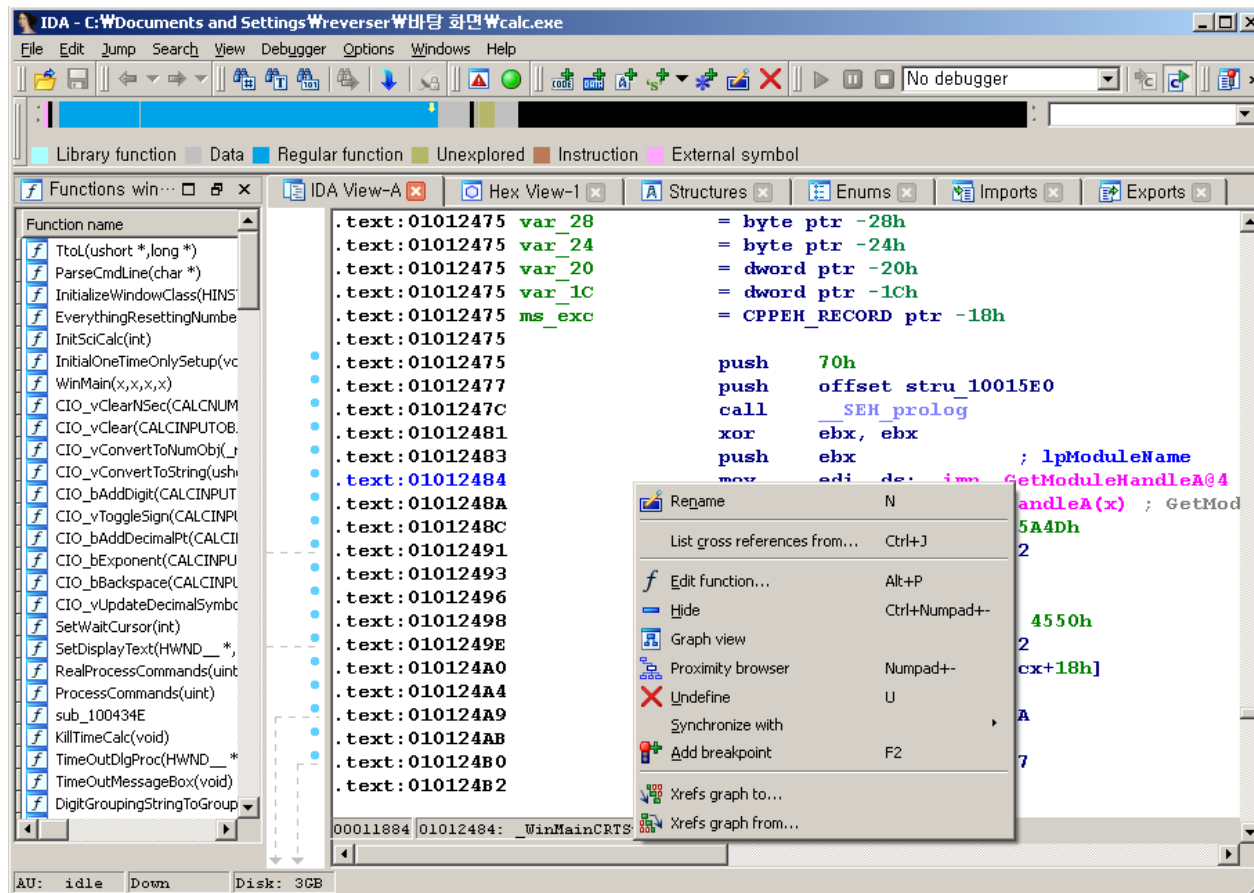
# IDA : Basic Usage

- IDA View -Disassembly Window
  - Graph view -‘Space bar’



# IDA : Basic Usage

- IDA View -Disassembly Window
  - Text view-‘Space bar’

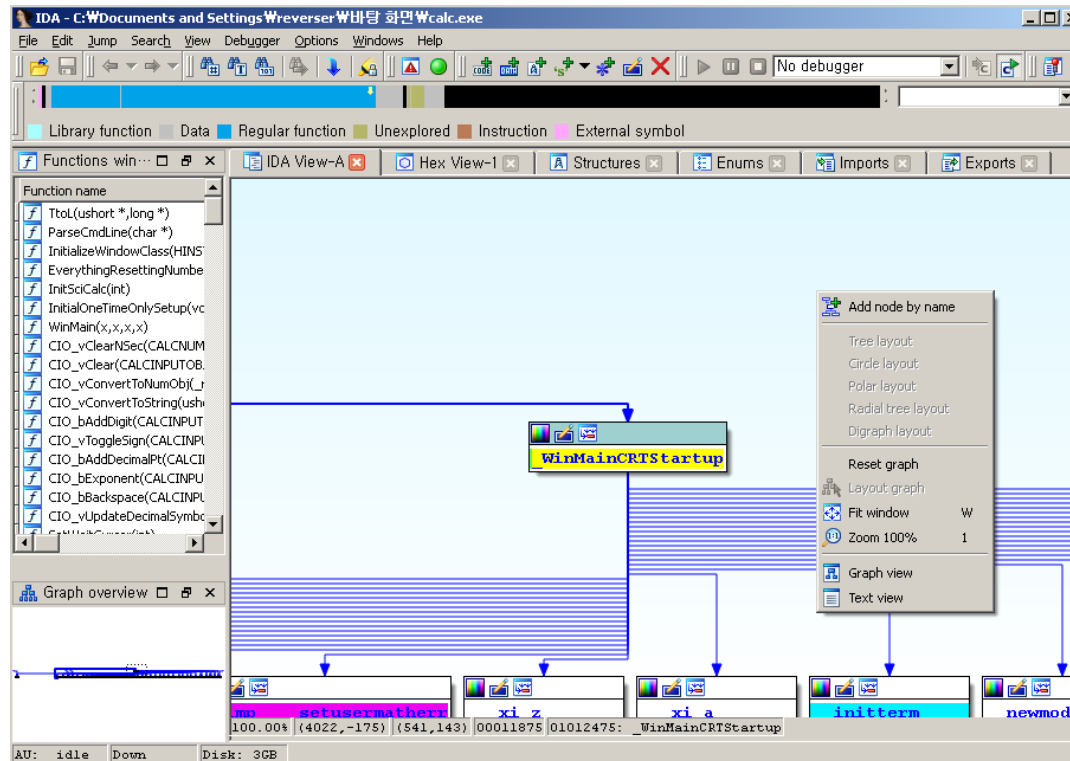


# IDA : Basic Usage

## ■ IDA View -Disassembly Window

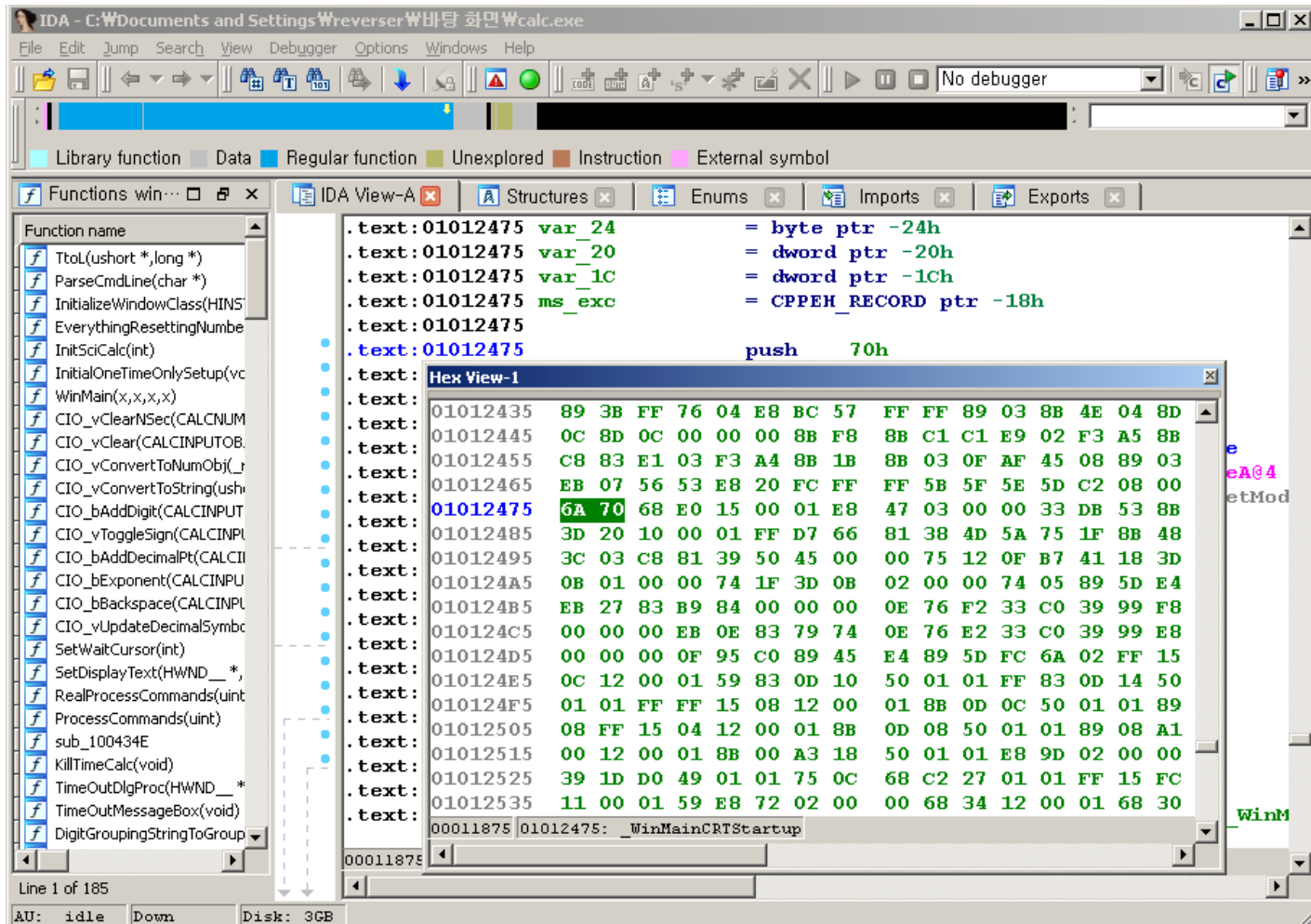
### ■ Proximity browser (from IDA v6.2) - ' - '

- Call graph of a Program
- Supported layouts: Tree, Circle, Polar, Radial tree, Digraph



# IDA : Basic Usage

- **Hex View**



# IDA : Basic Usage

## ■ Functions Window

### ■ 'Shift + F3'

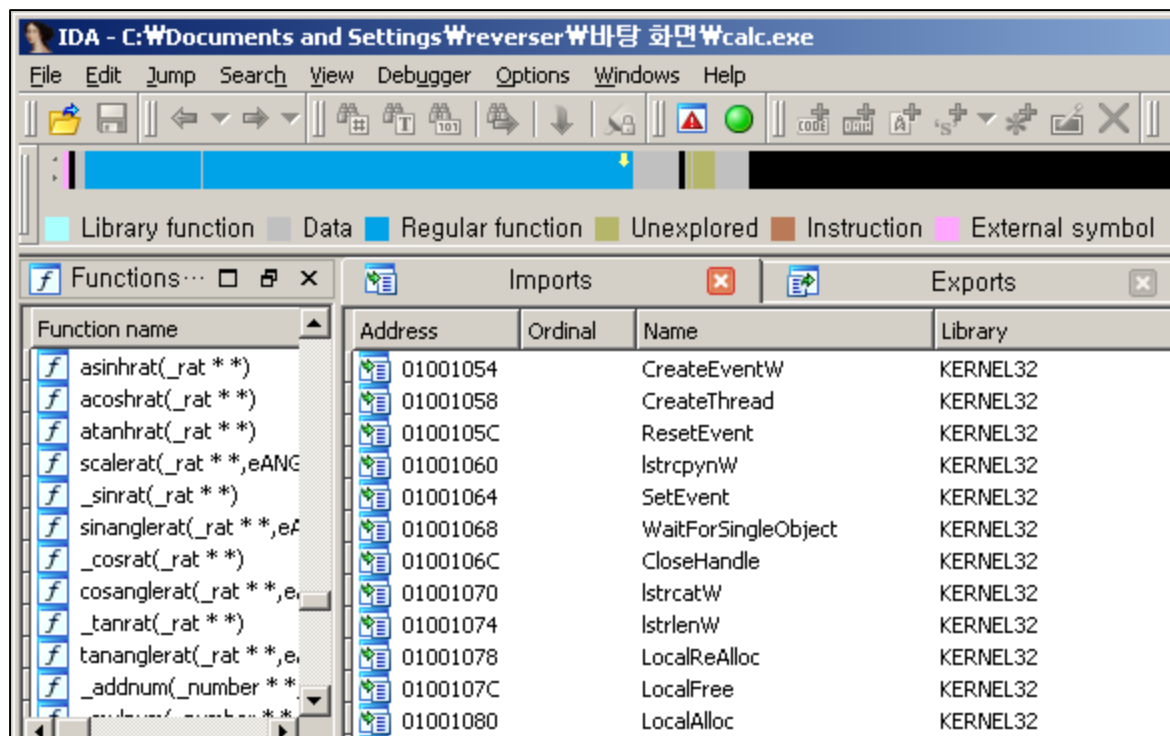
Flag	Description
R	Function returns to caller
F	Far function
L	Library function
S	Static function
B	EBP based frame
T	Function has type information
=	Frame pointer is equal to the initial stack pointer

The screenshot shows the IDA Pro interface. On the left, the 'Functions window' is open, displaying a list of functions with their names, segments, start addresses, lengths, and various flags (R, F, L, S, B, T, =). The functions listed include standard C library functions like `addnum`, `mulnum`, `remnum`, `divnum`, `divnumx`, `mulnumx`, `numpowlongx`, and `divnumx`, as well as Windows-specific functions like `_WinMainCRTStartup`, `_CxxFrameHandler`, `_EH_prolog`, `_CxxThrowException`, `type_info::vector deleting destructor`, `_aulldvrm`, `_allmul`, `_xcptFilter`, `_initterm`, `_setdefaultprecision`, and `_setargv`.

On the right, the 'Hex View' window is open, showing a snippet of assembly code. The code includes instructions like `rd ptr -24h`, `rd ptr -20h`, `rd ptr -1Ch`, `EH_RECORD ptr -18h`, `offset stru_10`, `_SEH_prolog`, `ebx, ebx`, `edi, ds: imp`, `edi ; GetModule`, `word ptr [eax]`, `short loc_1012`, `ecx, [eax+3Ch]`, `ecx, eax`, `dword ptr [ecx]`, `short loc_1012`, `eax, word ptr`, and `eax, 10Bh`.

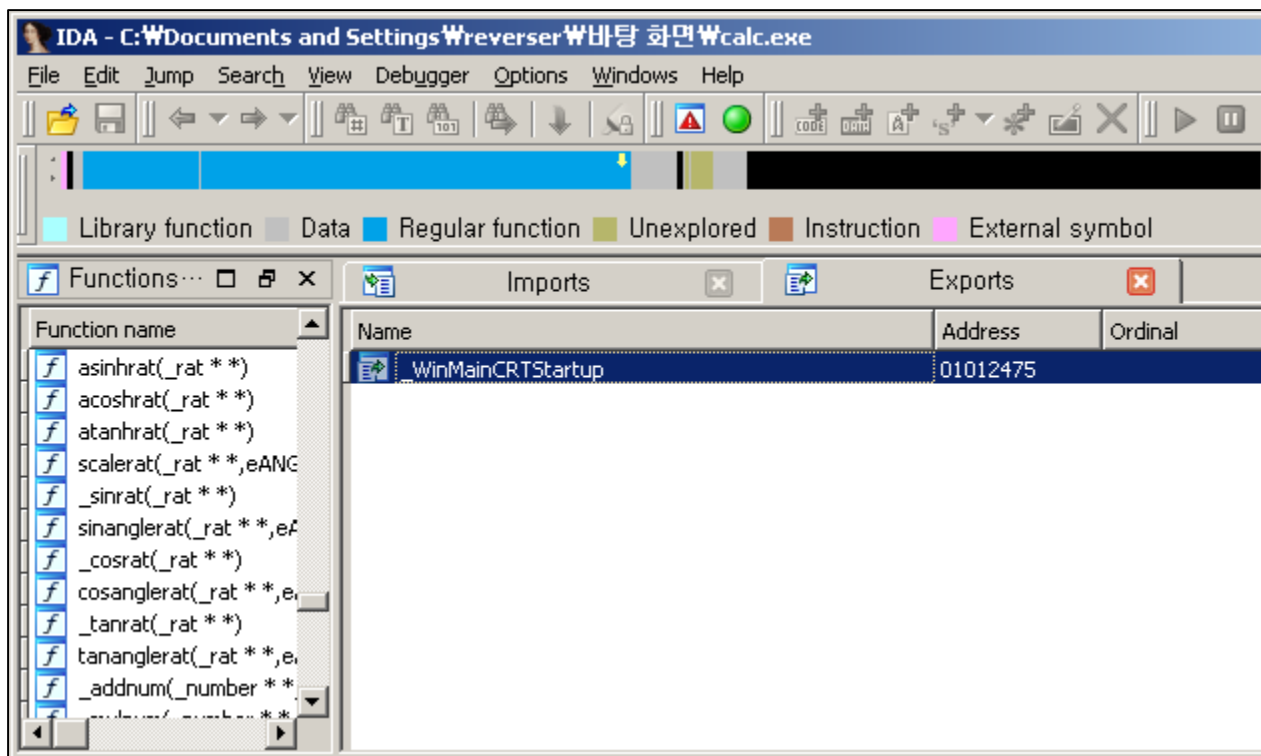
# IDA : Basic Usage

- Imports Window



# IDA : Basic Usage

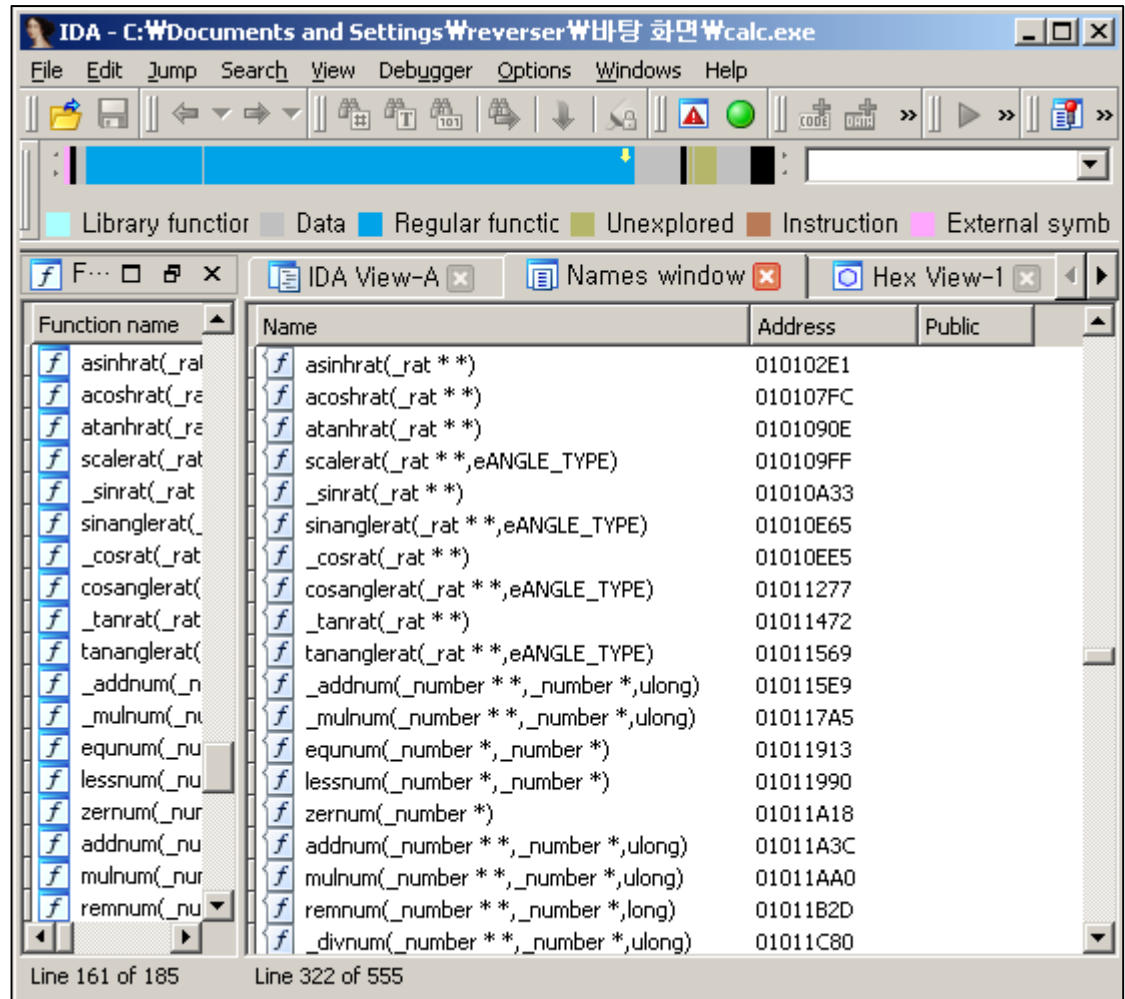
- Exports



# IDA : Basic Usage

## ■ Names Window - 'Shift + F4'

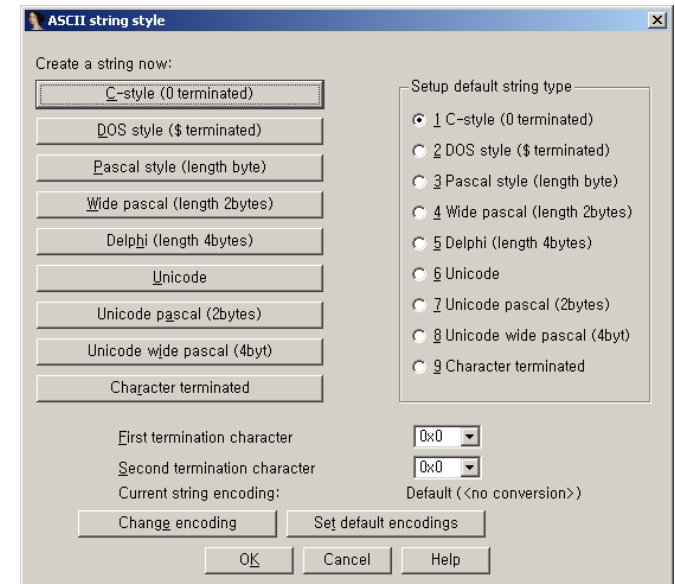
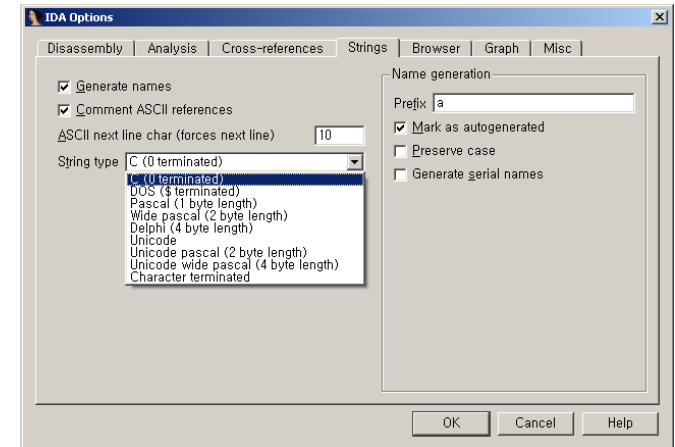
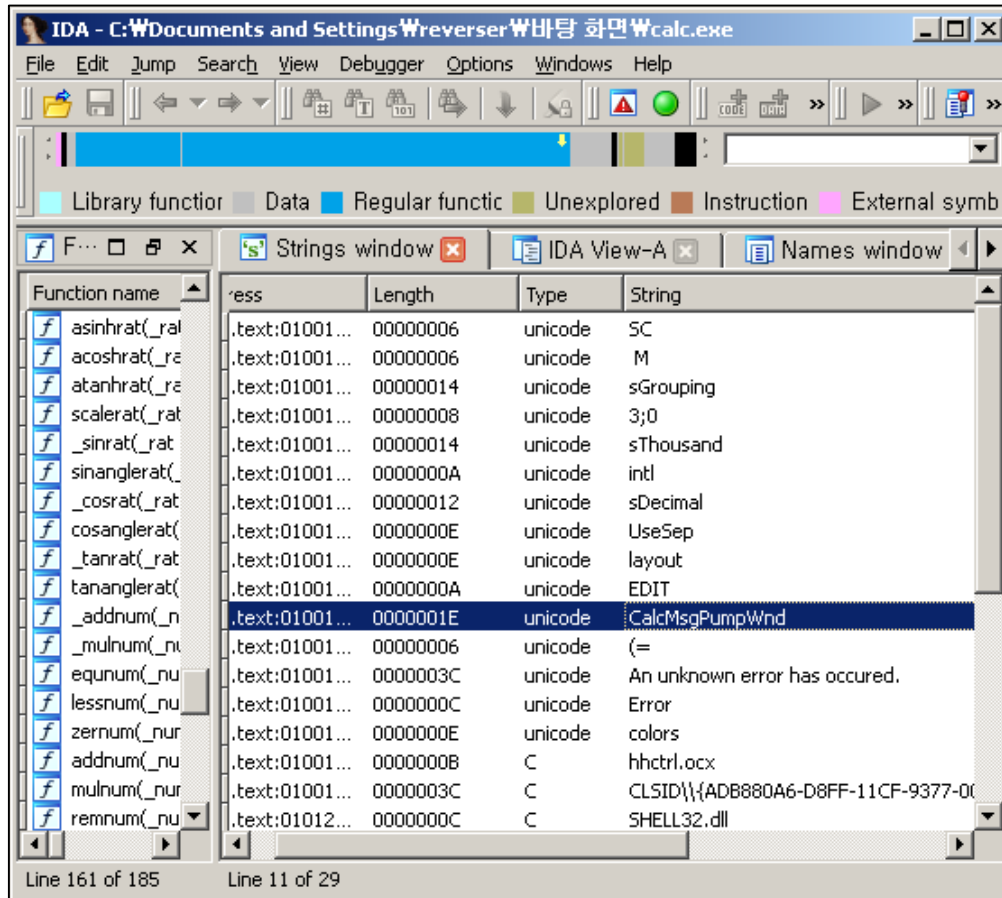
- Variables
- Labels
- Imported functions
- Exported functions
- ASCII strings
- ... ..





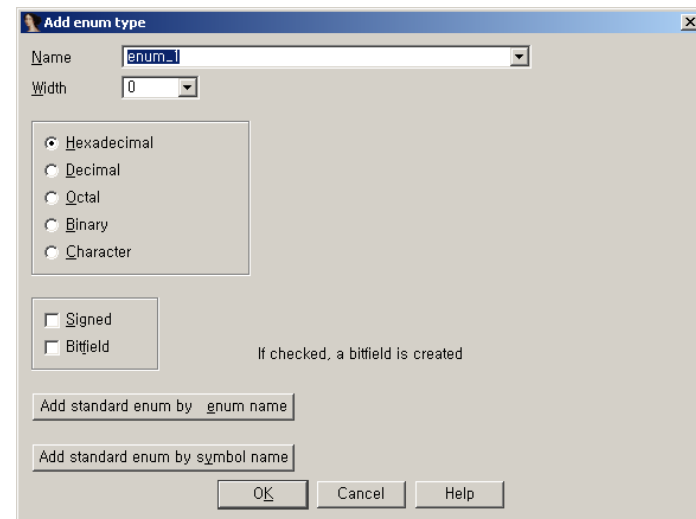
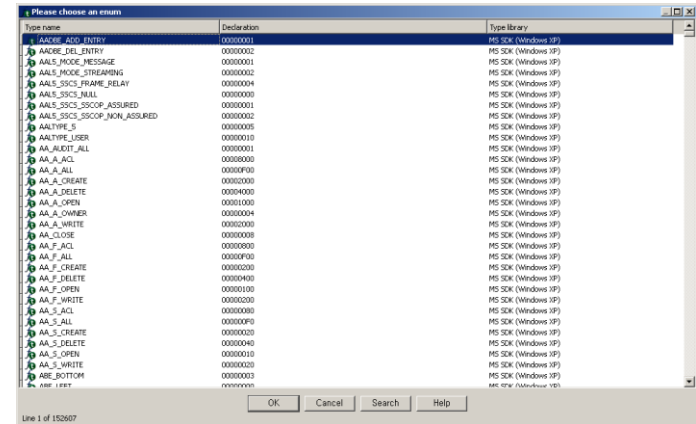
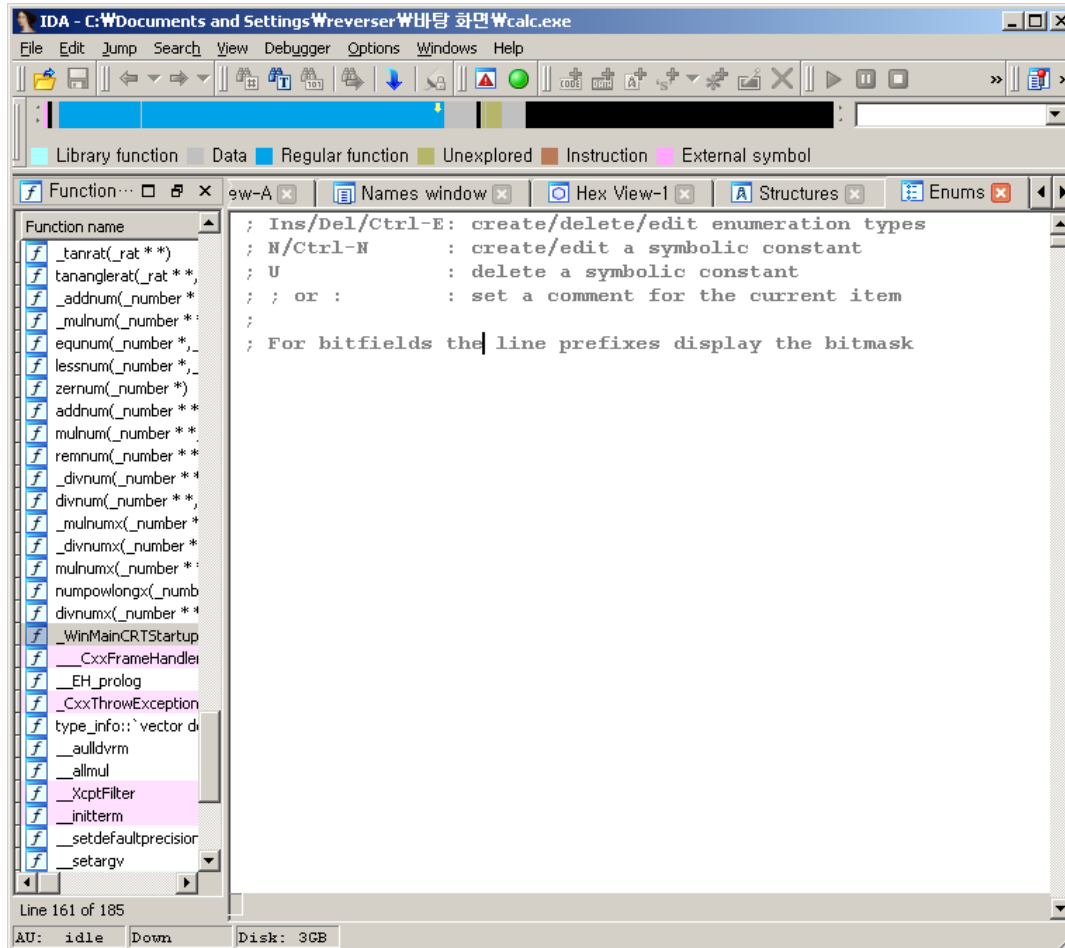
# IDA : Basic Usage

## ■ Strings Window - 'Shift + F12'



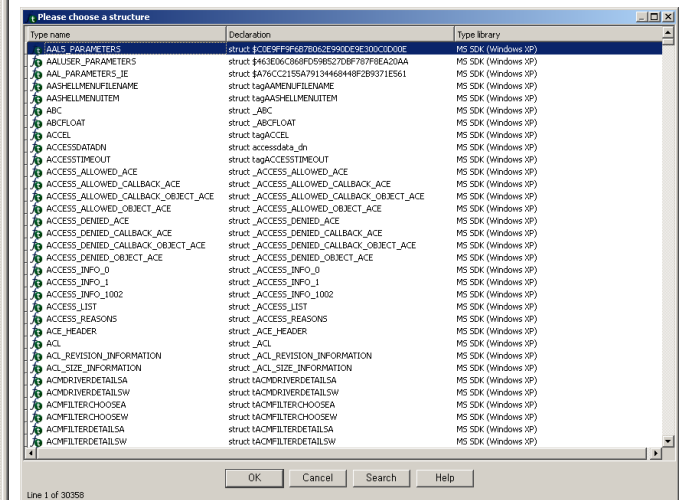
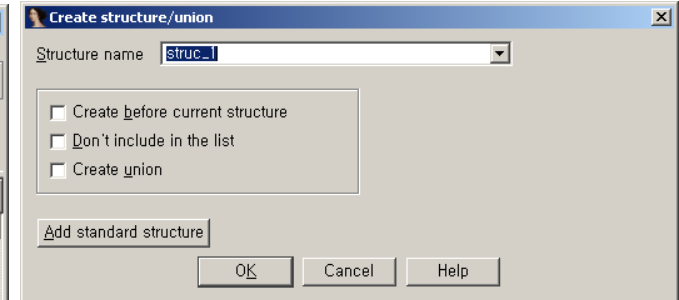
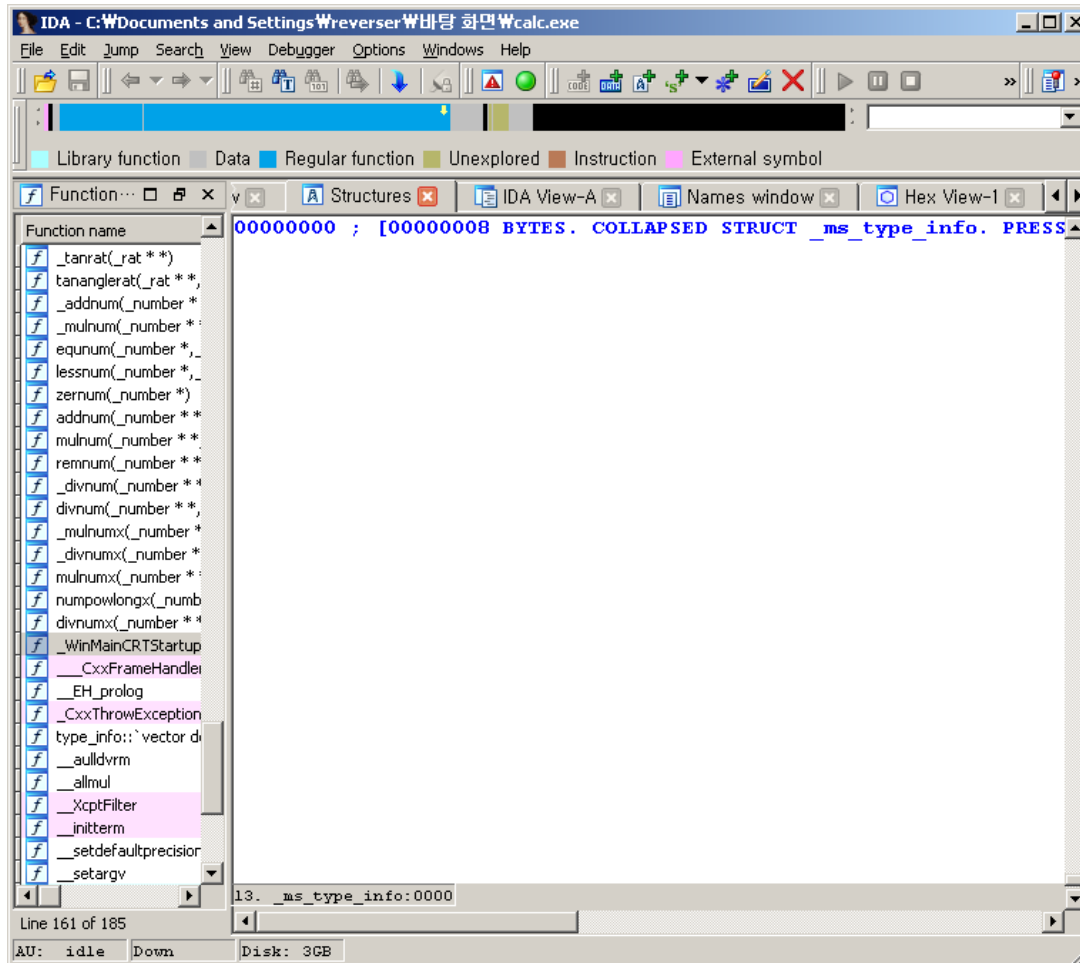
# IDA : Basic Usage

## ■ Enumerations Window - 'Shift + F10'



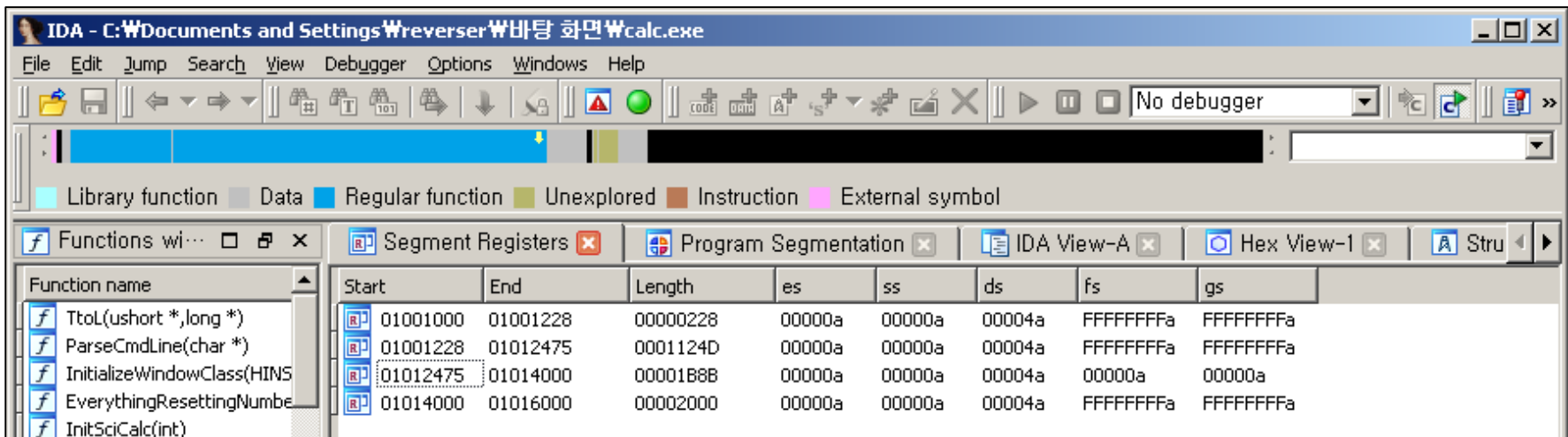
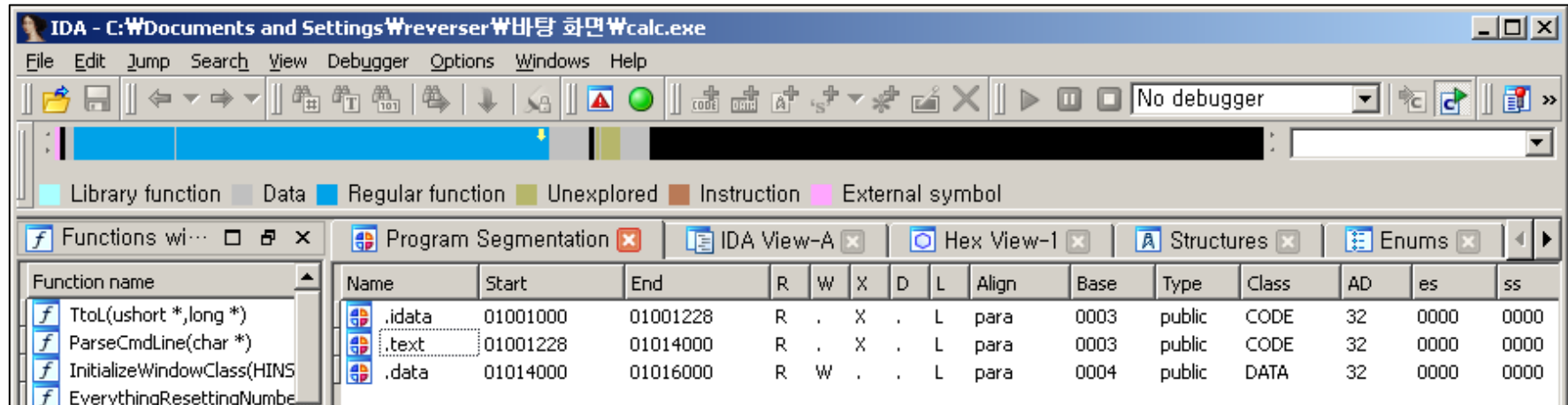
# IDA : Basic Usage

## ■ Structure Window - 'Shift + F9'



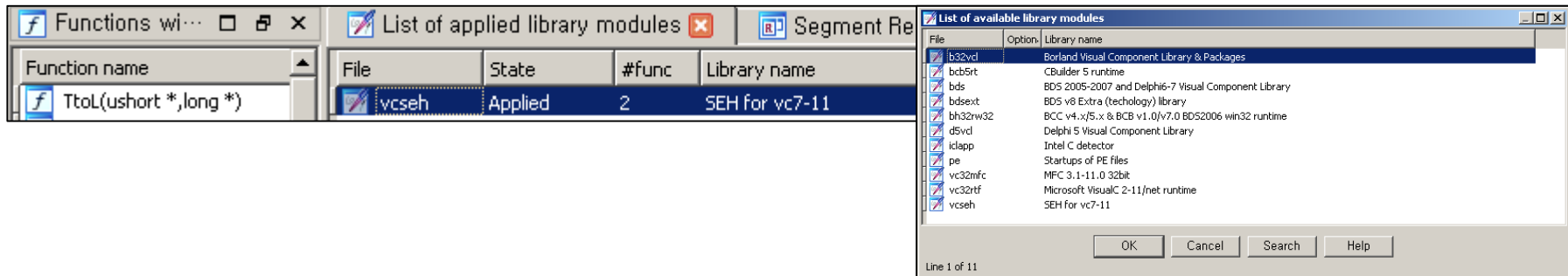
# IDA : Basic Usage

- Segments / Segment Registers - 'Shift + F7', 'Shift + F8'

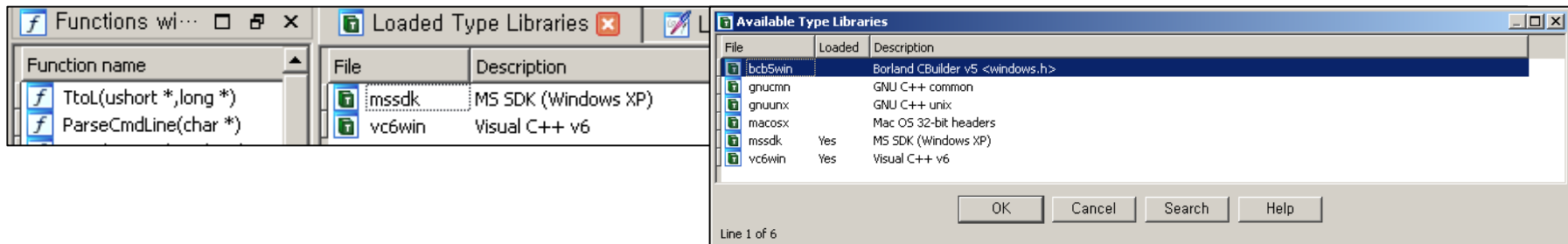


# IDA : Basic Usage

- List of Applied Library Modules (%IDADIR%\sig) - 'Shift + F5'



- Loaded Type Libraries (%IDADIR%\til) - 'Shift + F11'



# IDA : Basic Usage

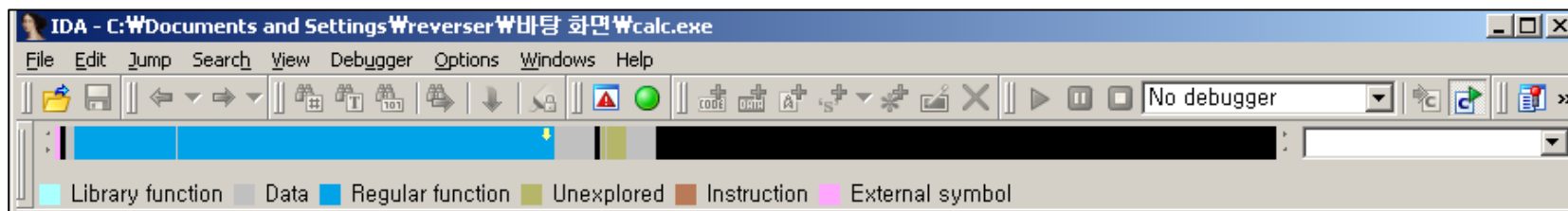
- [Reference] Names Representation

- <https://www.hex-rays.com/products/ida/support/idadoc/609.shtml>

Name Prefix	Description
sub_	instruction, subroutine start (function)
locret_	Address of 'return' instruction
loc_	instruction address (label)
off_	data, contains offset value
seg_	data, contains segment address value
asc_	data, ASCII string
byte_	data, byte
word_	data, 16-bits
dword_	data, 32-bits
qword_	data, 64-bits
xmmword_	data, 128-bits
flt_	floating point data, 32-bits
dbl_	floating point data, 64-bits
tbyte_	floating point data, 80-bits
stru_	structure
custdata_	custom data type
align_	alignment directive
unk_	unexplored byte

# IDA : Basic Usage

- Navigator

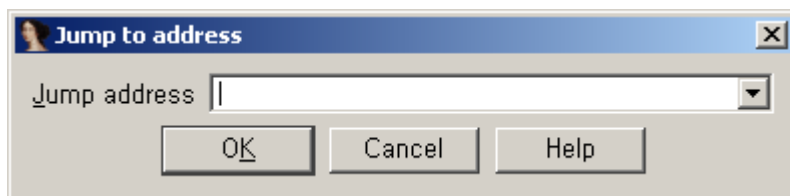


- Click Navigation

- Previous - 'ESC'

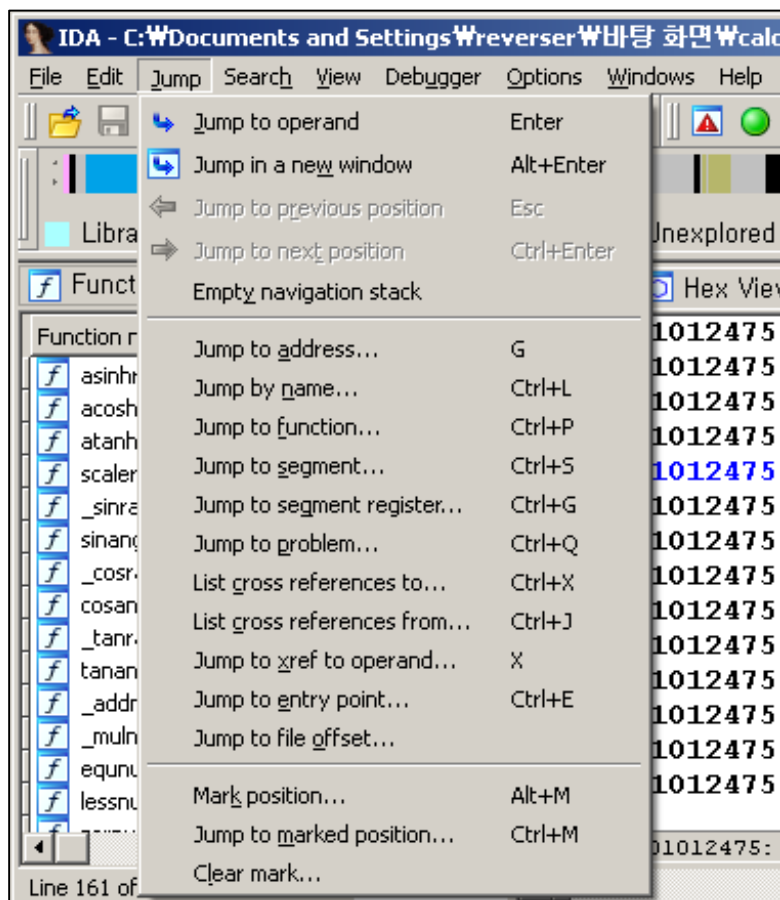
- Jump to Address

- Hotkey - 'g'



# IDA : Basic Usage

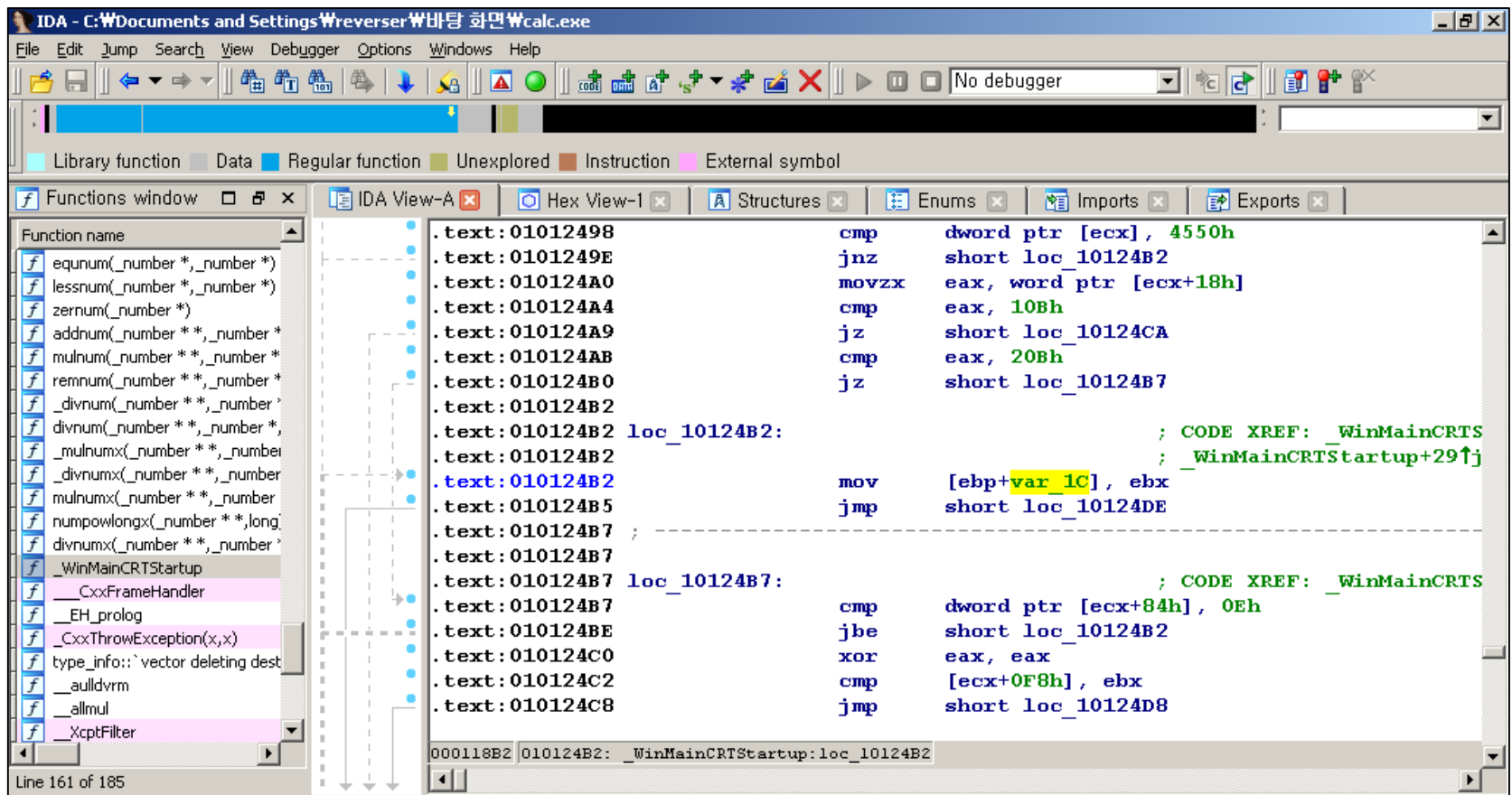
- Jump operations





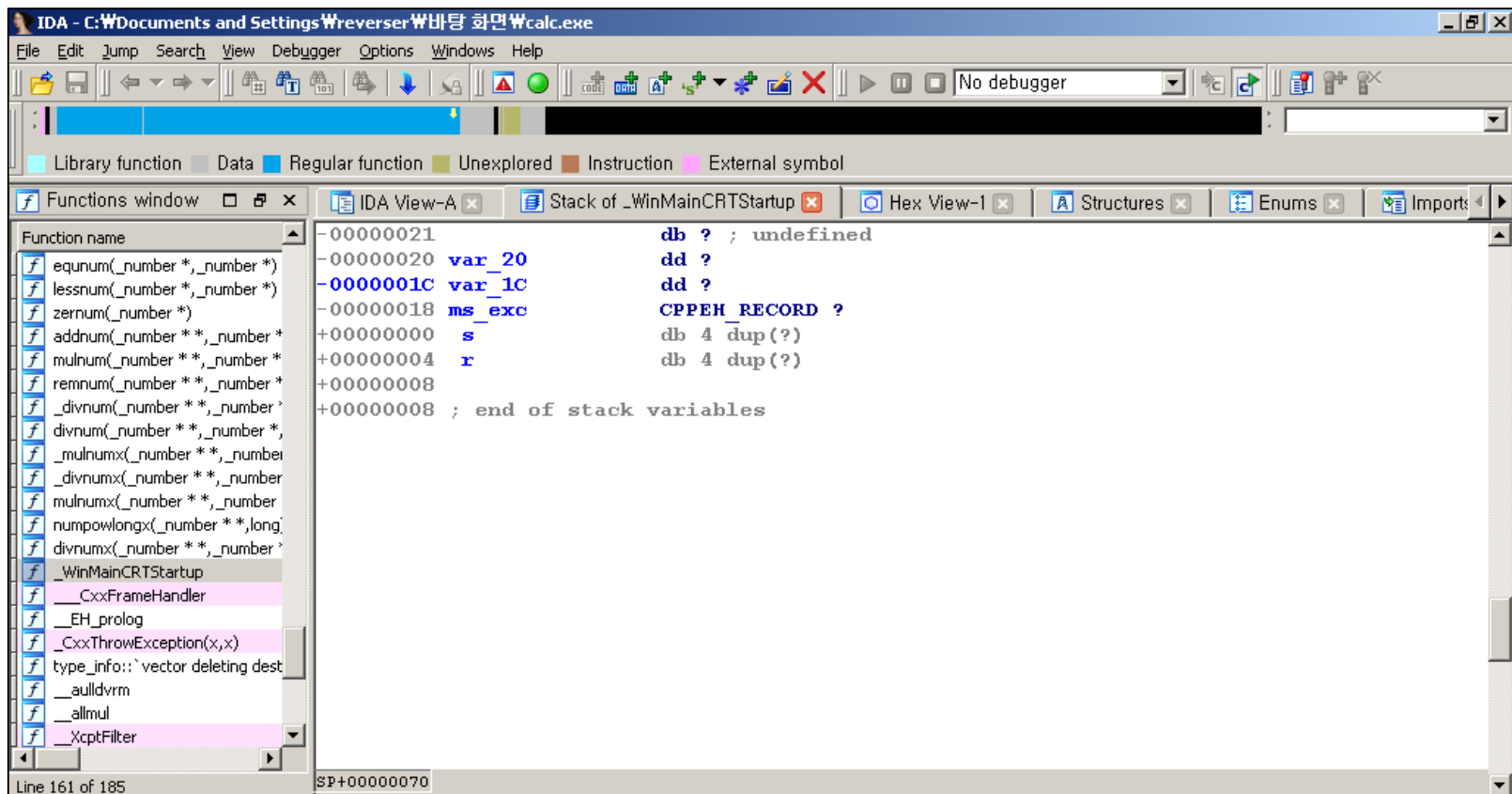
# IDA : Basic Usage

- Stack Frames - 'Ctrl + K'
- Double click - 'var\_\*' or 'arg\_\*'



# IDA : Basic Usage

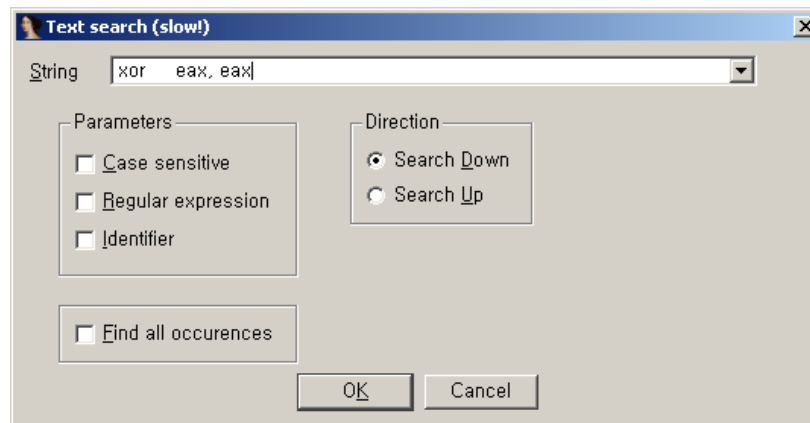
- Stack Frames - 'Ctrl + K'
- Double click - 'var\_\*' or 'arg\_\*'



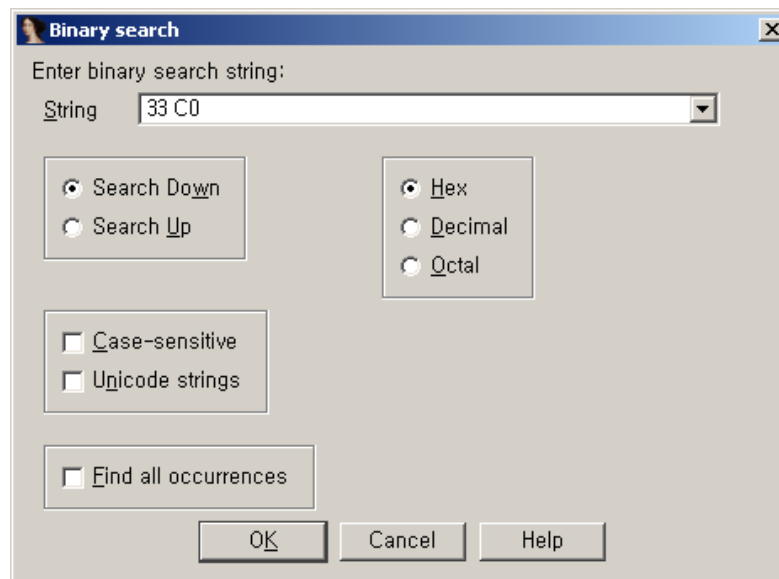
# IDA : Basic Usage

- Searching Databases

- Text Search - 'Alt + T'

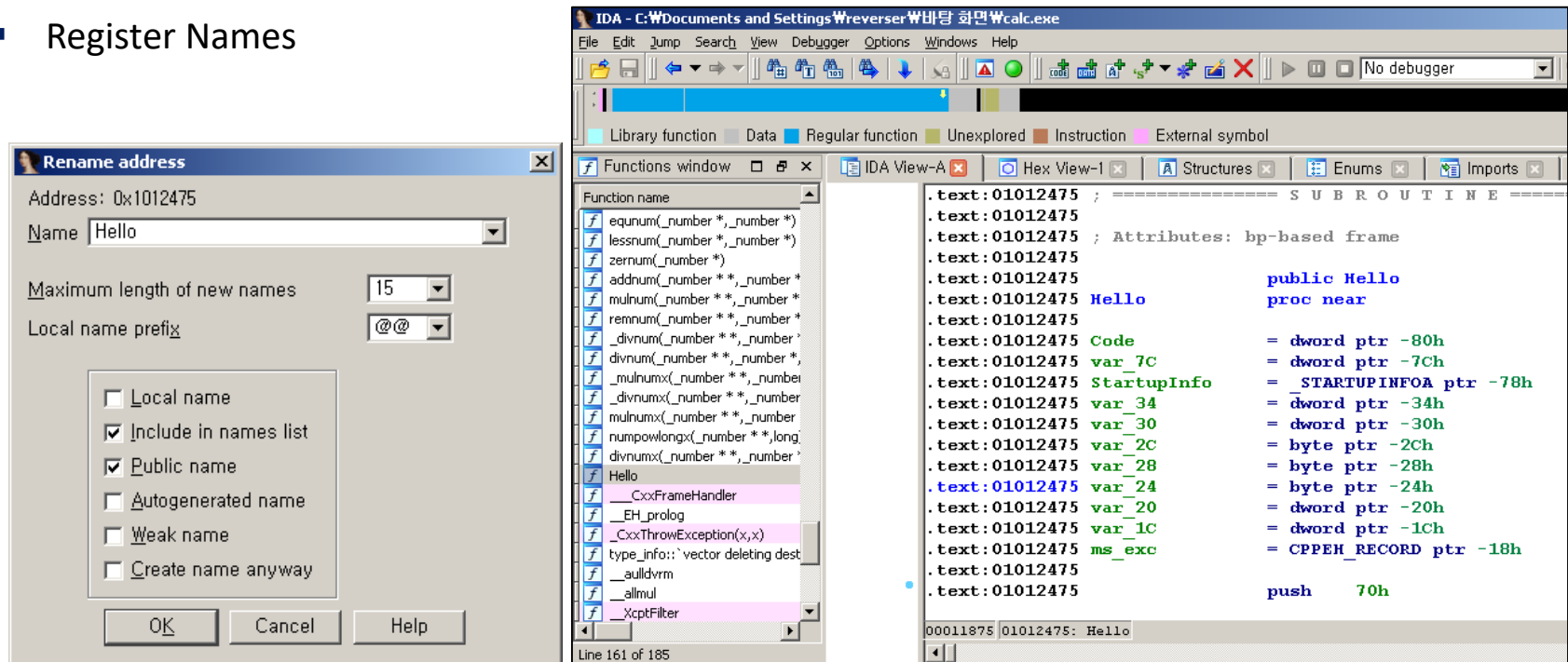


- Binary Search - 'Alt + B'



# IDA : Basic Usage

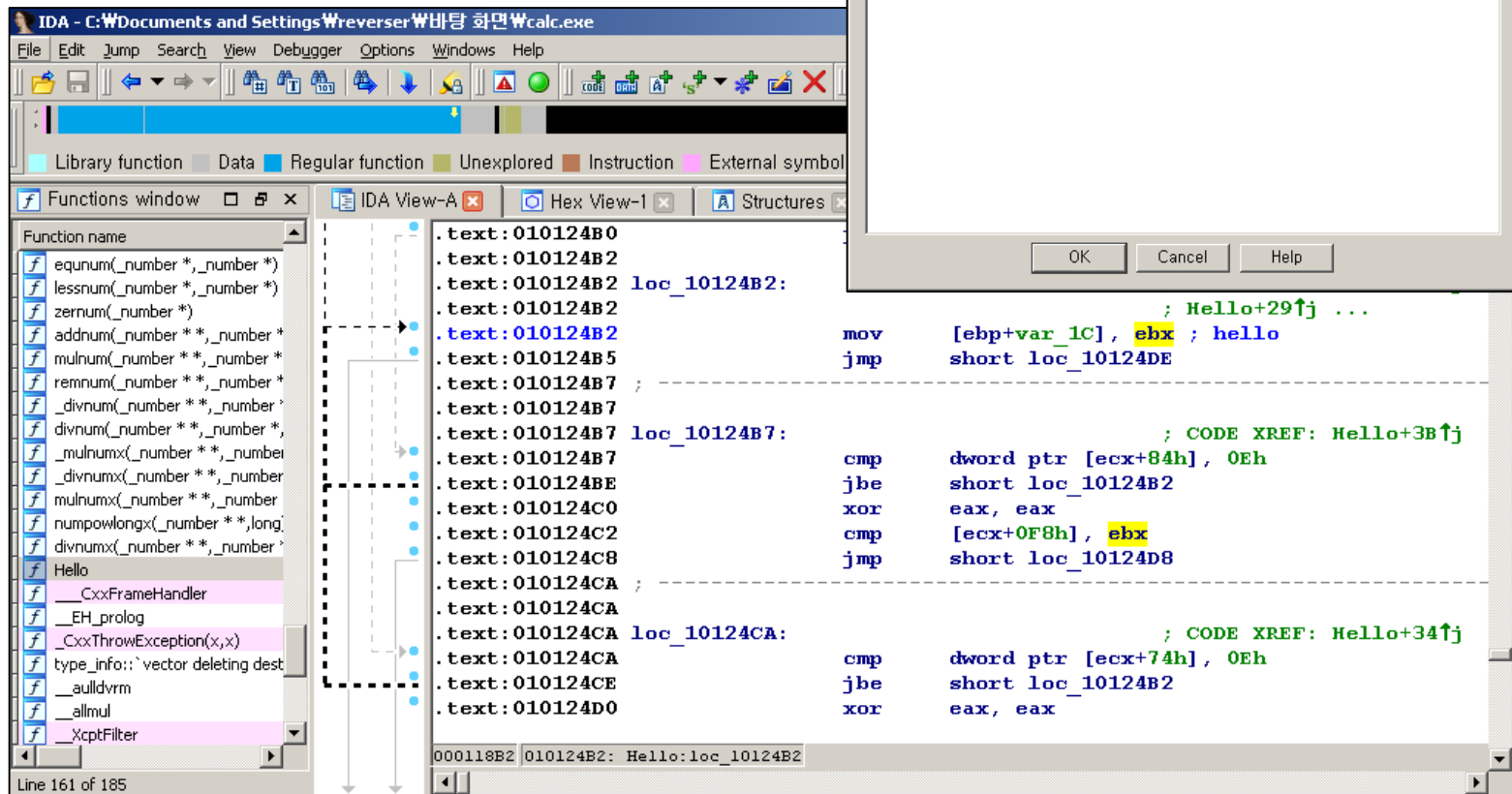
- Names and Naming - 'N'
- Parameters and Local Variables
- Named Location
- Register Names



# IDA : Basic Usage

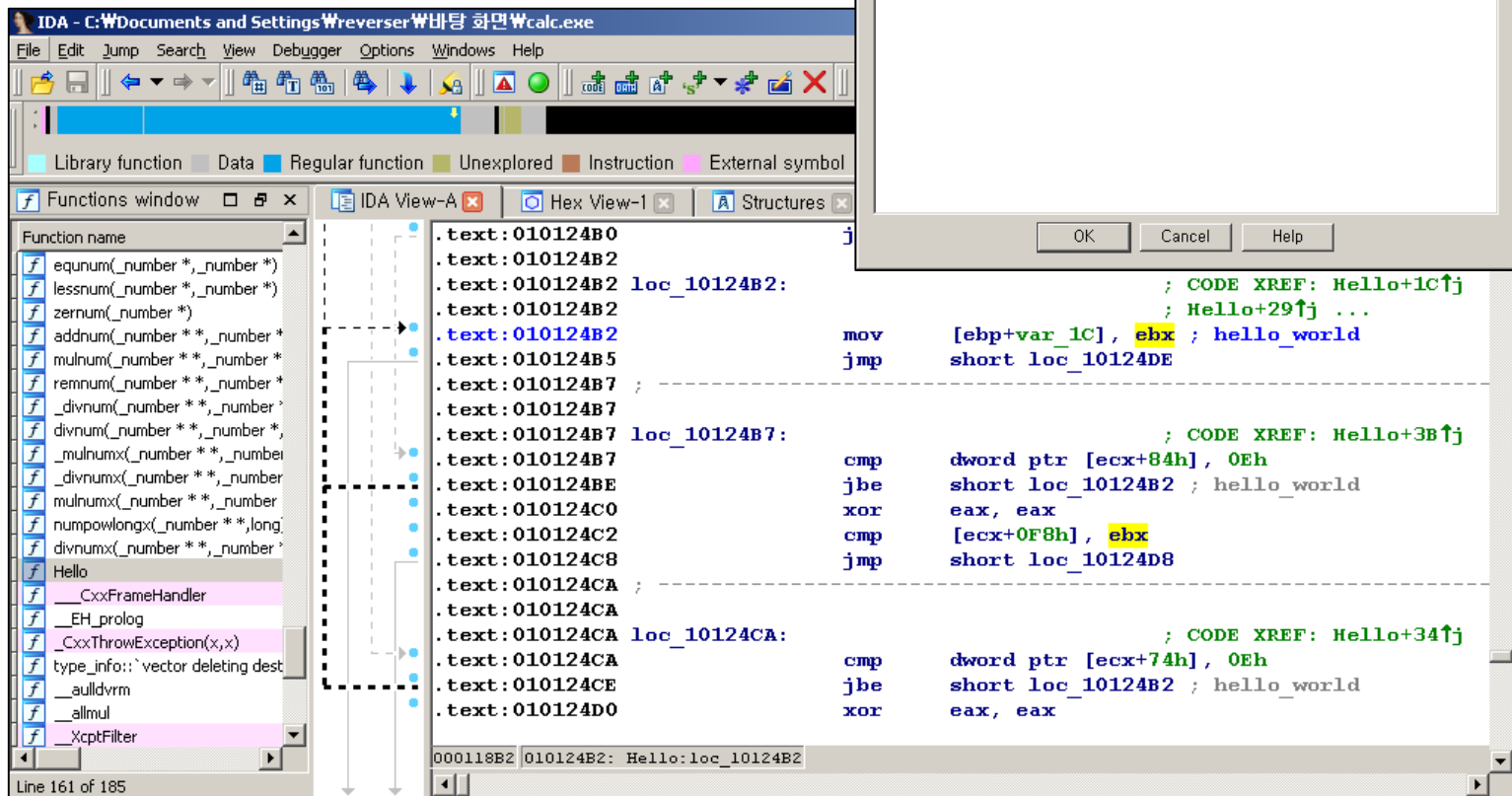
## ■ Commenting

- Regular comments -':'



# IDA : Basic Usage

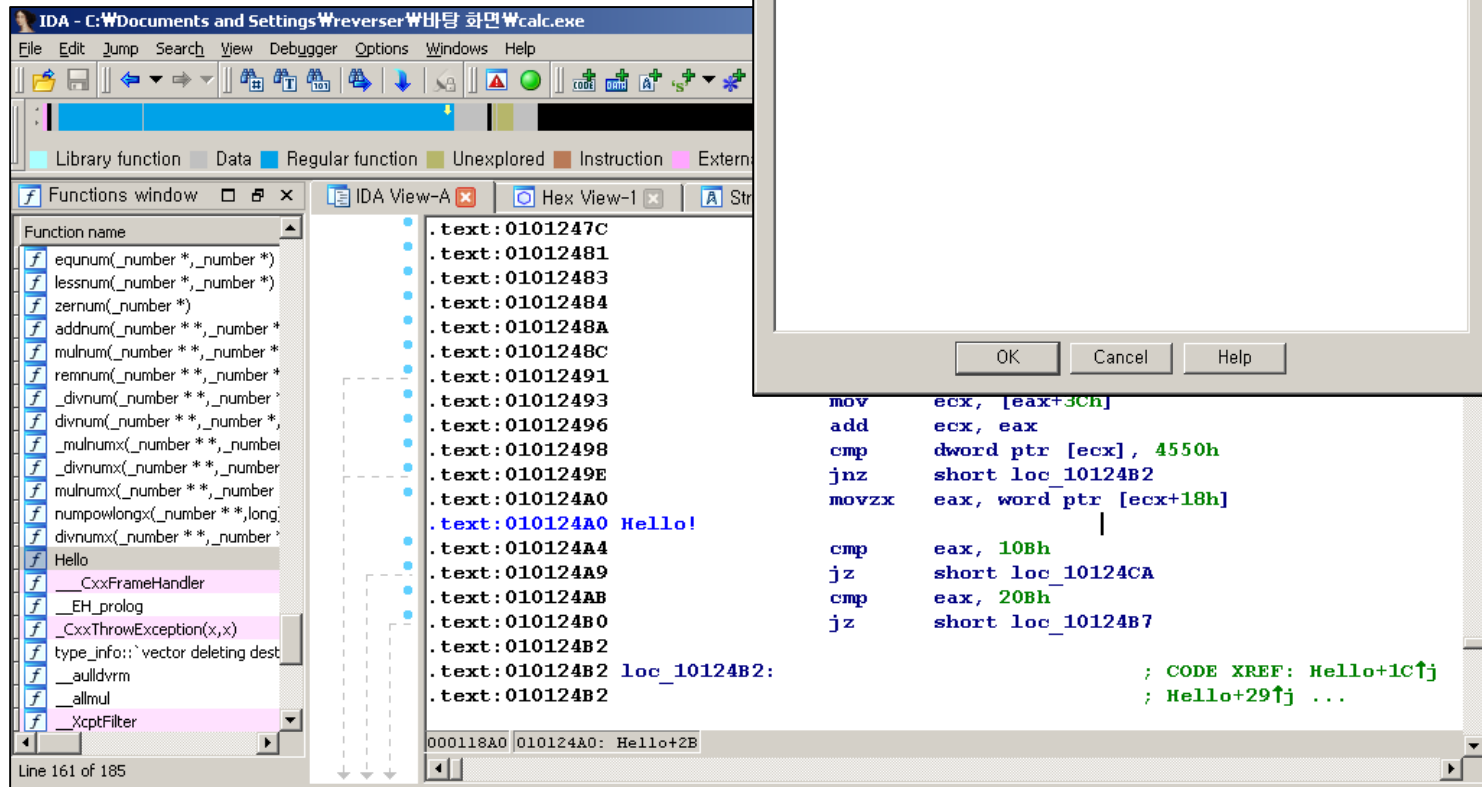
- Commenting
  - Repeatable function comments -';'



# IDA : Basic Usage

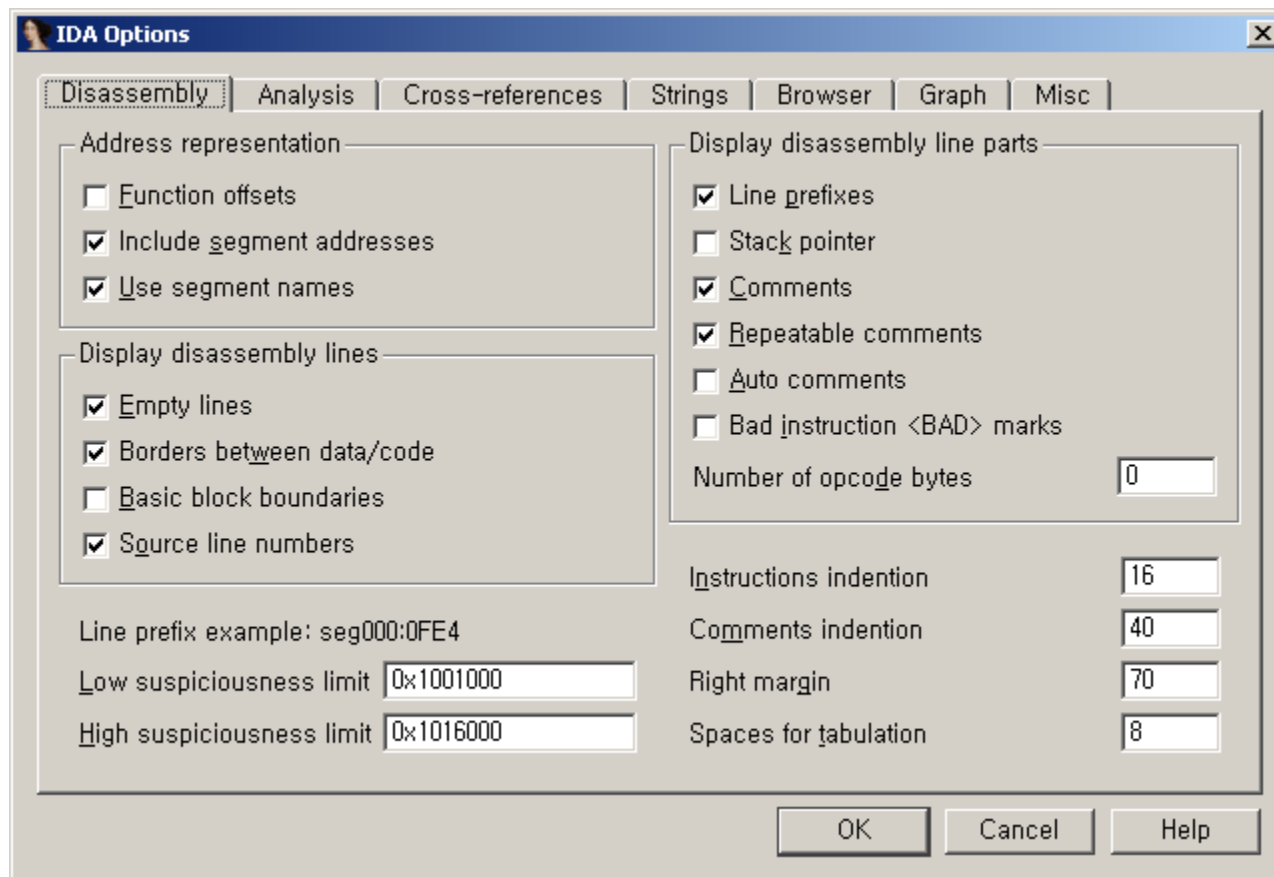
## ■ Commenting

- Anterior lines - 'Ins'
- Posterior lines - 'Shift + Ins'



# IDA : Basic Usage

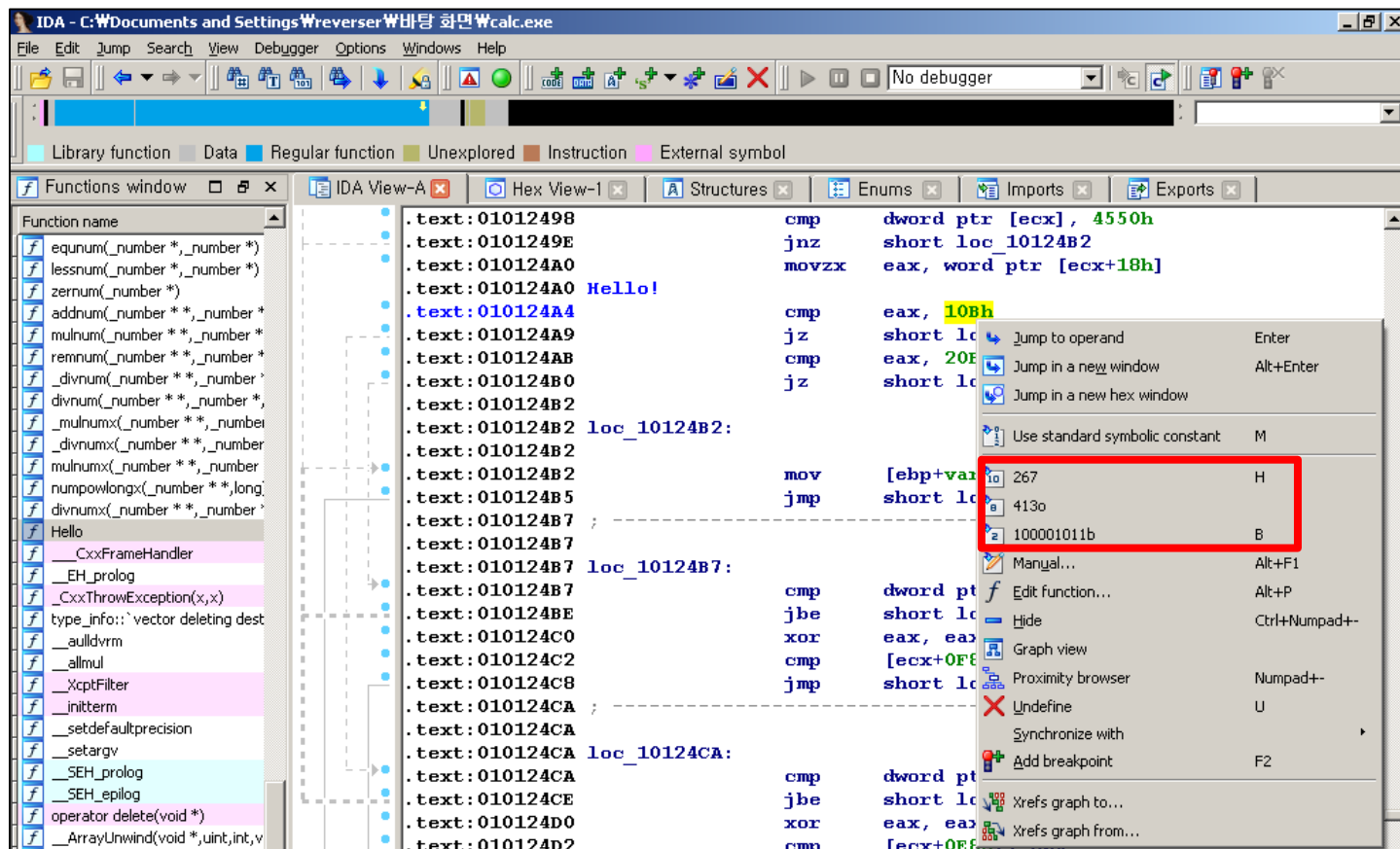
- Code Transformations
  - Disassembly line display options





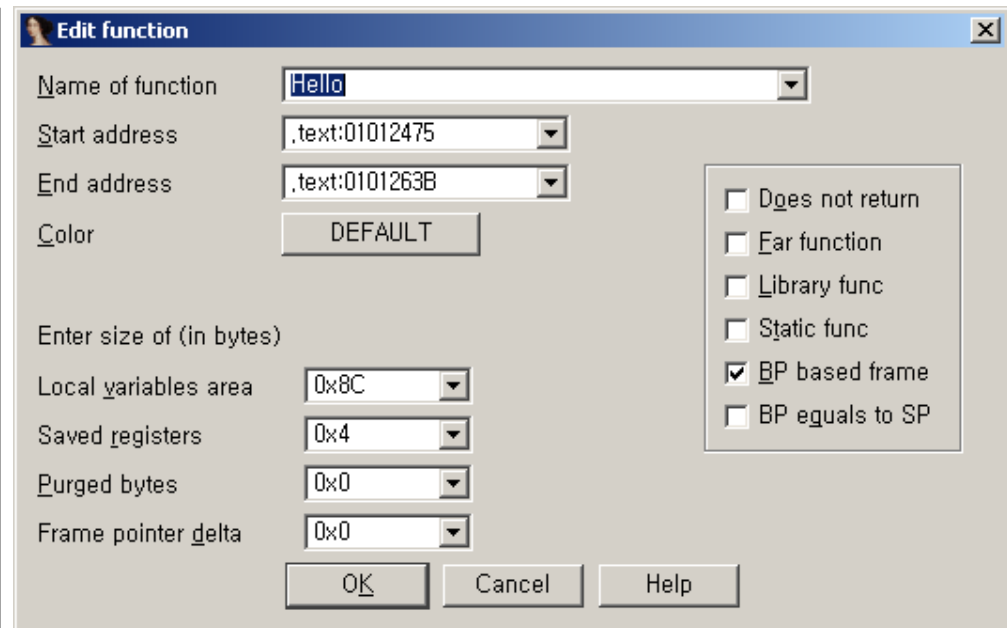
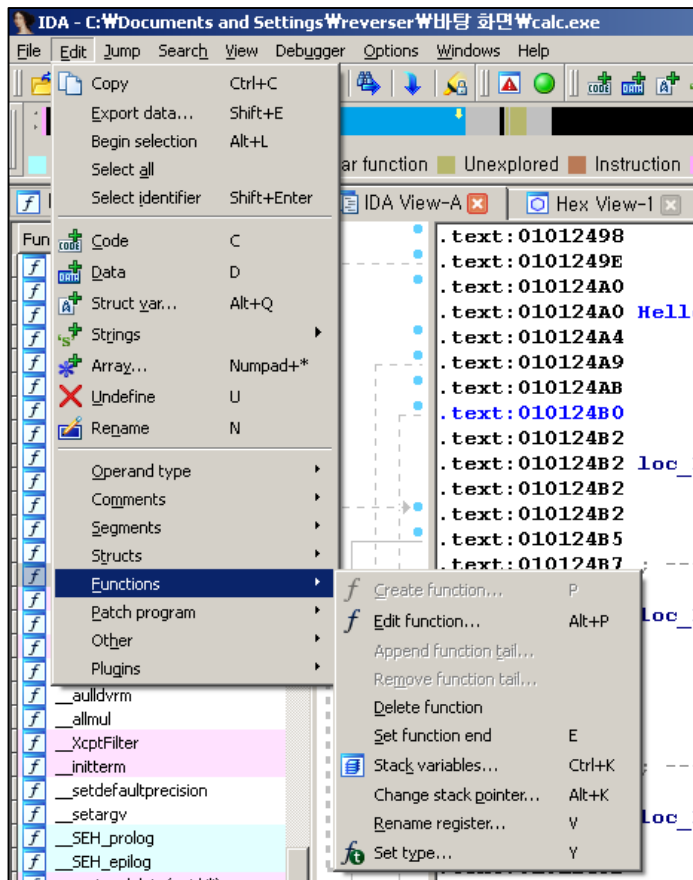
# IDA : Basic Usage

- Code Transformations
  - Formatting instruction operands



# IDA : Basic Usage

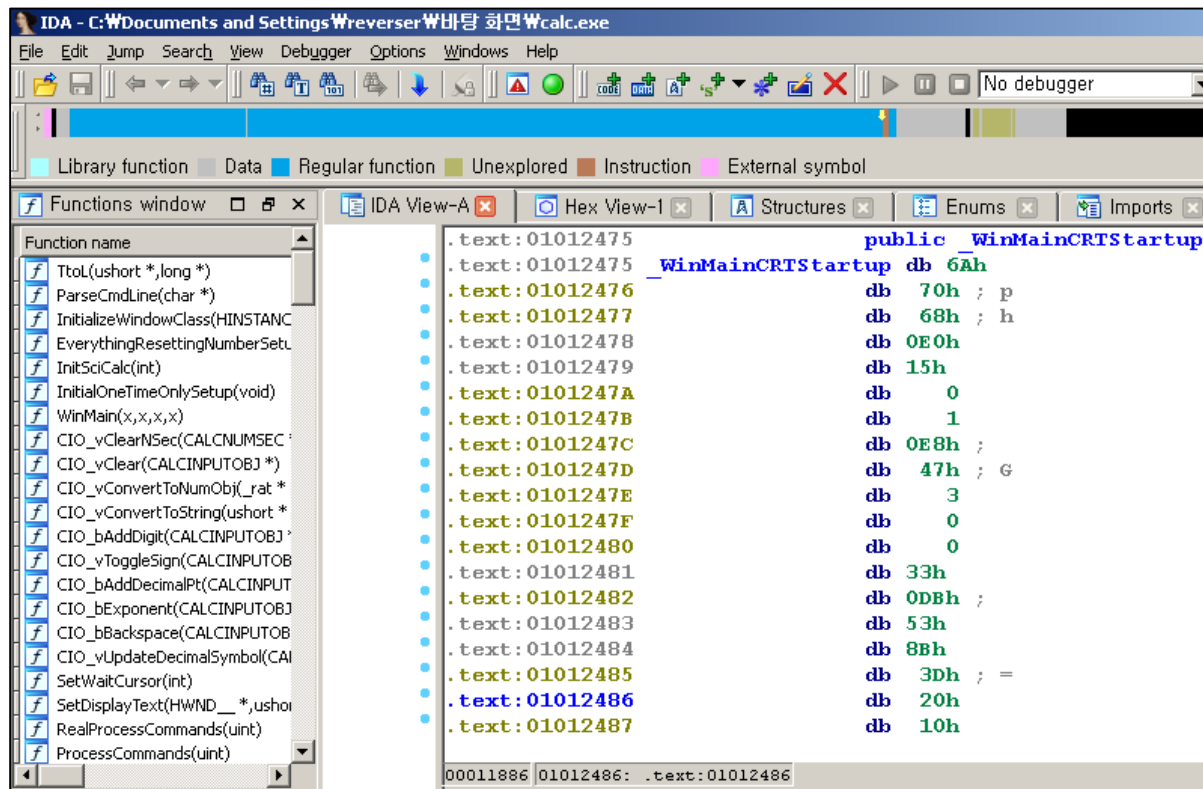
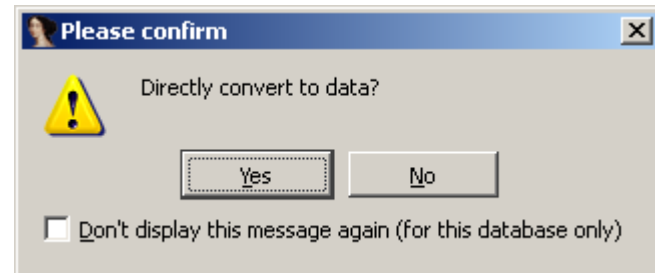
- Code Transformations
  - Manipulating functions



# IDA : Basic Usage

## ■ Code Transformations

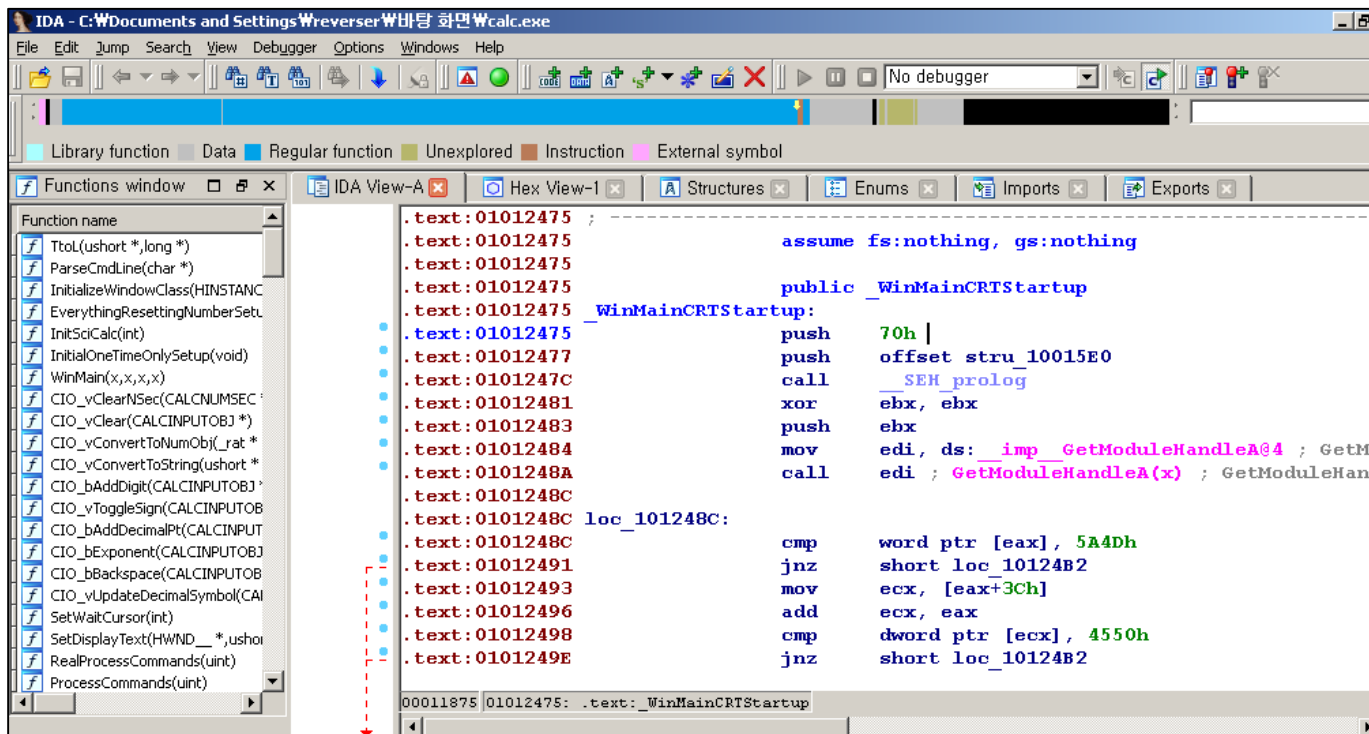
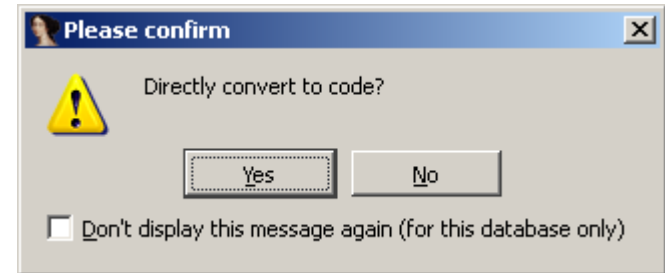
- Converting code to data - 'D'
- Converting data to code - 'C'



# IDA : Basic Usage

## ■ Code Transformations

- Converting code to data - 'D'
- Converting data to code - 'C'



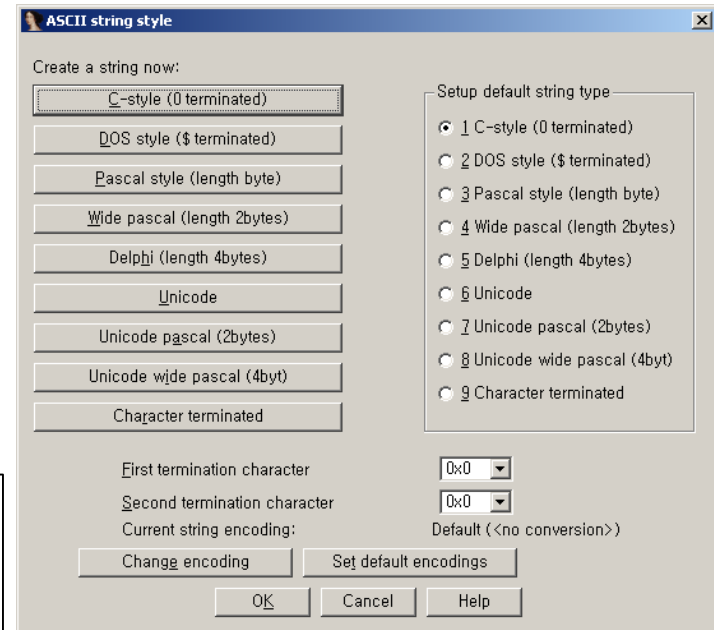
# IDA : Basic Usage

## ■ Data Transformations

### ■ Working with Strings - 'Alt + A'

- ASCII - 'A'

```
01001580 ; const WCHAR aColors
01001580 aColors:                                ; DATA XREF: CalcWndProc(HWND_
01001580         unicode 0, <colors>,0
0100158E         align 10h
01001590 ; CHAR byte_1001590[]
01001590 byte_1001590 db 68h                ; DATA XREF: HtmlHelpW(x,x,x,x)
01001591         db 68h ; h
01001592         db 63h ; c
01001593         db 74h ; t
01001594         db 72h ; r
01001595         db 6Ch ; l
01001596         db 2Eh ; .
01001597         db 6Fh ; o
01001598         db 63h ; c
01001599         db 78h ; x
0100159A         db 0
0100159B         align 10h
```

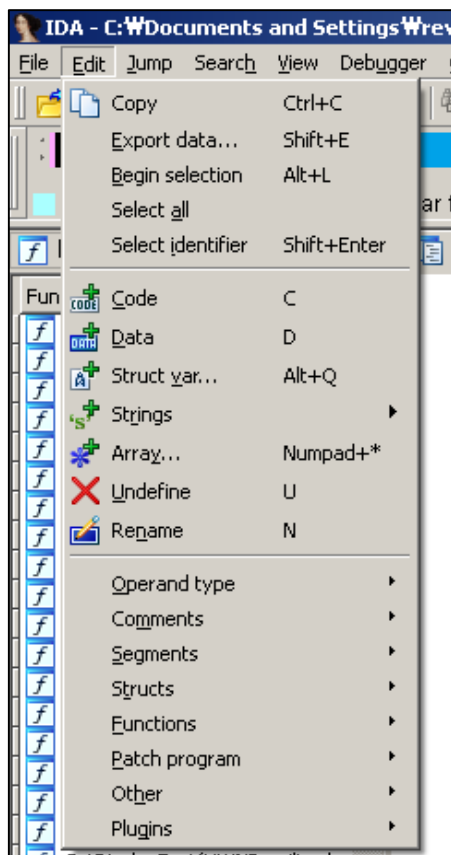


```
01001590 ; CHAR aHhctrl_ocx[]
01001590 aHhctrl_ocx db 'hhctrl.ocx',0
0100159B         align 10h
010015A0 ; CHAR SubKey[]
010015A0 SubKey db 'CLSID\{ADB880A6-D8FF-
010015A0
010015DC ; CHAR ValueName[4]
010015DC ValueName db 4 dup(0)
```

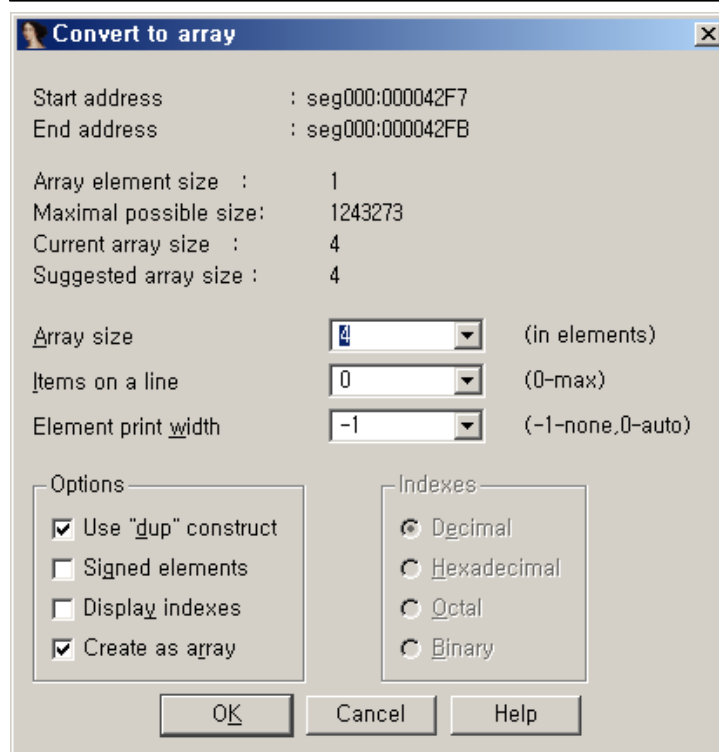
# IDA : Basic Usage

## ■ Data Transformations

- Specifying arrays - '\*'



```
00:000042F6      db      1
00:000042F7      db      95h, 0A2h, 0A8h, 0E5h
00:000042FB      db      28h
00:000042FC      db      6Ah ; j
00:000042FD      db      5Fh ; -
00:000042FE      db      8Fh ;
00:000042FF      db      0BAh ;
00:00004300      db      0EFh ;
```



# IDA : Basic Usage

## ■ Code Cross-References

```
text:010124A4      cmp     eax, 10Bh
text:010124A9      jz      short loc_10124CA
text:010124AB      cmp     eax, 20Bh
text:010124B0      jz      short loc_10124B7
text:010124B2
text:010124B2  loc_10124B2:                                ; CODE XREF: _WinMainCRTStartup+1C↑j
text:010124B2                                ; _WinMainCRTStartup+29↑j ...
text:010124B2      mov     [ebp+hi], ebx
text:010124B5      jmp     short loc_10124DE
text:010124B7 ; -----
text:010124B7
text:010124B7  loc_10124B7:                                ; CODE XREF: _WinMainCRTStartup+3B↑j
text:010124B7      cmp     dword ptr [ecx+84h], 0Eh
text:010124BE      jbe     short loc_10124B2
text:010124C0      xor     eax, eax
text:010124C2      cmp     [ecx+0F8h], ebx
text:010124C8      jmp     short loc_10124D8
text:010124CA ; -----
text:010124CA
text:010124CA  loc_10124CA:                                ; CODE XREF: _WinMainCRTStartup+34↑j
text:010124CA      cmp     dword ptr [ecx+74h], 0Eh
text:010124CE      jbe     short loc_10124B2
text:010124D0      xor     eax, eax
text:010124D2      cmp     [ecx+0E8h], ebx
text:010124D8
text:010124D8  loc_10124D8:                                ; CODE XREF: _WinMainCRTStartup+53↑j
text:010124D8      setnz  al
text:010124DB      mov     [ebp+hi], eax
text:010124DE
text:010124DE  loc_10124DE:                                ; CODE XREF: _WinMainCRTStartup+40↑j
text:010124DE      mov     [ebp+ms_exc.registration.TryLevel], ebx
text:010124E1      push   2
text:010124E3      call  ds:__imp__set_app_type
```

# IDA : Basic Usage

## ■ Data Cross-References

```
text:01012E34 word_1012E34 dw 94h ; DATA XREF: .text:off_1012CAB
text:01012E36 db 'ShellAboutW',0
text:01012E42 aShell32_dll db 'SHELL32.dll',0 ; DATA XREF: .text:01012B8C↑o
text:01012E4E word_1012E4E dw 52h ; DATA XREF: .text:off_1012DC8
text:01012E50 db '_CxxFrameHandler',0
text:01012E62 word_1012E62 dw 47h ; DATA XREF: .text:01012DCC↑o
text:01012E64 db '_CxxThrowException',0
text:01012E77 align 4
text:01012E78 word_1012E78 dw 338h ; DATA XREF: .text:01012DD0↑o
text:01012E7A db 'wcstoul',0
text:01012E82 word_1012E82 dw 31Ah ; DATA XREF: .text:01012DD4↑o
text:01012E84 db 'toupper',0
text:01012E8C word_1012E8C dw 326h ; DATA XREF: .text:01012DD8↑o
text:01012E8E db 'wcschr',0
text:01012E95 align 2
text:01012E96 word_1012E96 dw 2DEh ; DATA XREF: .text:01012DDC↑o
text:01012E98 db 'memmove',0
text:01012EA0 word_1012EA0 dw 32Ch ; DATA XREF: .text:01012DE0↑o
text:01012EA2 db 'wcslen',0
text:01012EA9 align 2
text:01012EAA word_1012EAA dw 22Fh ; DATA XREF: .text:01012DE4↑o
text:01012EAC db '_wcsrev',0
text:01012EB4 word_1012EB4 dw 0C5h ; DATA XREF: .text:01012DE8↑o
text:01012EB6 db '_c_exit',0
text:01012EBE word_1012EBE dw 0F6h ; DATA XREF: .text:01012DEC↑o
text:01012EC0 db '_exit',0
text:01012EC6 word_1012EC6 dw 4Eh ; DATA XREF: .text:01012DF0↑o
text:01012EC8 db '_XcptFilter',0
text:01012ED4 word_1012ED4 dw 0C8h ; DATA XREF: .text:01012DF4↑o
text:01012ED6 db '_cexit',0
text:01012EDD align 2
```



# IDA : Basic Usage

## ■ Cross-References Lists - 'Ctrl + X'

.text:01012E34 word\_1012E34 dw 94h ; DATA XREF: .text:off\_1012CA8↑o  
.text:01012E36 db 'ShellAboutW',0  
.text:01012E42 aShell32.dll db 'SHELL32.dll',0 ; DATA XREF: .text:01012B8C↑o  
.text:01012E4E xrefs to word\_1012E34  
.text:01012E50  
.text:01012E62  
.text:01012E64  
.text:01012E77  
.text:01012E78  
.text:01012E7A  
.text:01012E82  
.text:01012E84 db 'toupper',0  
.text:01012E8C word\_1012E8C dw 326h ; DATA XREF: .text:01012DD8↑o  
.text:01012E8E db 'wcschr',0  
.text:01012E95 align 2  
.text:01012E96 word\_1012E96 dw 2DEh ; DATA XREF: .text:01012DDC↑o  
.text:01012E98 db 'memmove',0  
.text:01012EA0 word\_1012EA0 dw 32Ch ; DATA XREF: .text:01012DE0↑o  
.text:01012EA2 db 'wcslen',0  
.text:01012EA9 align 2  
.text:01012EAA word\_1012EAA dw 22Fh ; DATA XREF: .text:01012DE4↑o  
.text:01012EAC db 'wcsrev',0  
.text:01012EB4 word\_1012EB4 dw 0C5h ; DATA XREF: .text:01012DE8↑o  
.text:01012EB6 db 'c\_exit',0  
.text:01012EBE word\_1012EBE dw 0F6h ; DATA XREF: .text:01012DEC↑o  
.text:01012EC0 db 'exit',0  
.text:01012EC6 word\_1012EC6 dw 4Eh ; DATA XREF: .text:01012DF0↑o  
.text:01012EC8 db 'XcptFilter',0

xrefs to word\_1012E34

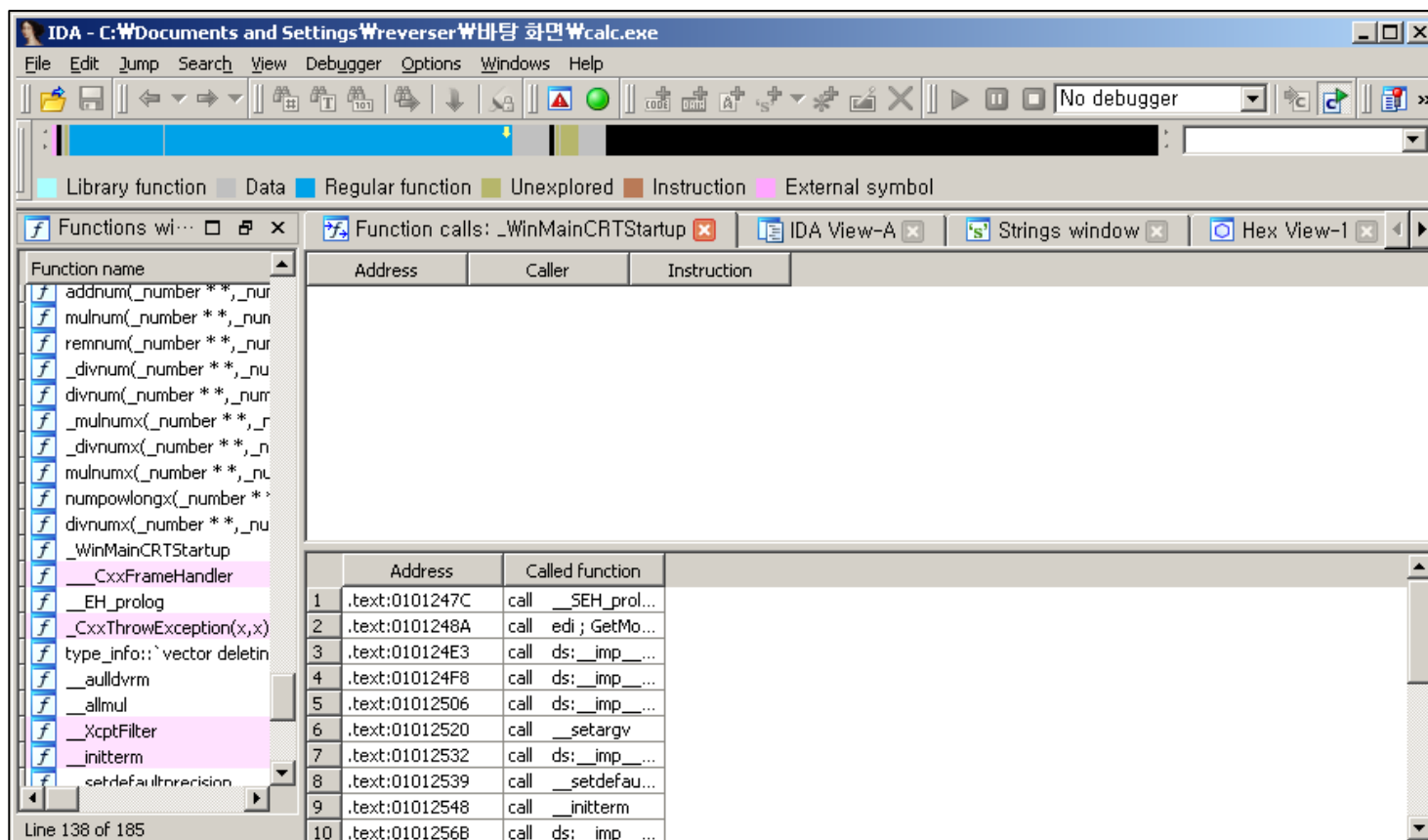
Direction	Typ	Address	Text
Up	o	.text:off_1012CA8	dd rva word_1012E34

OK Cancel Search Help

Line 1 of 1

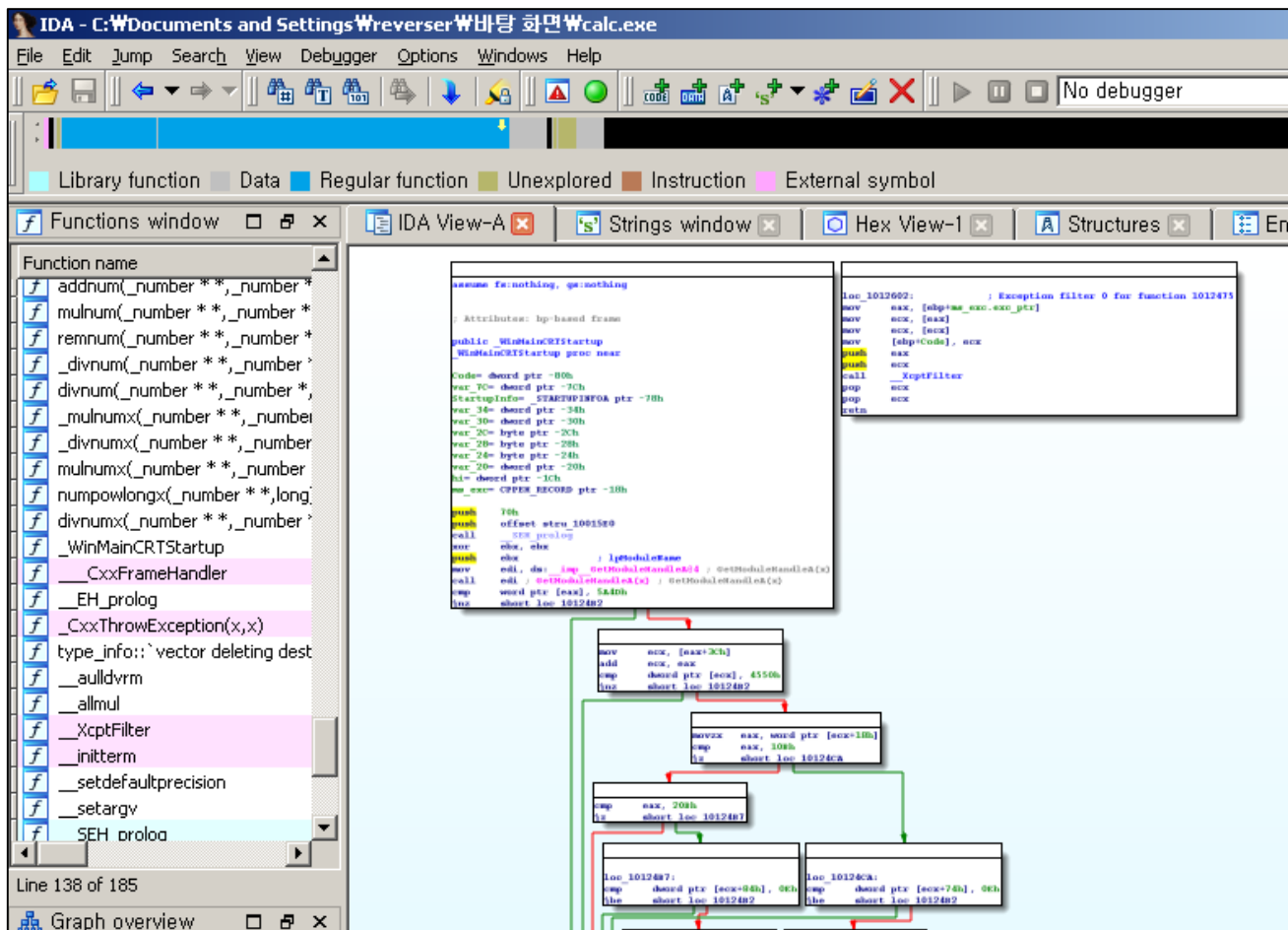
# IDA : Basic Usage

- Function Calls
  - View -Open subviews-Function calls



# IDA : Basic Usage

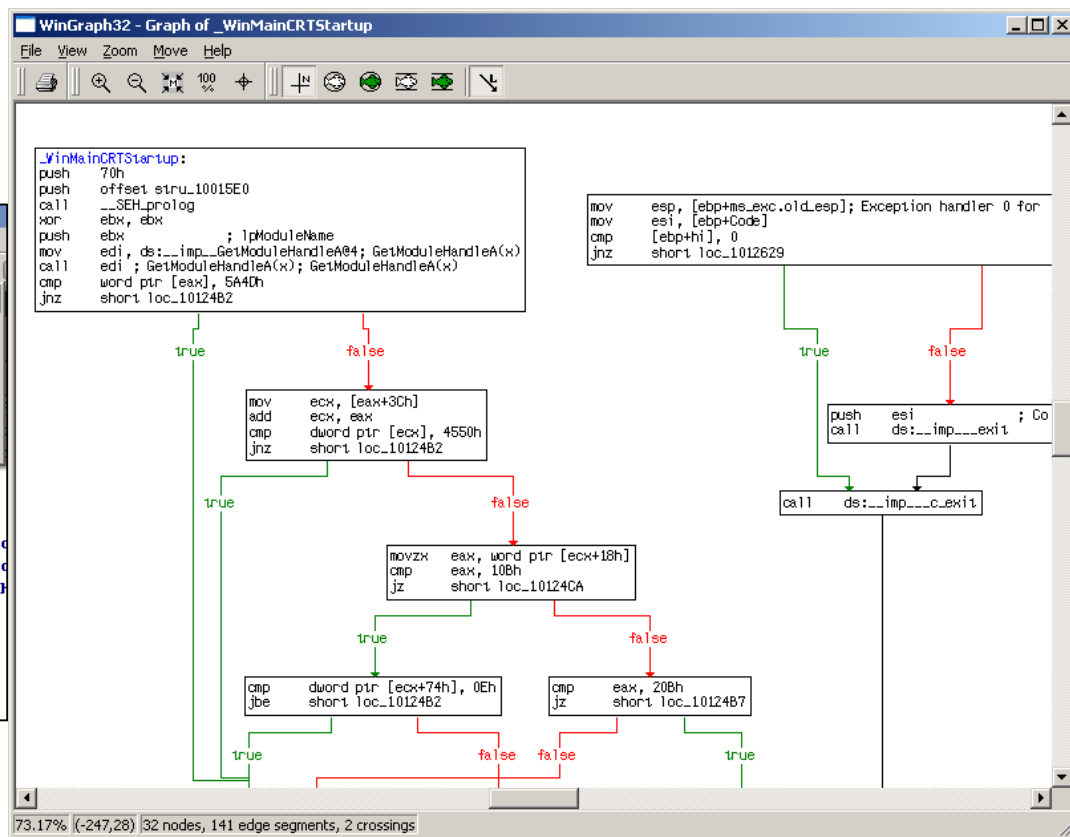
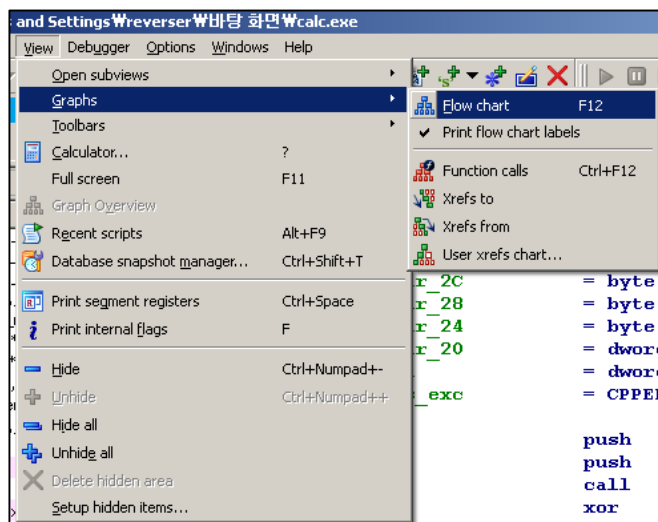
## ■ Integrated Graph View



# IDA : Basic Usage

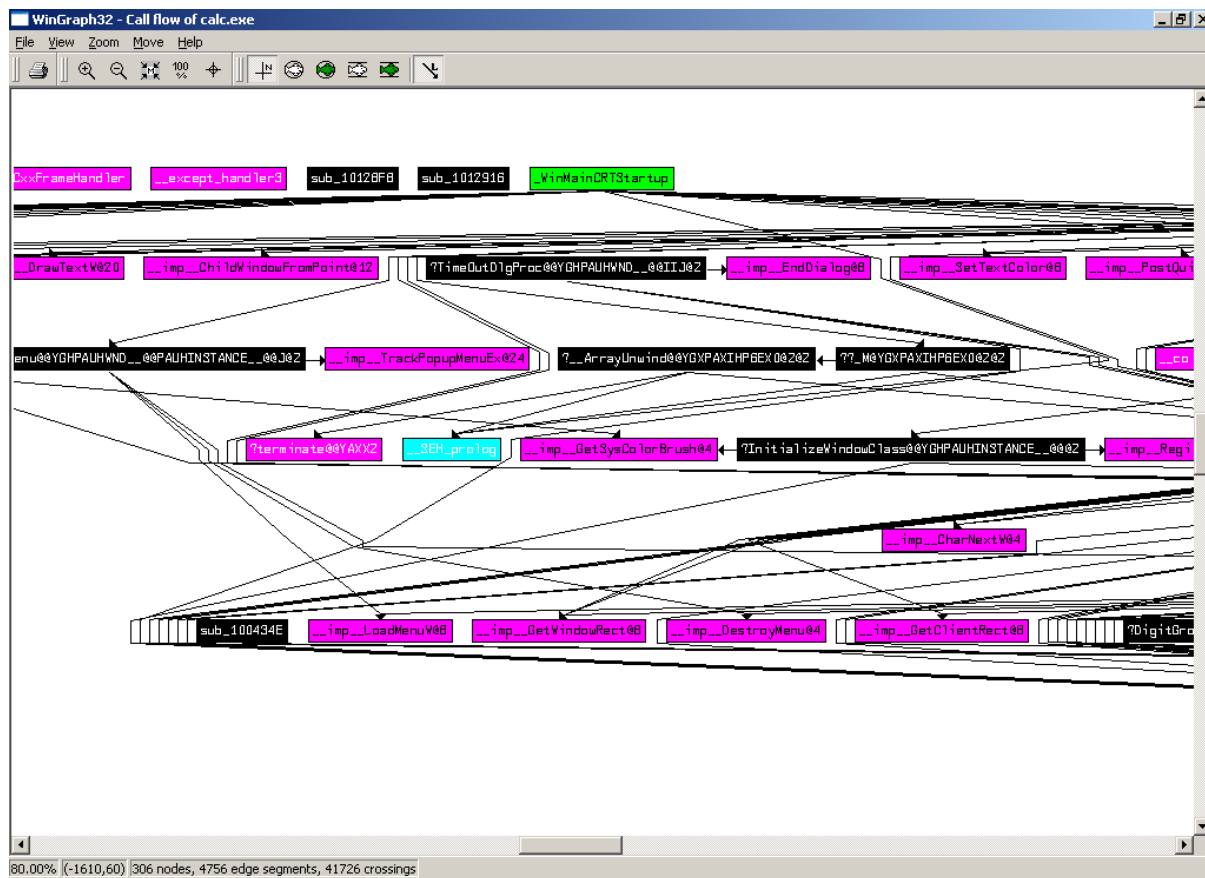
## ■ External Graphing

### ■ Flow chart - 'F12'



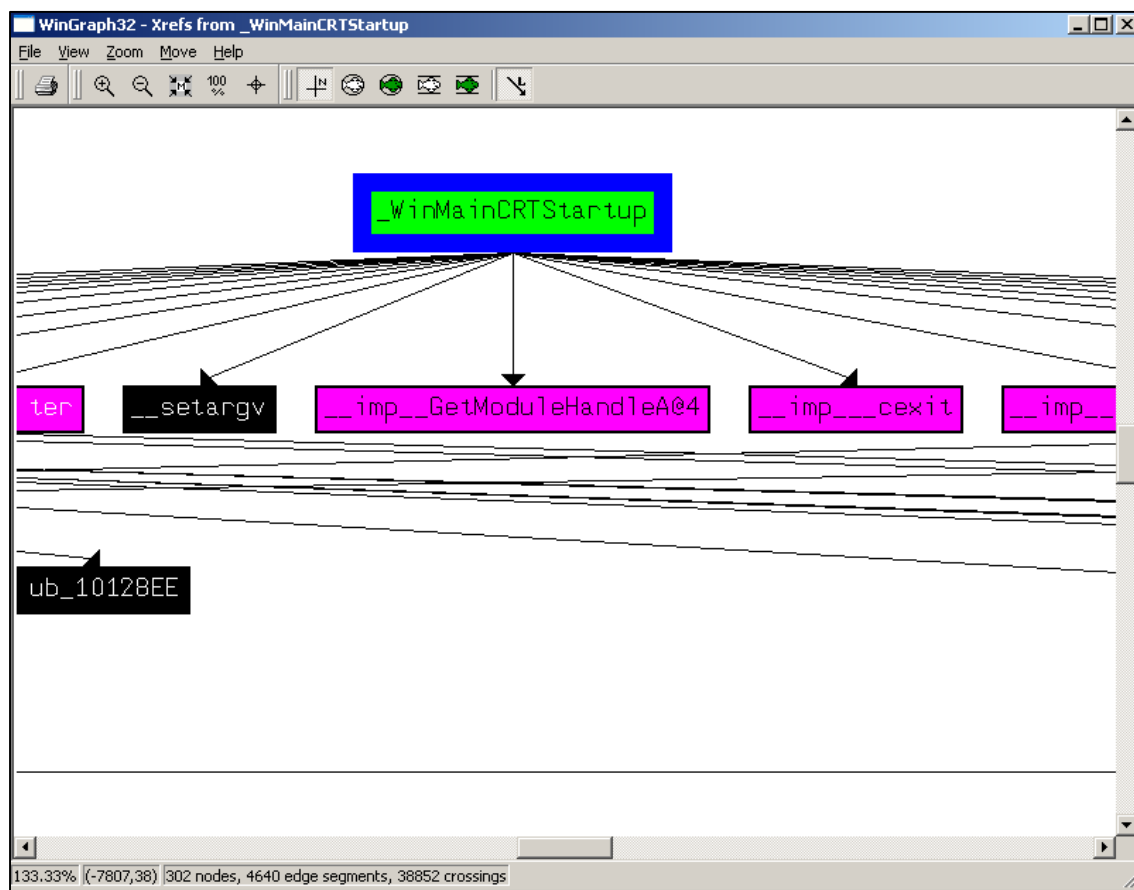
# IDA : Basic Usage

- External Graphing
  - Function calls - 'Ctrl + F12'



# IDA : Basic Usage

- External Graphing
  - Xrefsgraph to / from



# Thank you for listening



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