

Journeyman-Linux Capabilities Developer Exam Task List

This page lists the Master Training Task List (MTTL) items that are associated with the Journeyman Linux Capabilities Developer Evaluation.

MTTL References By Exam Module

User Mode – Module #1:

Developers demonstrate their understanding of internal structures and purpose of ELF Files. (IV 6 H)

User Mode – Module #2:

Developers will demonstrate their understanding of how to inspect which modules are loaded in a running application. (IV 6 J)

Developers will create a multi-threaded application and use synchronization primitives. (IV 6 P)

Driver – Module:

Developers will have a basic on how a process works in *nix. (IV 5 O)

Developers will understand the role of, interactions between, differences between, and be able to move data between userspace and kernelspace. (IV 6 O)

Developers will understand, populate, and use common Kernel Structures (process, linked lists, memory management). (IV 8 C)

Developers will describe the use and benefits of Symmetric Multi-Processing and the importance of process IDs and thread group IDs. (IV 8 M)

Developers will demonstrate the ability to Process ID's/Thread Group ID's. (IV 8 N)

Developers will understand how Filter Drivers work and be able to implement one. (IV 8 K)

VR/RE Module:

Developers will apply Static Analysis concepts. (III 6 F)

Developers will perform Dynamic Analysis concepts. (III 6 G)

Developers will combine Dynamic and Static Analysis to reverse binaries. (III 6 H)

Developers will demonstrate the ability to Implement Shell Code for Unique Exploitation Environments. (V 8 D)

Developers will have a basic understanding on hacking fuzzing fundamentals. (V 7 B)

Developers will demonstrate the ability to implement Basic Fuzzing Algorithms. (V 8 B)

Developers will demonstrate the ability to implement Shell Code Generation. (V 8 Q)