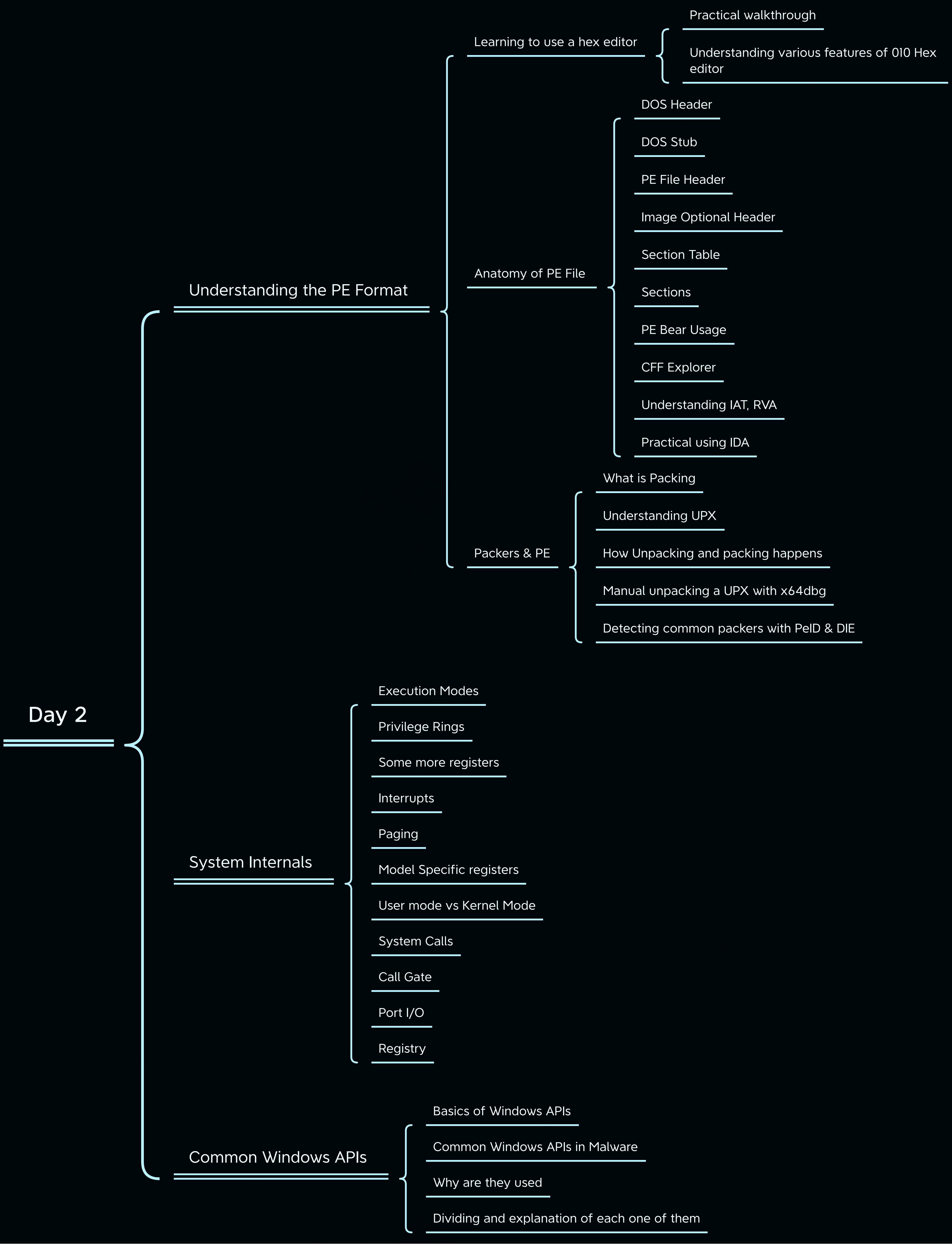

- Day 2
  - Understanding the PE Format
    - Learning to use a hex editor
      - Practical walkthrough
      - Understanding various features of 010 Hex editor
    - Anatomy of PE File
      - DOS Header
      - DOS Stub
      - PE File Header
      - Image Optional Header
      - Section Table
      - Sections
      - PE Bear Usage
      - CFF Explorer
      - Understanding IAT, RVA
      - Practical using IDA
    - Packers & PE
      - What is Packing
      - Understanding UPX
      - How Unpacking and packing happens
      - Manual unpacking a UPX with x64dbg
      - Detecting common packers with PeID & DIE
  - System Internals
    - Execution Modes
    - Privilege Rings
    - Some more registers
    - Interrupts
    - Paging
    - Model Specific registers
    - User mode vs Kernel Mode
    - System Calls
    - Call Gate
    - Port I/O
    - Registry
  - Common Windows APIs
    - Basics of Windows APIs
    - Common Windows APIs in Malware
    - Why are they used
    - Dividing and explanation of each one of them