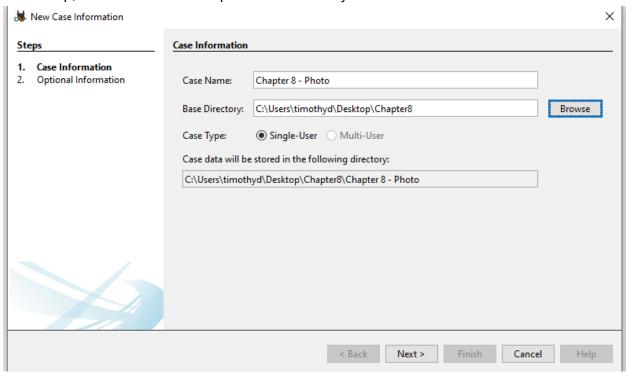
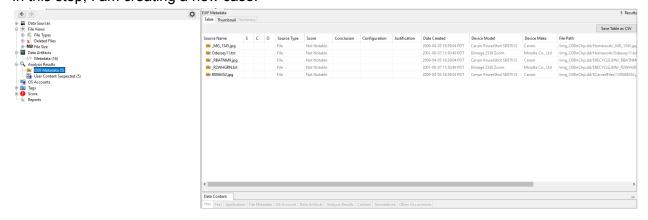
Task 1:



In this step, I have moved the chapter 8.exe file to my Windows VM.

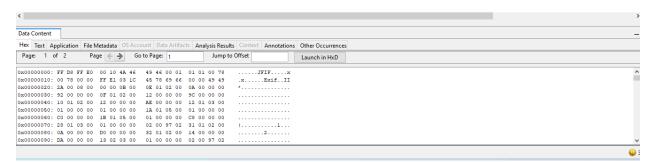


In this step, I am creating a new case.

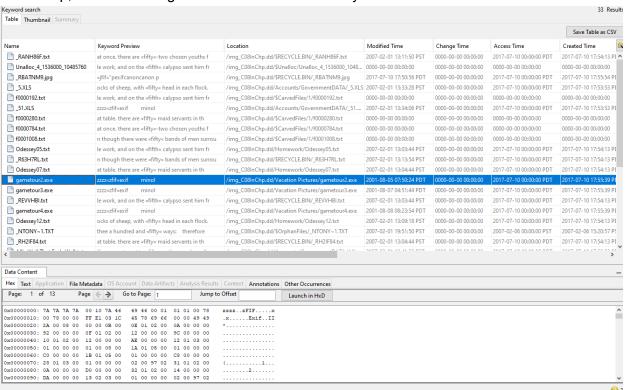


In this step, I have loaded the image file onto the case.

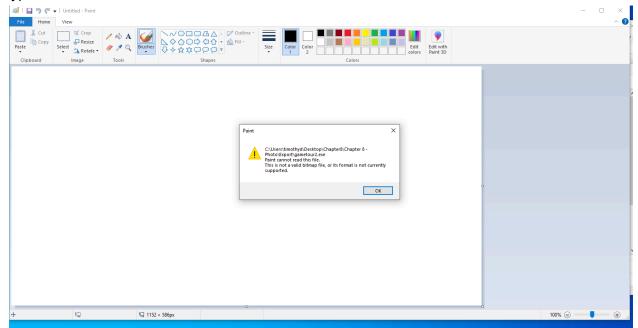
Source Name	S	С	0	Source Type	Score	Conclusion	Configuration	Justification	Date Created	Device Model	Device Make	File Path
_MG_1345.jpg				File	Not Notable				2009-04-05 18:39:04 PDT	Canon PowerShot SD870 IS	Canon	/img_C08InChp.dd/Homework/_MG_1345.jp
Odessey11.txt				File	Not Notable				2001-08-07 11:50:49 PDT	Dimage 2330 Zoom	Minolta Co., Ltd	/img_C08InChp.dd/Homework/Odessey11.tx
<u>RBAT_MG_1345.</u>	pg			File	Not Notable				2009-04-05 18:39:04 PDT	Canon PowerShot SD870 IS	Canon	/img_C08InChp.dd/\$RECYCLE.BIN/_RBATNN
_R2WHGRN.txt				File	Not Notable				2001-08-07 11:50:49 PDT	Dimage 2330 Zoom	Minolta Co., Ltd	/img_C08InChp.dd/\$RECYCLE.BIN/_R2WHGF
🔯 f0006352.jpg				File	Not Notable				2009-04-05 18:39:04 PDT	Canon PowerShot SD870 IS	Canon	/img_C08InChp.dd/\$CarvedFiles/1/f0006352.



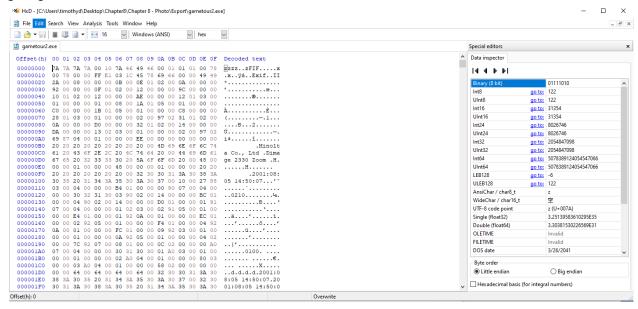
In this step, I am examining the hex tab for the Odessey11.txt file.



I have searched for the substring "fif" and located the gametour2.exe file. I then see that the file type is zfif.



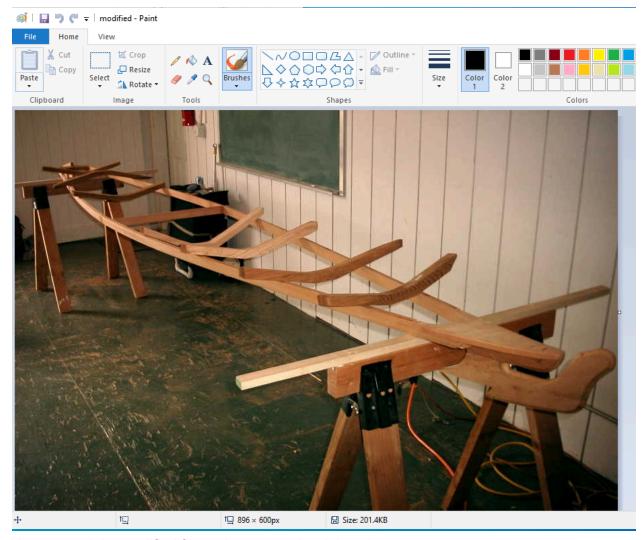
I have extracted the gametour2.exe file to my Export folder and am trying to open it in paint. It is giving me an error.



In this step, I have downloaded HxD and opened the gametour2.exe file.

```
Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F Decoded text
00000000 FF D8 DD E0 00 10 7A 46 49 46 00 01 01 00 78 ÿØÝå.zFIF....x
00000010 00 78 00 00 FF E1 03 1C 45 78 69 66 00 00 49 49 .x..ÿá..Exif..II
00000020 2A 00 08 00 00 00 0B 00 0E 01 02 00 0A 00 00 00 *......
00000040 10 01 02 00 12 00 00 00 AE 00 00 00 12 01 03 00
. . . . . . . . . . . . . . . .
Here I have replaced the first 4 bytes with the JFIF header values.
gametour2.exe
 Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F Decoded text
 000000000 FF D8 DD E0 00 10 4A 46 49 46 00 01 01 00 078 ÿØÝà..JFIF.....x
 00000010 00 78 00 00 FF E1 03 1C 45 78 69 66 00 00 49 49 .x..ÿá..Exif..II
 00000020 2A 00 08 00 00 00 0B 00 0E 01 02 00 0A 00 00 00 *......
 00000040 10 01 02 00 12 00 00 00 AE 00 00 00 12 01 03 00 ........
```

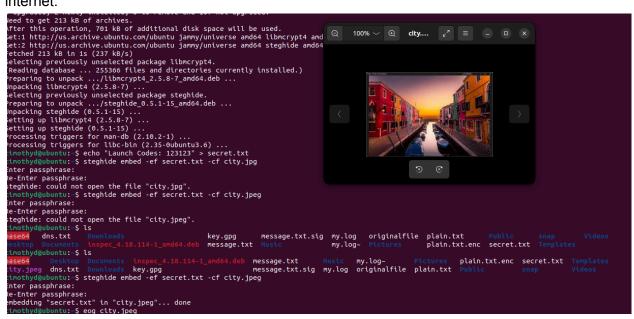
I have replaced the z in ZFIF to J and see that the 6th byte has changed.



I have saved the modified file and can now view it in paint. Task 2:

```
timothyd@ubuntu:~$ echo "Launch Codes: 123123" > secret.txt
In this step, I am creating a secret message and storing it in a file.
timothyd@ubuntu:~$ steghide embed -ef secret.txt -cf city.jpeg
Enter passphrase:
Re-Enter passphrase:
embedding "secret.txt" in "city.jpeg"... done
```

In this step, I have embedded the password into the jpeg file that I downloaded from the internet.



I have opened the image and there seems to be no noticeable difference in the image.

```
timothyd@ubuntu:~$ steghide extract -sf city.jpeg
Enter passphrase:
the file "secret.txt" does already exist. overwrite ? (y/n) y
wrote extracted data to "secret.txt".
timothyd@ubuntu:~$ cat secret.txt
Launch Codes: 123123
timothyd@ubuntu:~$
```

I then have extracted the secret file and am outputting the message.