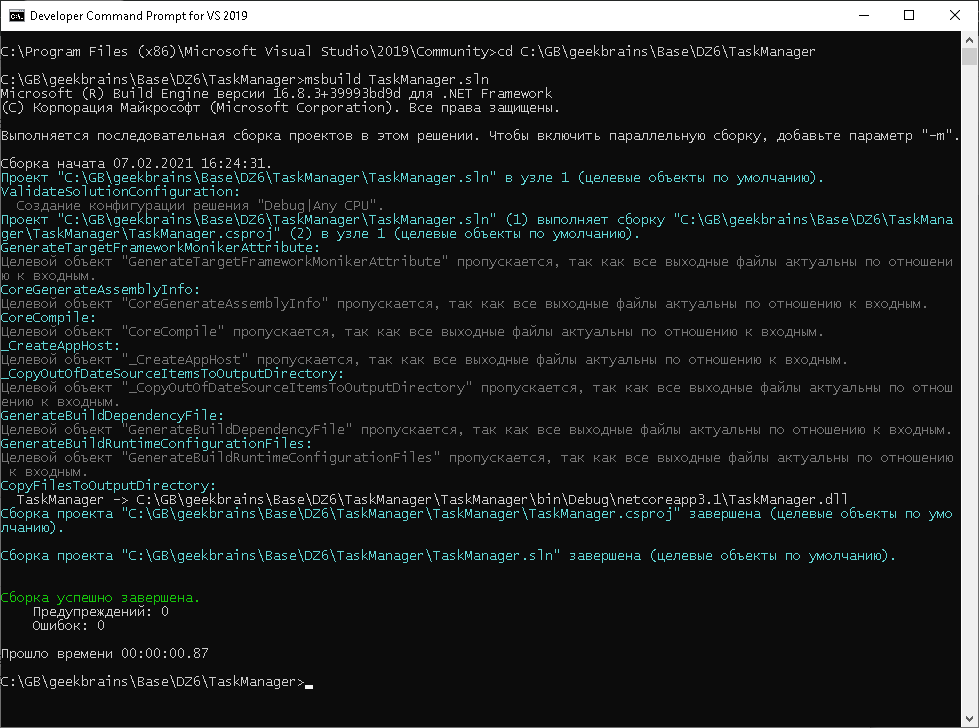
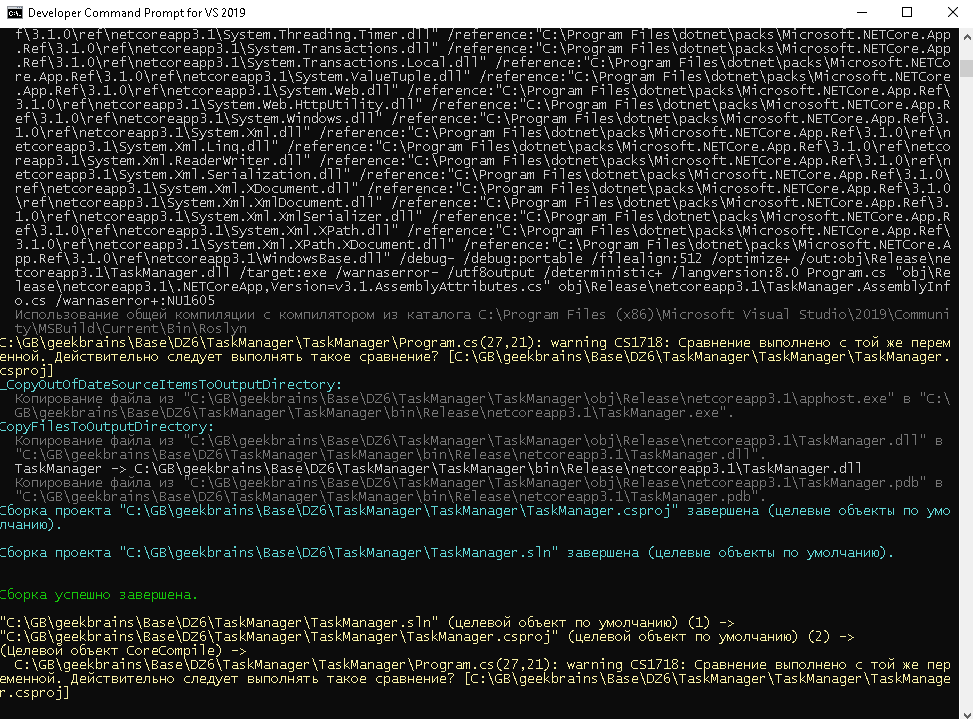
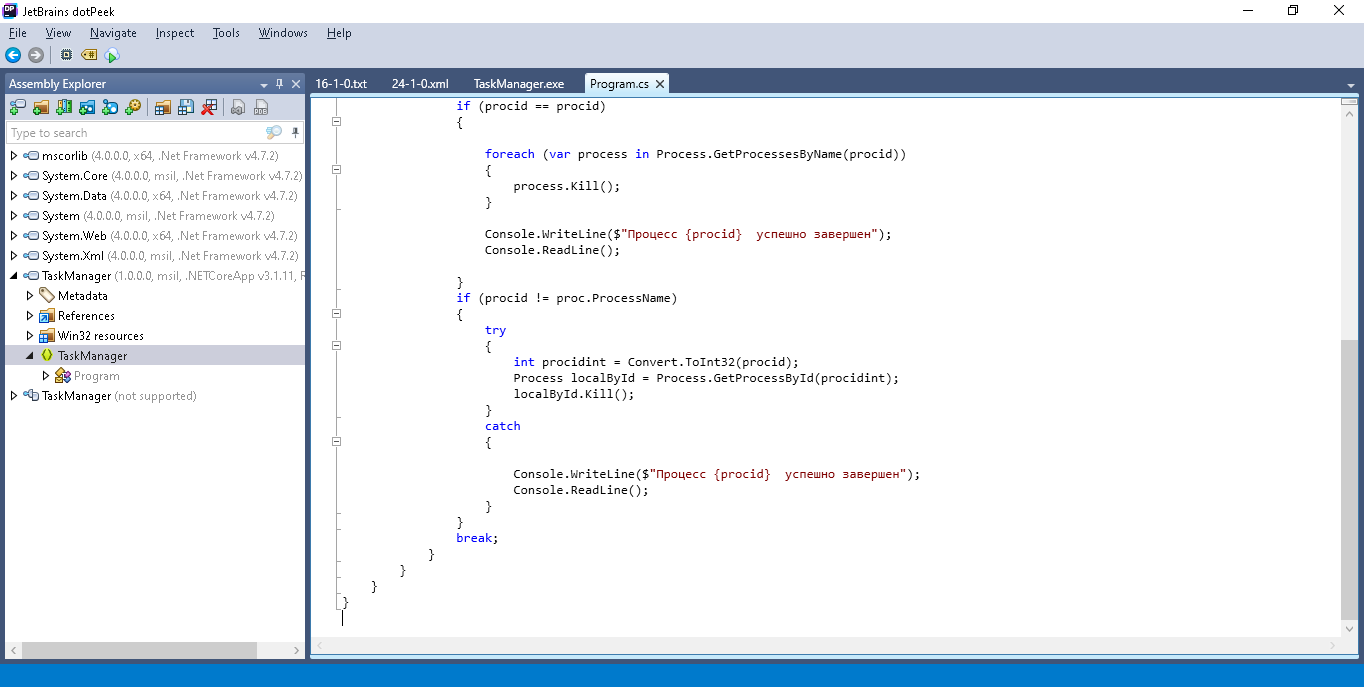
Собрал проект в Debug



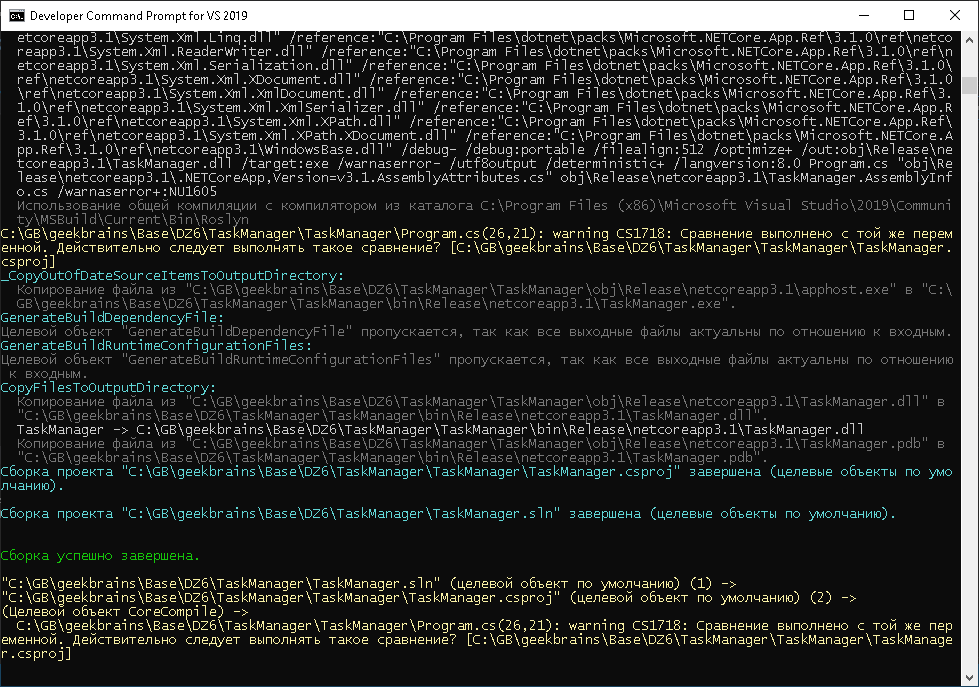
Собрал проект в Релиз



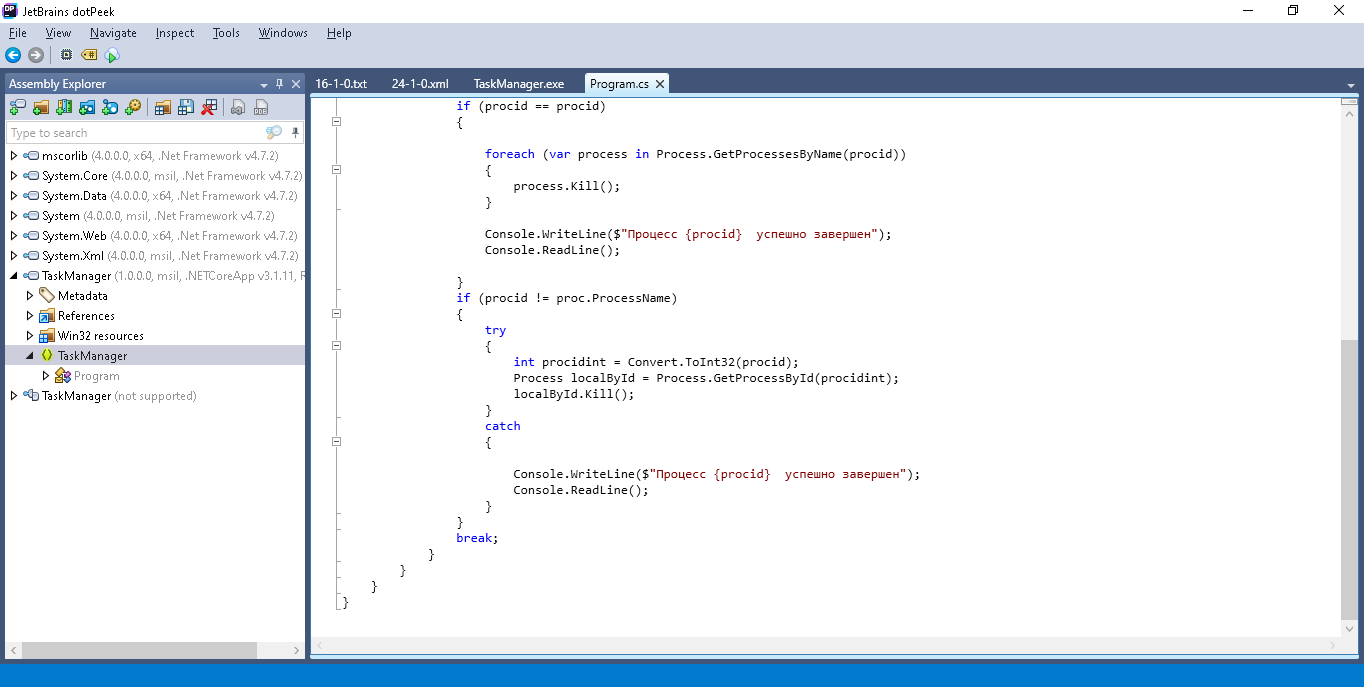
Декомпилировал с помощью dotPeak



Пересобрал проект



Правки в программе dotPeak отображаются



ILDasm

.method private hidebysig static void Main(string[] args) cil managed

{

.entrypoint

// Размер кода: 288 (0x120)

.maxstack 3

.locals init (class [System.Diagnostics.Process]System.Diagnostics.Process[] V\_0,

string V\_1,

class [System.Diagnostics.Process]System.Diagnostics.Process[] V\_2,

int32 V\_3,

class [System.Diagnostics.Process]System.Diagnostics.Process V\_4,

class [System.Diagnostics.Process]System.Diagnostics.Process[] V\_5,

int32 V\_6,

class [System.Diagnostics.Process]System.Diagnostics.Process V\_7,

bool V\_8,

class [System.Diagnostics.Process]System.Diagnostics.Process[] V\_9,

int32 V\_10,

class [System.Diagnostics.Process]System.Diagnostics.Process V\_11,

bool V\_12,

int32 V\_13,

class [System.Diagnostics.Process]System.Diagnostics.Process V\_14)

IL\_0000: nop

IL\_0001: call class [System.Diagnostics.Process]System.Diagnostics.Process[] [System.Diagnostics.Process]System.Diagnostics.Process::GetProcesses()

IL\_0006: stloc.0

IL\_0007: nop

IL\_0008: ldloc.0

IL\_0009: stloc.2

IL\_000a: ldc.i4.0

IL\_000b: stloc.3

IL\_000c: br.s IL\_003c

IL\_000e: ldloc.2

IL\_000f: ldloc.3

IL\_0010: ldelem.ref

IL\_0011: stloc.s V\_4

IL\_0013: nop

IL\_0014: ldstr "{0} {1}"

IL\_0019: ldloc.s V\_4

IL\_001b: callvirt instance int32 [System.Diagnostics.Process]System.Diagnostics.Process::get\_Id()

IL\_0020: box [System.Runtime]System.Int32

IL\_0025: ldloc.s V\_4

IL\_0027: callvirt instance string [System.Diagnostics.Process]System.Diagnostics.Process::get\_ProcessName()

IL\_002c: call string [System.Runtime]System.String::Format(string,

object,

object)

IL\_0031: call void [System.Console]System.Console::WriteLine(string)

IL\_0036: nop

IL\_0037: nop

IL\_0038: ldloc.3

IL\_0039: ldc.i4.1

IL\_003a: add

IL\_003b: stloc.3

IL\_003c: ldloc.3

IL\_003d: ldloc.2

IL\_003e: ldlen

IL\_003f: conv.i4

IL\_0040: blt.s IL\_000e

IL\_0042: ldstr bytearray (12 04 32 04 35 04 34 04 38 04 42 04 35 04 20 00 // ..2.5.4.8.B.5. .

49 00 44 00 20 00 38 04 3B 04 38 04 20 00 3D 04 // I.D. .8.;.8. .=.

30 04 37 04 32 04 30 04 3D 04 38 04 4F 04 20 00 // 0.7.2.0.=.8.O. .

3F 04 40 04 3E 04 46 04 35 04 41 04 41 04 30 04 ) // ?.@.>.F.5.A.A.0.

IL\_0047: call void [System.Console]System.Console::WriteLine(string)

IL\_004c: nop

IL\_004d: call string [System.Console]System.Console::ReadLine()

IL\_0052: stloc.1

IL\_0053: nop

IL\_0054: ldloc.0

IL\_0055: stloc.s V\_5

IL\_0057: ldc.i4.0

IL\_0058: stloc.s V\_6

IL\_005a: br IL\_0114

IL\_005f: ldloc.s V\_5

IL\_0061: ldloc.s V\_6

IL\_0063: ldelem.ref

IL\_0064: stloc.s V\_7

IL\_0066: nop

IL\_0067: ldloc.1

IL\_0068: ldloc.1

IL\_0069: call bool [System.Runtime]System.String::op\_Equality(string,

string)

IL\_006e: stloc.s V\_8

IL\_0070: ldloc.s V\_8

IL\_0072: brfalse.s IL\_00bf

IL\_0074: nop

IL\_0075: nop

IL\_0076: ldloc.1

IL\_0077: call class [System.Diagnostics.Process]System.Diagnostics.Process[] [System.Diagnostics.Process]System.Diagnostics.Process::GetProcessesByName(string)

IL\_007c: stloc.s V\_9

IL\_007e: ldc.i4.0

IL\_007f: stloc.s V\_10

IL\_0081: br.s IL\_009a

IL\_0083: ldloc.s V\_9

IL\_0085: ldloc.s V\_10

IL\_0087: ldelem.ref

IL\_0088: stloc.s V\_11

IL\_008a: nop

IL\_008b: ldloc.s V\_11

IL\_008d: callvirt instance void [System.Diagnostics.Process]System.Diagnostics.Process::Kill()

IL\_0092: nop

IL\_0093: nop

IL\_0094: ldloc.s V\_10

IL\_0096: ldc.i4.1

IL\_0097: add

IL\_0098: stloc.s V\_10

IL\_009a: ldloc.s V\_10

IL\_009c: ldloc.s V\_9

IL\_009e: ldlen

IL\_009f: conv.i4

IL\_00a0: blt.s IL\_0083

IL\_00a2: ldstr bytearray (1F 04 40 04 3E 04 46 04 35 04 41 04 41 04 20 00 ) // ..@.>.F.5.A.A. .

IL\_00a7: ldloc.1

IL\_00a8: ldstr bytearray (20 00 20 00 43 04 41 04 3F 04 35 04 48 04 3D 04 // . .C.A.?.5.H.=.

3E 04 20 00 37 04 30 04 32 04 35 04 40 04 48 04 // >. .7.0.2.5.@.H.

35 04 3D 04 ) // 5.=.

IL\_00ad: call string [System.Runtime]System.String::Concat(string,

string,

string)

IL\_00b2: call void [System.Console]System.Console::WriteLine(string)

IL\_00b7: nop

IL\_00b8: call string [System.Console]System.Console::ReadLine()

IL\_00bd: pop

IL\_00be: nop

IL\_00bf: ldloc.1

IL\_00c0: ldloc.s V\_7

IL\_00c2: callvirt instance string [System.Diagnostics.Process]System.Diagnostics.Process::get\_ProcessName()

IL\_00c7: call bool [System.Runtime]System.String::op\_Inequality(string,

string)

IL\_00cc: stloc.s V\_12

IL\_00ce: ldloc.s V\_12

IL\_00d0: brfalse.s IL\_0112

IL\_00d2: nop

.try

{

IL\_00d3: nop

IL\_00d4: ldloc.1

IL\_00d5: call int32 [System.Runtime.Extensions]System.Convert::ToInt32(string)

IL\_00da: stloc.s V\_13

IL\_00dc: ldloc.s V\_13

IL\_00de: call class [System.Diagnostics.Process]System.Diagnostics.Process [System.Diagnostics.Process]System.Diagnostics.Process::GetProcessById(int32)

IL\_00e3: stloc.s V\_14

IL\_00e5: ldloc.s V\_14

IL\_00e7: callvirt instance void [System.Diagnostics.Process]System.Diagnostics.Process::Kill()

IL\_00ec: nop

IL\_00ed: nop

IL\_00ee: leave.s IL\_0111

} // end .try

catch [System.Runtime]System.Object

{

IL\_00f0: pop

IL\_00f1: nop

IL\_00f2: ldstr bytearray (1F 04 40 04 3E 04 46 04 35 04 41 04 41 04 20 00 ) // ..@.>.F.5.A.A. .

IL\_00f7: ldloc.1

IL\_00f8: ldstr bytearray (20 00 20 00 43 04 41 04 3F 04 35 04 48 04 3D 04 // . .C.A.?.5.H.=.

3E 04 20 00 37 04 30 04 32 04 35 04 40 04 48 04 // >. .7.0.2.5.@.H.

35 04 3D 04 ) // 5.=.

IL\_00fd: call string [System.Runtime]System.String::Concat(string,

string,

string)

IL\_0102: call void [System.Console]System.Console::WriteLine(string)

IL\_0107: nop

IL\_0108: call string [System.Console]System.Console::ReadLine()

IL\_010d: pop

IL\_010e: nop

IL\_010f: leave.s IL\_0111

} // end handler

IL\_0111: nop

IL\_0112: br.s IL\_011f

IL\_0114: ldloc.s V\_6

IL\_0116: ldloc.s V\_5

IL\_0118: ldlen

IL\_0119: conv.i4

IL\_011a: blt IL\_005f

IL\_011f: ret

} // end of method Program::Main