

Introduction to Software Reverse Engineering Techniques Workshop eBook

PART I: THEORY

1. Microprocessors based on x86
2. Accessing the hardware
3. Programming issues
4. Disassembling high-level languages

PART II: PRACTICE

1. Working with Emu 8086
2. Working with OllyDBG
3. Creating and cracking program: Microsoft Visual Studio 2000
4. Making permanent changes to binaries