

Achieve Your True Success Under The Umbrella Of Trusted Mentor

BUILD YOUR FUTURE IN CYBER SECURITY WITH US

1. Computer Organization and Machine Language (Opcodes)

Von Neumann Architecture and the x86

Arithmetic Logic Unit, Memory, Registers and the relationship with the Operating System

Opcodes – Binary and Hexadecimal approach

The differences between 32 and 64 bits (Registers and Flags)

2. Assembly Language – x86 32 and 64 bits

Opcodes x Assembly Language

Arithmetic and Logic Commands

Memory Access Commands

Writing programs in Assembly (using the Assembler)

3. Debugging and Changing a Binary (Real Time)

What is a debugger and how to use it?

Understanding how a program works and modifying it

Removing small parts of a binary program

Adding new code to a binary program

4. Debugging Changing a Binary (Permanently)

Using a hexadecimal editor to change a binary on hard disk.

Case Study: Removing Advertisement