

Lab 2. Malware creation

Compilable programming languages shall be used, like: C, C++, Rust, C# (only for Windows OS), Go, D, etc. Also, scripting languages, like: PowerShell, Bash, Batch, can be used.

The malware should implement the following:

1. Obfuscation

- C++ [String](#) and [code](#) obfuscator;
- [Rust obfuscator](#);
- [C# Obfuscator](#).

2. System persistence

[Collection of malware persistence information](#)

3. Controlled environment detection

[Here](#) you have a list of ways to detect if you run in a controlled environment (for analyzing malware) or a real system. Try to implement some of them by yourself.

4. Communication with command and control server

[Here](#) you can find inspiration for your OWN server. It can be written in any language you like.

5. Detection evasion techniques

[RedTeaming-Tactics-and-Techniques](#) repository contains a collection of red teaming and pentesting notes, experiments, and techniques for offensive security.