]Hacking**Team**[

Remote Control System

Galileo

DRAFT

The source code review activity we propose covers basic architecture of each component and relevant sections, with special attention to the most sensitive parts of code, like encryption and transmission protocols.

The aim of the activity is to review and assess that no functionalities, if not the ones explicitly stated, are hidden inside the code of the product.

If you have preferences over specific functionalities to be analyzed, we are available to change the focus to follow your interest. Please note however that some developers may not be available throughout the week, therefore we kindly ask you to communicate in advance any preference.

The agenda reported below is organized by topics. For each topic is reported the date and the required knowledge to understand the source code (e.g., specific programming languages, API or paradigms).

Please be aware that the content of this activity is highly technical, hence a few years of live experience of programming is required from all the attendees, together with a good grasp of cryptography and TCP/IP communication.

Database & Application logic

November 4th – morning

- Architectural review
- Pre-requisites: Ruby, Javascript, knowledge of non-relational databases

Collector & Anonymizers

November 4th – afternoon

- Architectural review
- Pre-requisites: Ruby, knowledge of non-relational databases

Windows agent

November 5th – morning

- Pre-requisites: C, Windows API, basics of Windows internals

Linux agent

November 5th – afternoon

- Pre-requisites: C, POSIX and linux standard library calls, basics of Linux internals

OS X agent

November 6th – morning

- Pre-requisites: Objective-C, OS X API, basics of OS X internals

Android

November 6th – afternoon

- Pre-requisites: Java, ARM Assembly, Android API, basics of Android internals

BlackBerry

November 7th – morning

- Pre-requisites: Java, BlackBerry API, basics of BlackBerry internals

Windows Phone

- Pre-requisites: , Windows Phone API, basics of Windows Phone internals

Symbian

- Pre-requisites: Symbian-C++, Symbian API, basics of Symbian internals

iOS

- Pre-requisites: Objective-C, ARM Assembly, iOS API, basics of iOS internals

Network Injector

- Pre-requisites: C, strong TCP/IP networking and Internet application-level protocols understanding.