Mechanical Reverse Engineering

Analyzing how hacks are done, so as to stop them in the future, reverse engineering is the process of analyzing hardware or software and understanding it, without having access to the source code or design documents. Hackers are able to reverse engineer systems and exploit what they find with scary results. Now the good guys can use the same tools to thwart these threats. Practical Reverse Engineering goes under the hood of reverse engineering for security analysts, security engineers, and system programmers, so they can learn how to use these same processes to stop hackers in their tracks. The book covers x86, x64, and ARM (the first book to cover all three); Windows kernel-mode code rootkits and drivers; virtual machine protection techniques; and much more. Best of all, it offers a systematic approach to the material, with plenty of hands-on exercises and real-world examples. Offers a systematic approach to understanding reverse engineering, with hands-on exercises and real-world examples. Covers x86, x64, and advanced RISC machine (ARM) architectures as well as deobfuscation and virtual machine protection techniques. Provides special coverage of Windows kernel-mode code (rootkits/drivers), a topic not often covered elsewhere, and explains how to analyze drivers step by step. Demystifies topics that have a steep learning curve. Includes a bonus chapter on reverse engineering tools. Practical Reverse Engineering: Using x86, x64, ARM, Windows Kernel, and Reversing Tools provides crucial, up-to-date guidance for a broad range of IT professionals. A new book for a new generation of engineering professionals, Visualization, Modeling, and Graphics for Engineering Design was written from the ground up to take a brand-new approach to graphic communication within the
context of engineering design and creativity. With a blend of modern and traditional topics, this text recognizes how computer modeling techniques have changed the engineering design process. From this new perspective, the text is able to focus on the evolved design process, including the critical phases of creative thinking, product ideation, and advanced analysis techniques. Focusing on design and design communication rather than drafting techniques and standards, it goes beyond the what to explain the why of engineering graphics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Reverse engineering is widely practiced in the rubber industry. Companies routinely analyze competitors’ products to gather information about specifications or compositions. In a competitive market, introducing new products with better features and at a faster pace is critical for any manufacturer. Reverse Engineering of Rubber Products: Concepts, Tools, and Techniques explains the principles and science behind rubber formulation development by reverse engineering methods. The book describes the tools and analytical techniques used to discover which materials and processes were used to produce a particular vulcanized rubber compound from a combination of raw rubber, chemicals, and pigments. A Compendium of Chemical, Analytical, and Physical Test Methods Organized into five chapters, the book first reviews the construction of compounding ingredients and formulations, from elastomers, fillers, and protective agents to vulcanizing chemicals and processing aids. It then discusses chemical and analytical methods, including infrared spectroscopy, thermal analysis, chromatography, and microscopy. It also examines physical test methods for viscoelastic behavior, heat aging, hardness, and other features. A chapter presents important reverse engineering concepts. In
addition, the book includes a wide variety of case studies of formula reconstruction, covering large products such as tires and belts as well as smaller products like seals and hoses. Get Practical Insights on Reverse Engineering from the Book’s Case Studies Combining scientific principles and practical advice, this book brings together helpful insights on reverse engineering in the rubber industry. It is an invaluable reference for scientists, engineers, and researchers who want to produce comparative benchmark information, discover formulations used throughout the industry, improve product performance, and shorten the product development cycle. The purpose of this book is to develop capacity building in strategic and non-strategic machine tool technology. The book contains chapters on how to functionally reverse engineer strategic and non-strategic computer numerical control machinery. Numerous engineering areas, such as mechanical engineering, electrical engineering, control engineering, and computer hardware and software engineering, are covered. The book offers guidelines and covers design for machine tools, prototyping, augmented reality for machine tools, modern communication strategies, and enterprises of functional reverse engineering, along with case studies. Features Presents capacity building in machine tool development Discusses engineering design for machine tools Covers prototyping of strategic and non-strategic machine tools Illustrates augmented reality for machine tools Includes Internet of Things (IoT) for machine tools Discover the Powerfully Economical Engineering Method That... The process of disassembling one or more problem hardware components to determine its design, reverse engineering (RE) is one of the most economical (and legal) ways to maintain or upgrade a troubled manufacturing system without paying to fully revamp it. Now for the first time Kathryn A. Ingle's Reverse Engineering takes you through every step
in the process of targeting and correcting component problems--showing you how to implement a sophisticated RE program from start to finish. It's packed with dozens of real-world examples plus guidelines for using RE to calculate return on investment.

Beginning with a basic primer on reverse engineering—including computer internals, operating systems, and assembly language—and then discussing the various applications of reverse engineering, this book provides readers with practical, in-depth techniques for software reverse engineering. The book is broken into two parts, the first deals with security-related reverse engineering and the second explores the more practical aspects of reverse engineering. In addition, the author explains how to reverse engineer a third-party software library to improve interfacing and how to reverse engineer a competitor's software to build a better product. * The first popular book to show how software reverse engineering can help defend against security threats, speed up development, and unlock the secrets of competitive products * Helps developers plug security holes by demonstrating how hackers exploit reverse engineering techniques to crack copy-protection schemes and identify software targets for viruses and other malware * Offers a primer on advanced reverse-engineering, delving into "disassembly"-code-level reverse engineering—and explaining how to decipher assembly language

Reverse Engineering: Mechanisms, Structures, Systems & Materials

"This thesis presents a literature review of current reverse engineering technologies and processes, with an emphasis on tools commonly used in Software Reverse Engineering (SRE). Using the foundation of the literature review, the thesis will then propose a standard process,
referred to as 'A Reverse Engineering Process for Mechanical Engineering Systems (REPMES).’ The REPMES tool is intended to enable engineers to understand how current products work. Additionally, REPMES may allow engineering design teams to more effectively revise their product designs through competitive benchmarking. The REPMES is illustrated through application to case studies of a consumer flashlight and an automotive torque converter. Unlike the field of Software Reverse Engineering (SRE), there is not currently a published standardized procedure to successfully implement reverse engineering of mechanical engineering systems. The REPMES process introduced here differs from SRE in that the target for SRE is to understand the inner workings of a computer program or system. However, REPMES has to account for the materials used, the limitations of the same materials, the physical conditions under which the system must operate, the mean time between failure, manufacturing processes and tolerances, and a variety of other factors not typically encountered in software systems. Following the introduction and illustration of REPMES using the flashlight case study, the REPMES tool will be applied to the analysis of a traditional mechanical device, a torque converter, to evaluate the robustness of the REPMES in the context of a typical application. Use of the REPMES will be demonstrated to provide a thorough understanding of torque converter operation, design, and manufacturing. The REPMES structure will be employed to provide a list of recommended improvements to the baseline torque
converter, following benchmarking against competitive technologies"--Abstract.

This massive compendium presents full coverage of the current state of knowledge with regard to manufacturing science and engineering, focusing on Advanced Mechanical Design. The 525 peer-reviewed papers are grouped into 17 chapters: Materials Design; Mechanical Dynamics and Its Applications; Mechanical Transmission Theory and Applications; Mechanical Reliability Theory and Engineering; Theory and Application of Friction and Wear; Vibration, Noise Analysis and Control; Dynamic Mechanical Analysis, Optimization and Control; Innovative Design Methodology; Product Life-Cycle Design; Intelligent Optimization Design; Structural Strength and Robustness; Reverse Engineering; Chapter 13: Green Design and Manufacturing; Chapter 14: Design for Sustainability; Chapter 15: New Mechanisms and Robotics; Complex Electro-Mechanical System Design; Advanced CAE Technique.

This book introduces recent global advances and innovations in industry integrated engineering and computing education to academics, program managers, department heads, and deans, and shares with readers a critical perspective on future potentials in industry integrated engineering education. It covers topics and issues such as integrated engineering and computing education, part-time engineering masters programs, secure BIM learning, ethics, and IT workforce development. The book concludes with detail information on summarizing and extracting different frameworks,
cases, and models into a practitioner toolkit, along with pragmatic recommendations for engineering education academics to quickly utilize, adopt, and adapt the toolkits for their own curricular development activities.

This volume focuses on environmental design - understanding it and implementing it. Coverage includes the important technical and analytical techniques and best practices of designing industrial, business, and consumer products that are environmentally friendly and meet environmental regulations.

Reverse engineering of mechanical parts requires extraction of information about an instance of a particular part sufficient to replicate the part using appropriate manufacturing techniques. This is important in a wide variety of situations, since functional CAD models are often unavailable or unusable for parts which must be duplicated or modified. Computer vision techniques applied to 3-D data acquired using non-contact, three-dimensional position digitizers have the potential for significantly aiding the process. Serious challenges must be overcome, however, if sufficient accuracy is to be obtained and if models produced from sensed data are truly useful for manufacturing operations. This paper describes a prototype of a reverse engineering system which uses manufacturing features as geometric primitives. This approach has two advantages over current practice. The resulting models can be directly imported into feature-based CAD systems without loss of the semantics and topological information inherent in feature-based representations. In addition, the feature-based approach facilitates methods capable of producing
highly accurate models, even when the original 3-D sensor data has substantial errors.  
When it comes to network security, many users and administrators are running scared, and justifiably so. The sophistication of attacks against computer systems increases with each new Internet worm. What's the worst an attacker can do to you? You’d better find out, right? That's what Security Warrior teaches you. Based on the principle that the only way to defend yourself is to understand your attacker in depth, Security Warrior reveals how your systems can be attacked. Covering everything from reverse engineering to SQL attacks, and including topics like social engineering, antiforensics, and common attacks against UNIX and Windows systems, this book teaches you to know your enemy and how to be prepared to do battle. Security Warrior places particular emphasis on reverse engineering. RE is a fundamental skill for the administrator, who must be aware of all kinds of malware that can be installed on his machines -- trojaned binaries, "spyware" that looks innocuous but that sends private data back to its creator, and more. This is the only book to discuss reverse engineering for Linux or Windows CE. It's also the only book that shows you how SQL injection works, enabling you to inspect your database and web applications for vulnerability. Security Warrior is the most comprehensive and up-to-date book covering the art of computer war: attacks against computer systems and their defenses. It's often scary, and never comforting. If you're on the front lines, defending your site against attackers, you need this book. On your shelf--and in your hands.
The process of reverse engineering has proven infinitely useful for analyzing Original Equipment Manufacturer (OEM) components to duplicate or repair them, or simply improve on their design. A guidebook to the rapid-fire changes in this area, Reverse Engineering: Technology of Reinvention introduces the fundamental principles, advanced methodologies, and other essential aspects of reverse engineering. The book’s primary objective is twofold: to advance the technology of reinvention through reverse engineering and to improve the competitiveness of commercial parts in the aftermarket. Assembling and synergizing material from several different fields, this book prepares readers with the skills, knowledge, and abilities required to successfully apply reverse engineering in diverse fields ranging from aerospace, automotive, and medical device industries to academic research, accident investigation, and legal and forensic analyses. With this mission of preparation in mind, the author offers real-world examples to: Enrich readers’ understanding of reverse engineering processes, empowering them with alternative options regarding part production Explain the latest technologies, practices, specifications, and regulations in reverse engineering Enable readers to judge if a "duplicated or repaired" part will meet the design functionality of the OEM part This book sets itself apart by covering seven key subjects:
geometric measurement, part evaluation, materials identification, manufacturing process verification, data analysis, system compatibility, and intelligent property protection. Helpful in making new, compatible products that are cheaper than others on the market, the author provides the tools to uncover or clarify features of commercial products that were either previously unknown, misunderstood, or not used in the most effective way.

This open access book gathers contributions presented at the International Joint Conference on Mechanics, Design Engineering and Advanced Manufacturing (JCM 2020), held as a web conference on June 2-4, 2020. It reports on cutting-edge topics in product design and manufacturing, such as industrial methods for integrated product and process design; innovative design; and computer-aided design. Further topics covered include virtual simulation and reverse engineering; additive manufacturing; product manufacturing; engineering methods in medicine and education; representation techniques; and nautical, aeronautics and aerospace design and modeling. The book is organized into four main parts, reflecting the focus and primary themes of the conference. The contributions presented here not only provide researchers, engineers and experts in a range of industrial engineering subfields with extensive information to support their daily work; they are also
intended to stimulate new research directions, advanced applications of the methods discussed and future interdisciplinary collaborations. This book gathers papers presented at the International Joint Conference on Mechanics, Design Engineering and Advanced Manufacturing (JCM 2016), held on 14-16 September, 2016, in Catania, Italy. It reports on cutting-edge topics in product design and manufacturing, such as industrial methods for integrated product and process design; innovative design; and computer-aided design. Further topics covered include virtual simulation and reverse engineering; additive manufacturing; product manufacturing; engineering methods in medicine and education; representation techniques; and nautical, aeronautics and aerospace design and modeling. The book is divided into eight main sections, reflecting the focus and primary themes of the conference. The contributions presented here will not only provide researchers, engineers and experts in a range of industrial engineering subfields with extensive information to support their daily work; they are also intended to stimulate new research directions, advanced applications of the methods discussed, and future interdisciplinary collaborations. This book covers a variety of topics in mechanics, with a special emphasis to fluid mechanics and energy transfer. Chapters are based on selected contributions presented during the Algerian
Congress of Mechanics (CAM 2017), held on November 26 - 30, 2017, in Constantine, Algeria. The book covers theoretical analysis, modeling, and numerical treatment of performance-related problems of new refrigeration systems, heating and cooling. It reports on experimental research to solve problems related to the flow of microfluids, and relevant applications in the areas of chemical engineering, biochemistry, biomedicine and renewable energy. Further topics include methods for maintenance of mechanical structures, strength, wear, fracture, damage and life of structures, and image processing solutions for the design and 3D manufacturing of mechanical parts. Improvement, control and regulation of urban road traffic are also discussed in this book, thus offering a comprehensive, practice-oriented reference guide for academics and professionals.

The collection of papers in this book comprises the proceedings of the 23rd CIRP Design Conference held between March 11th and March 13th 2013 at the Ruhr-Universität Bochum in Germany. The event was organized in cooperation with the German Academic Society for Product Development – WiGeP. The focus of the conference was on »Smart Product Engineering«, covering two major aspects of modern product creation: the development of intelligent ("smart") products as well as the new ("smart") approach of engineering, explicitly taking
into account consistent systems integration. Throughout the 97 papers contained in these proceedings, a range of topics are covered, amongst them the different facets and aspects of what makes a product or an engineering solution “smart”. In addition, the conference papers investigate new ways of engineering for production planning and collaboration towards Smart Product Engineering. The publications provide a solid insight into the pressing issues of modern digital product creation facing increasing challenges in a rapidly changing industrial environment. They also give implicit advice how a “smart” product or engineering solution (processes, methods and tools) needs to be designed and implemented in order to become successful.

Reverse engineering encompasses a wide spectrum of activities aimed at extracting information on the function, structure, and behavior of man-made or natural artifacts. Increases in data sources, processing power, and improved data mining and processing algorithms have opened new fields of application for reverse engineering. In this book, we present twelve applications of reverse engineering in the software engineering, shape engineering, and medical and life sciences application domains. The book can serve as a guideline to practitioners in the above fields to the state-of-the-art in reverse engineering techniques, tools, and use-cases, as
well as an overview of open challenges for reverse engineering researchers.
Reverse Engineering is a term that comes originally from the field of mechanical engineering. Reverse Engineering indicates the process of analysing an existing object or system by laying out its construction plan to then rebuild it in every detail. This manner of reconstruction allows for modifications and adjustments to new demands and requirements, it signifies creative appropriation, democratisation of knowledge, further development. The contributions in this volume take Reverse Engineering to another level, applying it to the fields of arts, sciences and politics in an attempt to reveal the procedures of culture and technology at work, and the importance of access, knowledge and skills in reshaping our present times and future.
This book presents the select proceedings of the International Conference on Recent Advancements in Mechanical Engineering (ICRAME 2020). It provides a comprehensive overview of the various technical challenges faced, their systematic investigation, contemporary developments, and future perspectives in the domain of mechanical engineering. The book covers a wide array of topics including fluid flow techniques, compressible flows, waste management and waste disposal, bio-fuels, renewable energy, cryogenic applications, computing in applied mechanics, product design,
dynamics and control of structures, fracture and failure mechanics, solid mechanics, finite element analysis, tribology, nano-mechanics and MEMS, robotics, supply chain management and logistics, intelligent manufacturing system, rapid prototyping and reverse engineering, quality control and reliability, conventional and non-conventional machining, and ergonomics. This book can be useful for students and researchers interested in mechanical engineering and its allied fields. This edited collection of essays from world-leading academic and industrial authors yields insight into all aspects of reverse engineering. Methods of reverse engineering analysis are covered, along with special emphasis on the investigation of surface and internal structures. Frequently-used hardware and software are assessed and advice given on the most suitable choice of system. Also covered is rapid prototyping and its relationship with successful reverse engineering.

A comprehensive look at reverse engineering as a legitimate learning, design, and troubleshooting tool This unique book examines the often underappreciated and occasionally maligned technique of reverse engineering. More than a shortcut for the lazy or unimaginative to reproduce an artless copy of an existing creation, reverse engineering is an essential brick – if not a keystone – in the pathway to a society’s technological
advancement. Written by an engineer who began teaching after years in industry, Reverse Engineering reviews this meticulous analytical process with a breadth and depth as never before. Find out how to: Learn by “mechanical dissection” Deduce the role, purpose, and functionality of a designed entity Identify materials-of-construction and methods-of-manufacture by observation alone Assess the suitability of a design to purpose from form and fit The rich heritage of engineering breakthroughs enabled by reverse engineering is also discussed. This is not a dry textbook. It is the engaging and enlightening account of the journey of engineering from the astounding creations of ancient cultures to what, with the aid of reverse engineering, promises to be an even more astounding future!

Coverage includes: Methods of product teardown Failure analysis and forensic engineering Deducing or inferring role, purpose, and functionality during reverse engineering The Antikythera mechanism Identifying materials-of-construction Inferring methods-of-manufacture or -construction Construction of Khufu’s pyramid Assessing design suitability Value and production engineering Reverse engineering of materials and substances Reverse engineering of broken, worn, or obsolete parts for remanufacture The law and the ethics of reverse engineering

Reverse Engineering in Control Design proposes
practical approaches to building a standard H-infinity problem taking into account an initial controller. Such approaches allow us to mix various control objectives and to initialize procedures for a fixed-structure controller design. They are based on the Observer-Based Realization (OBR) of controllers. The interest of OBR from the controller implementation point of view is detailed and highlighted in this book through academic examples. An open-source toolbox is available to implement these approaches in Matlab®. Throughout the book academic applications are proposed to illustrate the various basic principles. These applications have been chosen by the author for their pedagogic contents and demofiles and embedded Matlab® functions can be downloaded so readers can run these illustrations on their personal computers.

Contents
1. Observer-based Realization of a Given Controller.
2. Cross Standard Form and Reverse Engineering.
Appendix 1. A Preliminary Methodological Example.
Appendix 2. Discrete-time Case.
Appendix 4. Help of Matlab® Functions.

About the Authors
Daniel Alazard is Professor in System Dynamics and Control at Institut Supérieur de l'Aéronautique et de l'Espace (ISAE), Toulouse, France – SUPAERO Graduate Program. His main research interests concern robust control, flexible structure control and
their applications to various aerospace systems. Reverse engineering is the process of determining how a system works to aid duplication, maintenance, or redesign. Applications of reverse engineering include mechanical, electrical, software, and process systems. Although it has been known for centuries in the vernacular as tinkering with things to see how they work, reverse engineering has only recently been recognized as a systematic process valid for study. Reverse engineering can be applied to both simple and complex systems. The MIT ORCA team applied reverse engineering to build ORCA XI, the first autonomous underwater vehicle (AUV) to issue forth from the ORCA Project in several years. In addition to college-level systems, reverse engineering can be applied to navies, aiding in the prototyping of individual vessels as well as the manufacturing of entire fleets. There is evidence that China is using reverse engineering in this manner to develop a regionally-capable navy. The effectiveness of reverse engineering on the ORCA Project is compared to that of the Chinese navy to determine how a reverse engineering method could be expected to scale from a simple system to a more complex one. To quantify the relationship between the complexity of the system and how effective reverse engineering that system is, a reverse engineering efficiency based on the time necessary to complete a project with reverse engineering and
the time necessary to complete the same project without reverse engineering was used. The efficiency values obtained from this comparison show that applying reverse engineering to an AUV can be just as effective as applying reverse engineering to a naval vessel, but that designing the production line necessary to manufacture a fleet of vessels decreases the efficiency of reverse engineering. These results suggest that new reverse engineering methodologies can be tested for efficiency on simple prototypes before being applied to time-consuming, complex projects.

This book introduces the role of Rapid Prototyping Techniques within the product development phase. It deals with the concept, origin, and working cycle of Rapid Prototyping Processes with emphasis on the applications. Apart from elaboration of engineering and non-engineering applications, it highlights recent applications like Bio-Medical Models for Surgical Planning, Molecular Models, Architectural Models, Sculptured Models, Psycho-Analysis Models. Special emphasis has been provided to the technique of generating human organs from live cells/tissues of the same human named 3D BIO PRINTERS. As the Rapid Prototyping Techniques are for tailor made products and not for mass manufacturing hence the book also elaborates on the mass manufacturing of rapid prototyped products. This includes casting and rapid tooling.
The book concludes with Reverse Engineering and the role played by Rapid Prototyping Techniques towards the same. With globalization of market and advances in science and technology, the life span of products has shortened considerably. For early realization of products and short development period, engineers and researchers are constantly working together for more and more efficient and effective solutions. The most effective solution identified has been usage of computers in both designing and manufacturing. This gave birth to the nomenclatures CAD (Computer Aided Designing) and CAM (Computer aided Manufacturing). This was the initiation that ensured short product development and realization period. Researchers coined the concept as Rapid Prototyping. In contrast to Prototyping, Rapid prototyping is a group of techniques used to quickly fabricate a scale model of a physical part or assembly using three-dimensional computer aided design (CAD) data. Construction of the part or assembly is usually done using 3D printing or "additive or subtractive layer manufacturing" technology. The first methods for rapid prototyping became available in the late 1980s and were used to produce models and prototype parts. Today, they are used for a wide range of applications and are used to manufacture production-quality parts in relatively small numbers if desired without the typical unfavorable short-run economics.
This economy has encouraged online service bureaus for early product realization or physical products for actual testing. This book is expected to contain Seven Chapters. Chapter 1 would explain product life cycle and the product development phase in the same, introducing role of Rapid Prototyping Techniques in Product development phase. Chapter 2 would deals with the concept, origin and working cycle of Rapid Prototyping Processes. Chapter 3 would concentrates on the applications of Rapid Prototyping Technology. Apart from elaboration of engineering and non-engineering applications, it also elaborates on recent applications like Bio-Medical Models for Surgical Planning, Molecular Models, Architectural Models, Sculptured Models, Psycho-Analysis Models etc. Chapter 4 would introduce the various Rapid Prototyping systems available worldwide. The chapter also introduces the technique of generating human organs from live cells/tissues of the same human named 3D BIO PRINTERS hence ensuring low rejection rate by human body. As the Rapid Prototyping Techniques are for tailor made products and not for mass manufacturing hence Chapter 5 would elaborates on the mass manufacturing of rapid prototyped products. This includes Casting and Rapid Tooling. Chapter 6 would deal with Reverse Engineering and the role played by Rapid Prototyping Techniques towards the same. As the
product realization is primarily dependent on various softwares which are required to be understood for better accuracy so the concluding chapter of the book i.e. Chapter 7 would explain some software associated with the various techniques. This book provides a comprehensive coverage of the fields Geometric Modeling, Computer-Aided Design, and Scientific Visualization, or Computer-Aided Geometric Design. Leading international experts have contributed, thus creating a one-of-a-kind collection of authoritative articles. There are chapters outlining basic theory in tutorial style, as well as application-oriented articles. Aspects which are covered include: Historical outline Curve and surface methods Scientific Visualization Implicit methods Reverse engineering. This book is meant to be a reference text for researchers in the field as well as an introduction to graduate students wishing to get some exposure to this subject. The success of any product sold to consumers is based, largely, on the longevity of the product. This concept can be extended by various methods of improvement including optimizing the initial creation structures which can lead to a more desired product and extend the product's time on the market. Design and Optimization of Mechanical Engineering Products is an essential research source that explores the structure and processes used in creating goods and the methods by which these
goods are improved in order to continue competitiveness in the consumer market. Featuring coverage on a broad range of topics including modeling and simulation, new product development, and multi-criteria decision making, this publication is targeted toward students, practitioners, researchers, engineers, and academicians.

This book describes capacity building in strategic and non-strategic machine tool technology. It includes machine building in sectors such as machine tools, automobiles, home appliances, energy, and biomedical engineering, along with case studies. The book offers guidelines for capacity building in academia, covering how to promote enterprises of functional reverse engineering enterprises. It also discusses machine tool development, engineering design, prototyping of strategic, and non-strategies machine tools, as well as presenting communication strategies and IoT, along with case studies. Professionals from the CNC (Computer Numeric Control) machine tools industry, industrial and manufacturing engineers, and students and faculty in engineering disciplines will find interest in this book.

Implement reverse engineering techniques to analyze software, exploit software targets, and defend against security threats like malware and viruses. Key Features Analyze and improvise software and hardware with real-world examples.
Learn advanced debugging and patching techniques with tools such as IDA Pro, x86dbg, and Radare2. Explore modern security techniques to identify, exploit, and avoid cyber threats.

Book Description

If you want to analyze software in order to exploit its weaknesses and strengthen its defenses, then you should explore reverse engineering. Reverse Engineering is a hacker-friendly tool used to expose security flaws and questionable privacy practices. In this book, you will learn how to analyze software even without having access to its source code or design documents. You will start off by learning the low-level language used to communicate with the computer and then move on to covering reverse engineering techniques. Next, you will explore analysis techniques using real-world tools such as IDA Pro and x86dbg. As you progress through the chapters, you will walk through use cases encountered in reverse engineering, such as encryption and compression, used to obfuscate code, and how to identify and overcome anti-debugging and anti-analysis tricks. Lastly, you will learn how to analyze other types of files that contain code. By the end of this book, you will have the confidence to perform reverse engineering.

What you will learn

Learn core reverse engineering
Identify and extract malware components
Explore the tools used for reverse engineering
Run programs under non-native operating systems
Understand binary
obfuscation techniques Identify and analyze anti-debugging and anti-analysis tricks Who this book is for If you are a security engineer or analyst or a system programmer and want to use reverse engineering to improve your software and hardware, this is the book for you. You will also find this book useful if you are a developer who wants to explore and learn reverse engineering. Having some programming/shell scripting knowledge is an added advantage.

The book discusses the theoretical fundamentals of CAD graphics to enhance readers’ understanding of surface modeling and free-form design by demonstrating how to use mathematical equations to define curves and surfaces in CAD modelers. Additionally, it explains and describes the main approaches to creating CAD models out of 3D scans of physical objects. All CAD approaches are demonstrated with guided examples and supported with comprehensive engineering explanations. Furthermore, each approach includes exercises for independent consolidation of advanced CAD skills. This book is intended for engineers and designers who are already familiar with the basics of modern CAD tools, e.g. feature based and solid based modeling in 3D space, and would like to improve and expand their knowledge and experience. It is also an easy-to-use guide and excellent teaching and research aid for academics and practitioners alike.