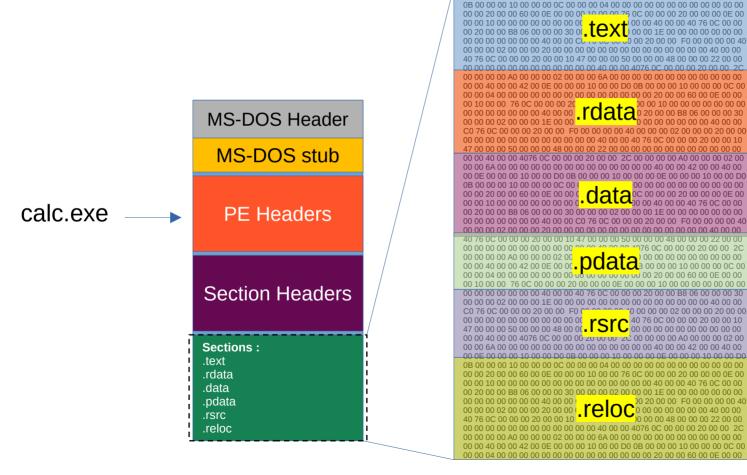


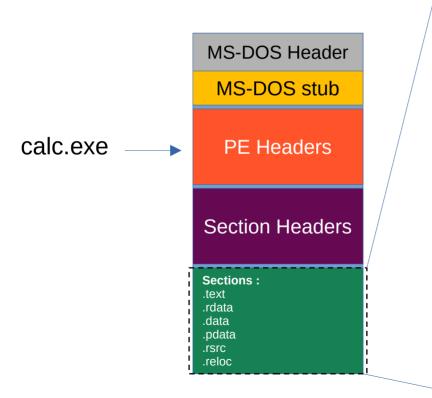
Sections in a PE file store different types of data, such as executable code (.text), initialized data (.data), uninitialized data (.bss), and resources (.rsrc), each serving a specific purpose in program execution.

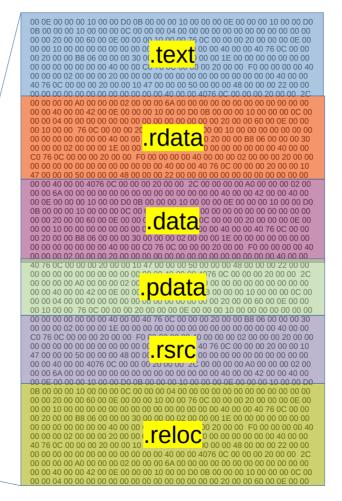
00 0E 00 00 00 10 00 00 D0 0B 00 00 00 10 00 00 00 0E 00 00 00 10 00 00 D0



Contains the executable code (CPU instructions).

- Typically marked as read-only and executable.
- The entry point of the program is in this section.



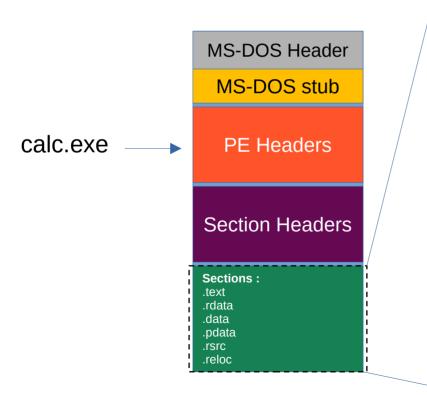


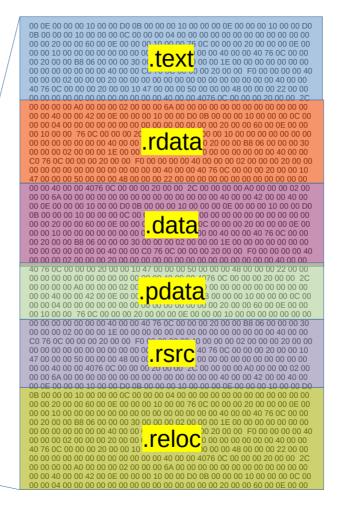
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Contains constant data, such as string literals.

• Typically read-only, preventing accidental modifications.





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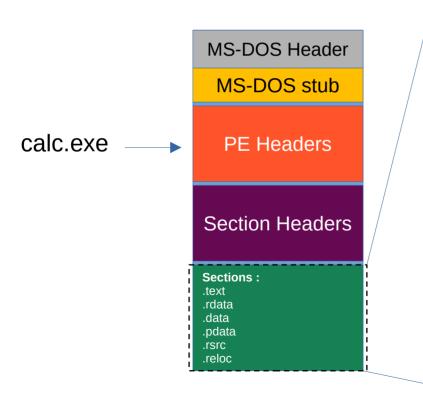
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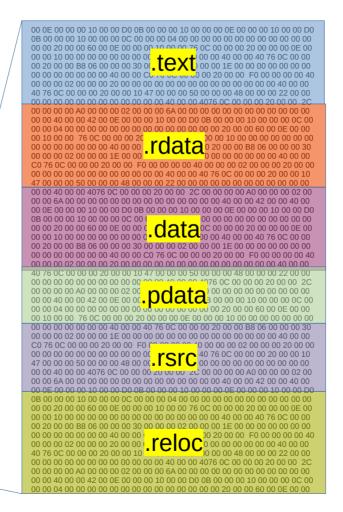
Contains constant data, such as string literals.

• Typically read-only, preventing accidental modifications.

Holds global and static variables that are initialized before execution.

• Typically read/write, allowing modifications at runtime.





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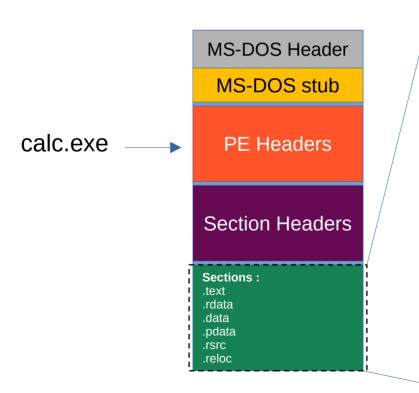
Contains constant data, such as string literals.

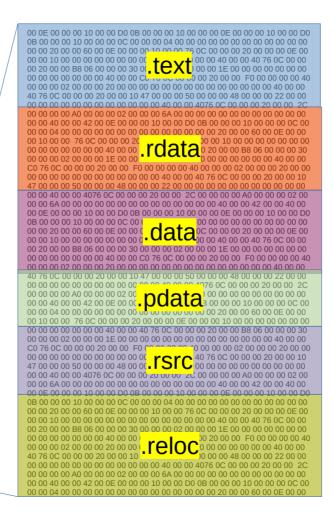
• Typically read-only, preventing accidental modifications.

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stores exception handling and unwind information for structured exception handling (SEH) in Windows x64 (x86-64) binaries.





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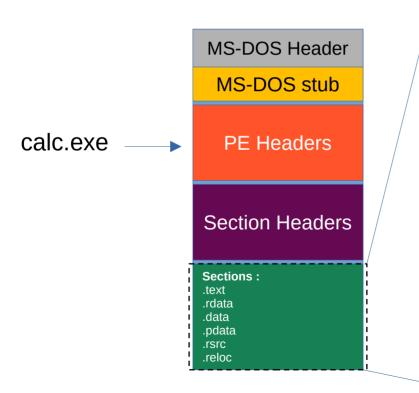
Holds global and static variables that are initialized before execution.

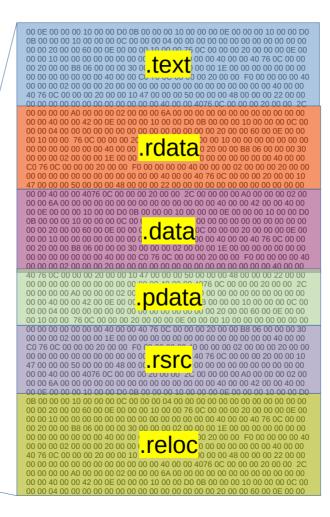
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Contains relocation entries used when the PE file is loaded at a different memory address than expected.

• Helps in Address Space Layout Randomization (ASLR).