

DALVIK EXECUTABLE

```
>adb shell dalvikvm -cp /data/hw.zip hw
Hello World!
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000:	.d	.e	.x	0A	.0	.3	.5	00	6F	53	89	BC	1E	79	B2	4F
010:	1F	9C	09	66	15	23	2D	3B	56	65	32	C3	B5	81	B4	5A
020:	70	02	00	00	70	00	00	00	78	56	34	12	00	00	00	00
030:	00	00	00	00	DC	01	00	00	0C	00	00	00	70	00	00	00
040:	07	00	00	00	A0	00	00	00	02	00	00	00	BC	00	00	00
050:	01	00	00	00	D4	00	00	00	02	00	00	00	DC	00	00	00
060:	01	00	00	00	EC	00	00	00	64	01	00	00	0C	01	00	00
070:	A6	01	00	00	3A	01	00	00	8A	01	00	00	40	01	00	00
080:	B4	01	00	00	76	01	00	00	54	01	00	00	6C	01	00	00
090:	57	01	00	00	70	01	00	00	A1	01	00	00	C8	01	00	00
0A0:	01	00	00	00	02	00	00	00	03	00	00	00	04	00	00	00
0B0:	05	00	00	00	06	00	00	00	08	00	00	00	07	00	00	00
0C0:	05	00	00	00	34	01	00	00	07	00	00	00	05	00	00	00
0D0:	2C	01	00	00	04	00	01	00	0A	00	00	00	00	00	01	00
0E0:	09	00	00	00	01	00	00	00	0B	00	00	00	00	00	00	00
0F0:	01	00	00	00	02	00	00	00	00	00	00	00	FF	FF	FF	FF
100:	00	00	00	00	D1	01	00	00	00	00	00	00	02	00	01	00
110:	02	00	00	00	00	00	00	00	08	00	00	00	62	00	00	00
120:	1A	01	00	00	6E	20	01	00	10	00	0E	00	01	00	00	00
130:	06	00	00	00	01	00	00	00	03	00	04	.L	.h	.w	.;	00
140:	12	.L	.j	.a	.v	.a	./	.l	.a	.n	.g	./	.0	.b	.j	.e
150:	.c	.t	.;	00	01	.V	00	13	.[.L	.j	.a	.v	.a	./	.l
160:	.a	.n	.g	./	.S	.t	.r	.i	.n	.g	.;	00	02	.V	.L	00
170:	04	.m	.a	.i	.n	00	12	.L	.j	.a	.v	.a	./	.l	.a	.n
180:	.g	./	.S	.y	.s	.t	.e	.m	.;	00	15	.L	.j	.a	.v	.a
190:	./	.i	.o	./	.P	.r	.i	.n	.t	.S	.t	.r	.e	.a	.m	.;
1A0:	00	03	.o	.u	.t	00	0C	.H	.e	.l	.l	.o	20	.W	.o	.r
1B0:	.l	.d	.!	00	12	.L	.j	.a	.v	.a	./	.l	.a	.n	.g	./
1C0:	.S	.t	.r	.i	.n	.g	.;	00	07	.p	.r	.i	.n	.t	.l	.n
1D0:	00	00	00	01	00	00	09	8C	02	00	00	00	0C	00	00	00
1E0:	00	00	00	00	01	00	00	00	00	00	00	00	01	00	00	00
1F0:	0C	00	00	00	70	00	00	00	02	00	00	00	07	00	00	00
200:	A0	00	00	00	03	00	00	00	02	00	00	00	BC	00	00	00
210:	04	00	00	00	01	00	00	00	D4	00	00	00	05	00	00	00
220:	02	00	00	00	DC	00	00	00	06	00	00	00	01	00	00	00
230:	EC	00	00	00	01	20	00	00	01	00	00	00	0C	01	00	00
240:	01	10	00	00	02	00	00	00	2C	01	00	00	02	20	00	00
250:	0C	00	00	00	3A	01	00	00	00	20	00	00	01	00	00	00
260:	D1	01	00	00	00	10	00	00	01	00	00	00	DC	01	00	00

HEADER

```

magic          "dex\n035\0"
adler32        0xBC89536F
sha1           1e79b24f1f9c09661523
               2d3b566532c3b581b45a
file_size      0x270
header_size    0x70
endian_tag     0x12345678 (little endian)

map offset     0x1DC
               size /offsets
strings ids    0x00C/0x070
type ids       0x007/0x0A0
proto ids      0x002/0x0BC
field ids      0x001/0x0D4
method ids     0x002/0x0DC
class defs     0x001/0x0EC
data           0x164/0x10C

```

STRING IDS (A-Z ORDER)

```

offset (to string)
0x1A6 ("Hello World!")
0x13A ("Lhw;")
0x18A ("Ljava/io/PrintStream;")
0x140 ("Ljava/lang/Object;")
0x184 ("Ljava/lang/String;")
0x176 ("Ljava/lang/System;")
0x154 ("v")
0x16C ("VL")
0x157 ("[Ljava/lang/String;")
0x170 ("main")
0x1A1 ("out")
0x1C8 ("println")

```

TYPE IDS (STRING LIST INDEXES)

```
1 2 3 4 5 6 8
```

PROTO IDS

string id descriptor	return type	type id	offset parameters
7		5	0x134
7		5	0x12C

FIELD IDS

```

class 0x4 (Ljava/lang/System;)
type 0x1 ('Ljava/io/PrintStream;')
name 0xA ('out')

```

METHOD IDS

```

class 0x0 ("Lhw;")
prototype 0x1 ("[Ljava/lang/String;")
name 0x9 ("main")
class 0x1 ("Ljava/io/PrintStream;")
prototype 0x0 ("Ljava/lang/String;")
name 0xB ("println")

```

CLASS DEFS

```

class 0x0 ("hw")
access flag 0x1 (PUBLIC)
superclass 0x2 ("Ljava/lang/Object;")
source 0xFFFFFFFF (none)
data offset 0x1D1

```

CODE

```

registers 2
in args 1 (words)
out args 2 (words)
instructions 8 (words)
sget-object v0, Ljava/lang/System;
const-string v1, "Hello World!"
invoke-virtual {v0, v1}, Ljava/io/PrintStream;
return-void

```

TYPE LIST

```

size 1
type 6 ("[Ljava/lang/String;")
size 1
type 3 ("Ljava/lang/String;")

```

STRING DATA (MUTF-8)

```

len / string
04 "Lhw;"
18 "Ljava/lang/Object;"
1 "v"
19 "[Ljava/lang/String;"
2 "VL"
4 "main"
18 "Ljava/lang/System;"
21 "Ljava/io/PrintStream;"
3 "out"
12 "Hello World!"
18 "Ljava/lang/String;"
7 "println"

```

CLASS DATA

```

direct methods 1
index diff 0x0
flags 0x9 (PUBLIC STATIC)
code offset 0x0208 (0x10C, encoded in uleb128)

```

MAP

```

count 12
type / size / offset
0x0000 (HEADER) 1 0x000
0x0001 (STRING) 12 0x070
0x0002 (TYPE) 7 0x0A0
0x0003 (PROTO) 2 0x0BC
0x0004 (FIELD) 1 0x0D4
0x0005 (METHOD) 2 0x0DC
0x0006 (CLASS) 1 0x0EC
0x2001 (CODE) 1 0x10C
0x1001 (TYPE LIST) 2 0x12C
0x2002 (STRING DATA) 12 0x13A
0x2000 (CLASS DATA) 1 0x1D1
0x1000 (MAP LIST) 1 0x1DC

```

ANGE ALBERTINI
<http://pics.corkami.com>

