

Forum:[Hack Forums](#)

Thread: [Resources for getting a solid grasp of Assembly and Machine Code?](#)

41phafr34k - March 5, 2017, 4:22 pm

What are some of the best resources around for getting a good, solid grasp on Assembly/ Machine Code. I'd like to learn how to write programs in Assembly, I dont need to be an expert in it but I figure if I get in a situation sometime in the future where I need to know it then hopefully at that point I will have a solid foundation to build off of.?

Slavoj Žižek - March 6, 2017, 8:57 am

Get A book or watch youtube, depends greatly on how you learn.

JakeTheSnakes - March 10, 2017, 8:07 am

Seems ridiculously difficult.

Crypt0leucus - March 18, 2017, 11:40 pm

Hello,

You can learn about the basics of programming in Assembly, buy reading the MIPS Book (found [here](#)). It will teach you about registers, how to perform data manipulation, and much more. Then you can transition to x86 and learn about the API function calls in ASM. If you have trouble, don't hesitate to ask.

Good luck!

41phafr34k - March 20, 2017, 1:24 pm

(Mar 18, 2017 11:40 PM)Crypt0leucus Wrote: [\[CITE\]](#) Hello,

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Good luck!

Thank you very much. So far everything I have found is crap but just reading up on what assembly is and how it does it shot my IT knowledge through the roof. Ill check out what you sent me, greatly appreciated.

(Mar 10, 2017 09:07 AM)JakeTheSnakes Wrote: [\[CITE\]](#) Seems ridiculously difficult.

Yeah I don't plan on sitting around coding in Assembly all day, it would be an absolutely crazy idea. However, I would like to be able to read and understand code in ASM, write a few tiny tiny scripts to make sure I got a grasp on it and thats about it.

Knowledge is power!

ZwClose - April 16, 2017, 8:52 am

(Mar 10, 2017 09:07 AM)JakeTheSnakes Wrote: [\[CITE\]](#) Seems ridiculously difficult.

It's not difficult if you know another language like c++, but as a beginner it's almost impossible to not get constant stuck in the "im a beginner" category

Took me almost a day to learn just the syntax tho.

Aus10 - April 17, 2017, 12:15 am

Download MARS, learn MIPS assembly language. Play around in MARS and look at program challenges found anywhere on the internet. MARS is very beginner friendly and error codes are very clear. =-)

MARS link:

<http://courses.missouristate.edu/KenVollmar/mars/>

terribleopsecisterrible - April 17, 2017, 3:05 pm

I am learning through this book,

<https://www.amazon.com/Assembly-Language-x86-Processors-6th/dp/013602212X>

SIM-1866423 - April 18, 2017, 3:36 am

Did you pick your processor ? Do not jump into assembly blindly especially people around like suggest mips or something lol.

41phafr34k - April 18, 2017, 6:59 am

Yeah, I have the knowdedge and understanding of Assembly down, next will be syntax and rules, then onto making some small scripts. I will def get the proper one for my processor, I have 2 different computers to learn on so 2 diff processors.

[BLANK] - April 19, 2017, 6:00 pm

This is the book I recommend because it really starts "at the beginning", teaching you Hex, base 16 math etc, before even touching ASM.

https://www.amazon.com/Assembly-Language-Step-Step-Programming/dp/0470497025/ref=sr_1_1?ie=UTF8&qid=1492649971&sr=8-1&keywords=assembly+language+step+by+step+programming+with+linux

jyuht - April 20, 2017, 2:11 am

shenzhen io is a game where you code assembly. Assembly actually makes a good game for learning compared to other languages.

DSTAT - April 20, 2017, 3:47 pm

Try a course called "From NAND to Tetris".

PhargedPhreak - April 22, 2017, 7:16 pm

Yeah. There are a shit tons of books.

But it depends what you want to do.

If it's windows stuff, iczelion's site is awesome.

If it's just assembly, kip irvine's book is awesome.

If you want to crack serials, get dissassembly uncovered by Chris Kaspersky.

41phafr34k - May 28, 2017, 9:16 pm

Just assembly, nothing windows, not guis, I run linux so anything that would benefit that. I'll check out that book on x86 and start there, I just didnt wanna start on something and have it be the wrong type of code for my cpu.

LevelUp - July 3, 2017, 12:55 pm

Mother of god people are literally suggesting instruction sets blankly and not providing any reasoning or even resources to go along.

I see you're interested in programming in ASM on *nix so I'd suggest taking a look at the flat assembler.

Written in assembly, no linker needed for executables, crazy macro support, fast processing speed, and lightweight

D3RP - August 6, 2017, 2:44 pm

(Jul 3, 2017 12:55 PM)LevelUp Wrote: [\[CITE\]](#) Mother of god people are literally suggesting instruction sets blankly and not providing any reasoning or even resources to go along.

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Written in assembly, no linker needed for executables, crazy macro support, fast processing speed, and lightweight

I think the reason that people recommend learning MIPS first is because it's a simple syntax RISC architecture with fixed 32bit length instructions.

Knifehand - August 6, 2017, 5:59 pm

Simple. OllyDBG. Hack some games from scratch. Reverse engineer. You'll learn fast when you need to make anti-cheat protection.

D3RP - August 6, 2017, 7:58 pm

(Aug 6, 2017 05:59 PM)Knifehand Wrote: [\[CITE\]](#) Simple. OllyDBG. Hack some games from scratch. Reverse engineer. You'll learn fast when you need to make anti-cheat protection.If it's so simple then why don't you simply do it simpleton.

AnomalyX - October 12, 2017, 6:46 pm

(Mar 18, 2017 11:40 PM)Crypt0leucus Wrote: [\[CITE\]](#) Hello,

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Good luck!

Hell yeah man! Tyvm!

stonedtrash - November 17, 2017, 6:38 am

win32assembly(dot)programminghorizon(dot)com <- for windows

drrrrrr - November 18, 2017, 2:40 am

It's not easy at the begininning, for example recursive function in MIPS32 are quite difficult to learn, but aniway take your time and study it it's really nice.

