

Forum:[Hack Forums](#)

Thread: [Is Java good for coding rats, keyloggers, crypters?](#)

m3t0 - September 22, 2018, 2:53 pm

I heard people saying java is not the right language to start off, if you basically want to learn how to code eg: rats, keyloggers etc.

What's your opinion or experience on that? Since JRat exists and has all the functions inside I want to work with.

daymon - September 22, 2018, 2:54 pm

You can code malware in Java, its just not as optimal as native languages.

SuckySucky - September 23, 2018, 8:44 pm

(Sep 22, 2018 02:53 PM)m3t0 Wrote: [\[CITE\]](#) I heard people saying java is not the right language to start off, if you basically want to learn how to code eg: rats, keyloggers etc.

What's your opinion or experience on that? Since JRat exists and has all the functions inside I want to work with.

If you want to learn these things, then you could start out with Java. It honestly does not matter at all. But how you phrase your sentence, it sounds like you'd want to be done writing it all in a month at most. That isn't how it works in any language but you'd be copying other peoples code instead of putting your own head at work. The phrase "There is no need to reinvent the wheel" has its limits. Who knows what flaws could lie in that complex code you copied ? do you completely understand what that code does ? Is there a better, simpler way to do this ? Are there new libraries that could help in a better way and so on you can question that code you just copied as it gets old over time.

Java isn't any worse than other languages to start with, it has a bunch of libraries available that make it possible to write malware however as it isn't the ideal has little to do with Java not being the most 'optimal' as each project chooses its language based on itself. Writing malware for Android phones would certainly make Java your best bet. Writing a web site in C isn't the best case as you have PHP, Ruby, Javascript and all those languages which are meant to be used for that case.

OP can start with Java, it isn't like he will finish this in a month. It takes some time to learn programming and the language to develop something like he wants.

Sogomn - September 24, 2018, 5:01 am

It's a fun thing to do if you see it as a challenge. Especially if you try to make it platform independent you'll need some creativity as you'll have to come up with a lot of workarounds.

I made a Java RAT once called Ratty; it was actually relatively popular but that didn't make up for the fact that it was garbage. You can't really make malware with code that's run on a VM.

EdgyRed - September 26, 2018, 6:28 am

Well, the problem is the people that will run your rat. You have to make sure to have a target of people that will have Java installed. I'm working on one at the moment, it's fun for learning Sockets and, if you want, NIO.

Tempr5 - September 26, 2018, 6:33 am

I wouldn't start using Java but you can if you like.

Skyrim Modding - October 1, 2018, 8:21 am

(Sep 26, 2018 06:28 AM)EdgyRed Wrote: [\[CITE\]](#) Well, the problem is the people that will run your rat. You have to make sure to have a target of people that will have Java installed. I'm working on one at the moment, it's fun for learning Sockets and, if you want, NIO.
are you serious? what devices dont have java installed?

Aussie - October 1, 2018, 7:49 pm

RAT = yes.

Keylogger = yes (if you use jni or jnativehook, which technically isn't pure java then).

Crypter = probably not.

Xamarin - October 2, 2018, 2:24 am

(Oct 1, 2018 08:21 AM)SkyrimModding Wrote: [\[CITE\]](#) are you serious? what devices dont have java installed?

Windows for example. Not a device of course, but an operating system. Try installing an official Windows 10 image on a virtual machine, and then try to run a Java "executable" in it. It won't run. Yes indeed Java is very very popular, and runs in billion of devices, BUT is not preinstalled in many operating systems ... which may be a problem.

foddermc - October 2, 2018, 3:04 am

You definitely could. However, Java's networking stuff definitely will need tweaking.

GenericSkid - October 2, 2018, 10:09 am

Regarding the discussion of bad java execution rates of stubs due to lack of installation on new devices:

<https://www.graalvm.org/docs/reference-manual/aot-compilation/>
<https://dzone.com/articles/jlink-in-java-9>

There are ways to write java apps and have them run on machines with no java installed. Its a few more steps in the development cycle but it can be done if you can follow instructions.