

Forum:[Hack Forums](#)

Thread: [Preferred coding language for cyber sec.](#)

d6284728jameson19 - April 10, 2024, 8:02 am

As the title says, whats your guys' opinions on the best coding language one should learn for 'hacking' / malware creation.

DramaKing - April 10, 2024, 8:34 am

Sorry to disappoint you, but I have heard of no consensus on programming languages. Swift, Rust, C#, Python, PowerShell, shell script, they all have their uses.

d6284728jameson19 - April 10, 2024, 8:35 am

(Apr 10, 2024 08:34 AM)DramaKing Wrote: [\[CITE\]](#) Sorry to disappoint you, but I have heard of no consensus on programming languages. Swift, Rust, C#, Python, PowerShell, shell script, they all have their uses.

i think im catered more towards development , so i;d prob be leaning towards c# / c++

DramaKing - April 10, 2024, 8:39 am

(Apr 10, 2024 08:35 AM)d6284728jameson19 Wrote: [\[CITE\]](#) i think im catered more towards development , so i;d prob be leaning towards c# / c++

C++ isn't considered memory safe and should be avoided for cybersec.

d6284728jameson19 - April 10, 2024, 8:41 am

(Apr 10, 2024 08:39 AM)DramaKing Wrote: [\[CITE\]](#) C++ isn't considered memory safe and should be avoided for cybersec.

ah i guess ill stick to c# then , thanks for lmk!

Bastille - April 10, 2024, 9:13 am

Quote:Preferred coding language for cyber sec.

It depends on what you want to do. Cyber security is a wide area with dozens of different jobs, with hundreds of different tasks. All languages are useful for cybersecurity, but one people can't learn all of them.

Quote:As the title says, whats your guys' opinions on the best coding language one should learn for 'hacking'

This question is too vague, it depends on your target.

I recommend you to take a look at the following thread and especially the coding section : <https://hackforums.net/showthread.php?tid=6263412>

I'm also talking about programming and malware in the coding section

d6284728jameson19 - April 10, 2024, 10:38 am

(Apr 10, 2024 09:13 AM)Yseurk Wrote: [\[CITE\]](#) It depends on what you want to do. Cyber security is a wide area with dozens of different jobs, with hundreds of different tasks. All languages are useful for cybersecurity, but one people can't learn all of them.

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<https://hackforums.net/showthread.php?tid=6263412>

I'm also talking about programming and malware in the coding section

Thanks , looks great will have a look:)

Infinity. - April 10, 2024, 10:39 am

(Apr 10, 2024 08:02 AM)d6284728jameson19 Wrote: [\[CITE\]](#) As the title says, whats your guys' opinions on the best coding language one should learn for 'hacking' / malware creation. Ser there is no best language ever

You can do blackhat with C, blackhat with python, blackhat with go, blackhat with Rust.

Know the domain, and how the tools are made(logic wise) then use any language

Ez

d6284728jameson19 - April 10, 2024, 12:56 pm

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i guess ur right lol

Toe Jam - April 10, 2024, 5:36 pm

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Totally disagree, if he's working with malware development it would be better to work with C or C#. Since they are tightly integrated with .Net there are multitude of ways interacting with the win32 API which can be compiled and ran on any system. Python is not native to most windows systems, and if even the system does have it, the dependencies to support a malicious program may not be supported on the targeted system. Other languages like Go may support compiled binaries, but I don't have enough experience to say there wouldn't be other issues involved. However, I think it would be safe to say that C/C# would be your best choice.

This is all under the assumption you would be writing malicious binaries for windows.

d6284728jameson19 - April 10, 2024, 6:30 pm

(Apr 10, 2024 05:36 PM)Toe Jam Wrote: [\[CITE\]](#) Totally disagree, if he's working with malware development it would be better to work with C or C#. Since they are tightly integrated with .Net there are multitude of ways interacting with the win32 API which can be compiled and ran on any system. Python is not native to most windows systems, and if even the system does have it, the

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Yeah i agree with you , i just dont really know where to learn c# specifically for malware development , ive got certificates and whatever with c# but i just need a pointer as to where to learn c# specifically for malware dev. :) any advice would help.

Toe Jam - April 11, 2024, 5:34 pm

(Apr 10, 2024 06:30 PM)d6284728jameson19 Wrote: [\[CITE\]](#) Yeah i agree with you , i just dont really know where to learn c# specifically for malware development , ive got certificates and whatever with c# but i just need a pointer as to where to learn c# specifically for malware dev. :) any advice would help.

A shellcode loader is relatively simple and you can build off that development and implement AV and EDR bypasses. There are other courses in malware development, but the best thing to do is start with a project in mind. There are github examples that will help with this.

<https://github.com/chvancooten/OSEP-Code-Snippets>
<https://github.com/chr0n1k/AH2021Workshop>

Also, Zeropoint security has a course on developing a C2 in C#. This is something you can continously build on and could be a good long term project.

Hint: Use chatgpt to explain what these are if your not familiar.

Elweth - April 11, 2024, 8:28 pm

There is no one "preferred" coding language for cybersecurity, but Python and C is great imo

SIM-3602340 - April 11, 2024, 11:46 pm

To be honest I just use whatever language the book im currently reading uses lol

But yeah Python, C, Go, are all great languages

happygonutty - April 12, 2024, 12:07 am

Python, Ruby and JavaScript for urgent purposes but if there is time and I am to write something from scratch, I prefer C, C++ or Rust.

Infinity. - April 12, 2024, 7:03 am

(Apr 10, 2024 05:36 PM)Toe Jam Wrote: [\[CITE\]](#) Totally disagree, if he's working with malware development it would be better to work with C or C#. Since they are tightly integrated with .Net there are multitude of ways interacting with the win32 API which can be compiled and ran on any system. Python is not native to most windows systems, and if even the system does have it, the dependencies to support a malicious program may not be supported on the targeted system. Other languages like Go may support compiled binaries, but I don't have enough experience to say there wouldn't be other issues involved. However, I think it would be safe to say that C/C# would be your best choice.

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Ser I can compile a simple-to-most-complex Rust program using win32API (say MessageBoxA) on NixOS/Arch/Void/Gentoo or any other linux distrubtion, provided I know what I am doing.

I don't think .NET family is great for malware/rootkit dev, debate me.

Python?????

Ser I think your fundamentals are missing. Sorry. Malicious binaries for windows are secondary thing in malware dev world

Toe Jam - April 16, 2024, 5:03 pm

(Apr 12, 2024 07:03 AM)Infinity. Wrote: [\[CITE\]](#) Ser I can compile a simple-to-most-complex Rust program using win32API (say MessageBoxA) on NixOS/Arch/Void/Gentoo or any other linux distrubtion, provided I know what I am doing.

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Yes, Rust is a good alternative, but conventionally C/C# have been used for malware development.

Debate you? All you've done is criticized a post without providing any additional value or perspective.

Why don't you start with why you think Rust is better rather than stating something insignificant?

Infinity. - April 22, 2024, 8:28 am

(Apr 16, 2024 05:03 PM)Toe Jam Wrote: [\[CITE\]](#) Yes, Rust is a good alternative, but conventionally C/C# have been used for malware development.

Debate you? All you've done is criticized a post without providing any additional value or perspective.

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While you can use the .NET family to develop malware or rootkits, it's not the best choice. Here's why:

Detection:- Anti-virus software can detect .NET malware. Even with obfuscation, it can still be spotted. Malicious .NET code is hard to sign, making it suspicious. Cybersec experts can easily analyze and find the malicious intent.

Performance:- NET isn't ideal for resource-intensive, stealthy malware.

Dependency: .NET malware needs the .NET runtime. Not all systems have it, making the malware less effective.

Obfuscation: While obfuscation hides .NET malware, it's not foolproof. Advanced detection algorithms can still identify and analyze it.

Debugging: Debugging .NET applications is relatively simple, making it easier to find and exploit vulnerabilities.

Cross-Platform Compatibility: .NET Core isn't as versatile as Python or C or Rust/zig, making it less common in the malware world.

Security Features: .NET has built-in security features, making it harder to execute certain operations, a hurdle for malware developers.

While .NET can be used for malware, it's not the best choice due to its detectability, performance, dependency, and the availability of more suitable languages. Malware developers usually prefer

languages like C, C++, or Python Or Rust or asm due to their lower-level control, stealth, and cross-platform compatibility.

Menticle - April 22, 2024, 10:09 am

you can use any language really, im a fan of C# and C++ but the possibilities are endless lmaoo

gunok - April 22, 2024, 1:32 pm

i guess ur right lol

Guns3524 - April 23, 2024, 4:48 am

to create malicious software is python/c# I recommend learning python if you want to create ratts or grabbers ransomware or other malicious software.

good luck ?