Vaccinating APK's

Milan Gabor & Danijel Grah

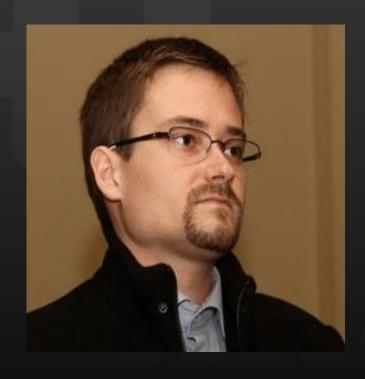
Who_are_we?

- > Slovenia
- > Having fun
- > Google us;)





Do you know him?



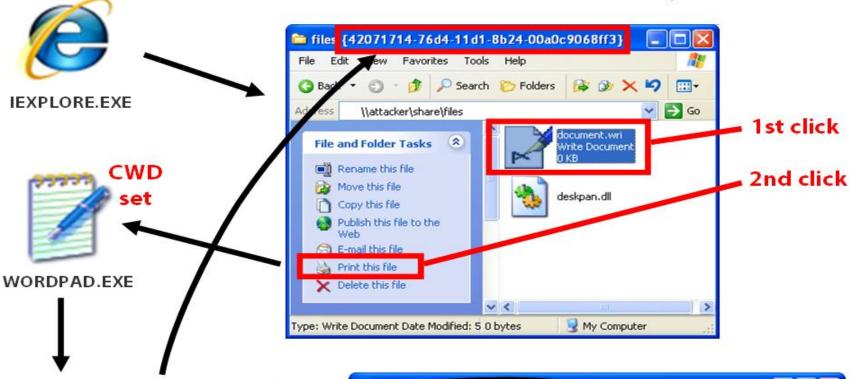


FBI, Slovenian and Spanish Police Arrest Mariposa Botnet Creator, Operators

Washington, D.C. July 28, 2010 FBI National Press Office (202) 324-3691

The FBI, in partnership with the Slovenian Criminal Police and the Spanish Guardia Civil, announced today significant developments in a two-year investigation of the creator and operat of the Mariposa Botnet. A botnet is a network of remote-controlled compromised computers.

Windows XP & Internet Explorer 8 PoC

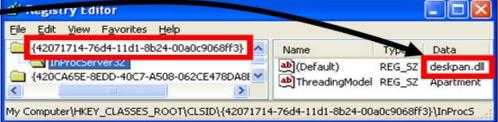


CoCreateInstance(CLSID)

C:\Windows\System32\deskpan.dll-

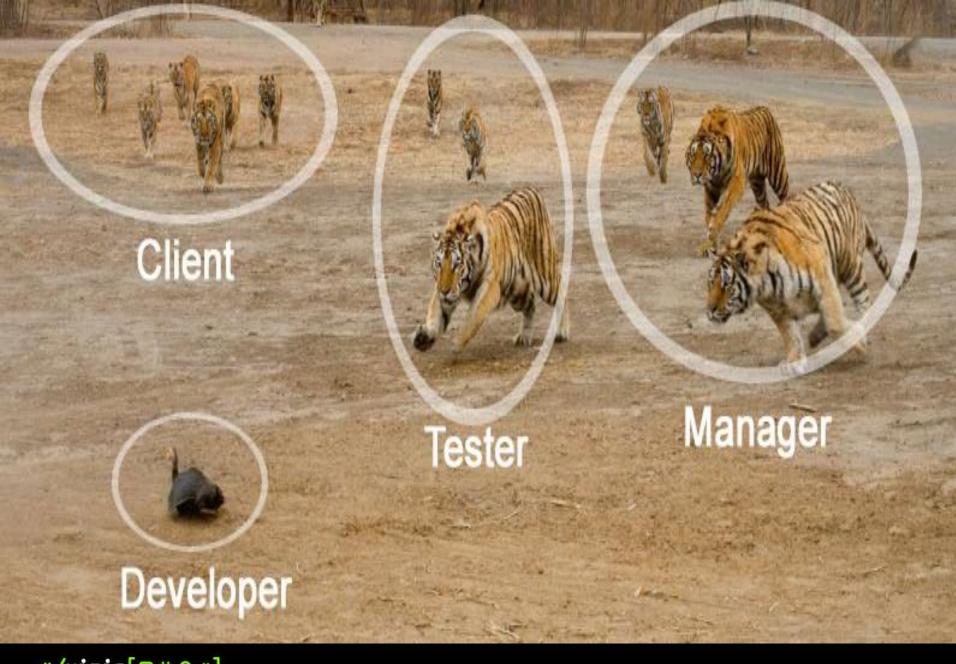
C:\Windows\System\deskpan.dll-

C:\Windows\deskpan.dll-









WEB DEVELOPERS



WHAT MY FRIENDS THINK I DO



WHAT MY MOM THINKS I DO



WHAT SOCIETY THINKS I DO



WHAT OUR CLIENTS THINK WE DO



WHAT I THINK I DO



WHAT WE REALLY DO

zach nicodemous

Status 2012

CYBERSECURITY

At least 9 out of 10 top mobile apps hacked, study shows

Warwick Ashford

Tuesday 21 August 2012











An average of 96% of the top 100 paid mobile apps have been hacked, a study has revealed.

Android is the most susceptible platform, according to the State of Security in the App Economy report by security firm Arxan Technologies.



The study looked at 230 top apps from thirdparty sites outside of the Apple App Store and Google Pay marketplaces, including the top 100 paid apps on Android and iOS.

Among the paid apps, the study found 92% of the iOS apps had been hacked, compared with 100% on the Google Android platform.

However, only 40% of the popular free iOS apps had been hacked, rising to 80% for free apps on the Android platform.

Status 2013(4)

HP research finds vulnerabilities in 9 of 10 mobile apps

Summary: Obvious security vulnerabilities are disturbingly common in corporate mobile apps. If HP can find them, so can malicious actors.



By Larry Seltzer for Zero Day | November 19, 2013 -- 13:15 GMT (05:15 PST)



Tests run by HP Fortify, the company's enterprise security arm, indicate that 90% of mobile apps have at least one security vulnerability.

The company used their Fortify On Demand for Mobile product to test the security posture of 2,107 applications published by 601 companies on the Forbes Global 2000. Only iOS apps were tested, but HP says that there is good reason to believe the same problems exist in any Android counterparts.

Overall, the problems fell into one of four categories. The analysis showed that 86% of apps that accessed potentially private data sources, such as address books or Bluetooth connections, lacked sufficient security measures to protect the data from access.

86% of apps tested lacked binary hardening protection. This refers to a group of techniques, many implemented simply with checkboxes at compile time, which protect against certain attacks, like buffer overflows, path disclosure and jailbreak detection.

Enough motivation?

The security specialists grouped the security vulnerabilities in four categories:

- 86% of mobile apps lacked of sufficient security measures to protect private data (e.g. Address books, User data).
- 86% of mobile apps tested lacked binary hardening protection, these apps have resulted vulnerable to certain attacks, including buffer overflows, jailbreak detection and path disclosure.
- 75% of mobile apps did implement data encryption for storage operations, the application stored in clear text also personal data like passwords, personal documents and chat logs.
- 18% of mobile apps transmitted data over the network without using SSL encryption, but what is also concerning is that another 18% of apps used SSL incorrectly. In both cases resulted that private data was transmitted in the clear or anyway accessible by an attacker that share same network connection, the typical scenario of open Wift present in public places.

4/23/2014 02:12 PM

Android Heartbleed Alert: 150 Million Apps Still Vulnerable



Mathew J. Schwartz News

Connect Directly







Login







Android developers are starting to patch OpenSSL flaws. Meanwhile Apple ships an SSL fix for iOS and OS X.

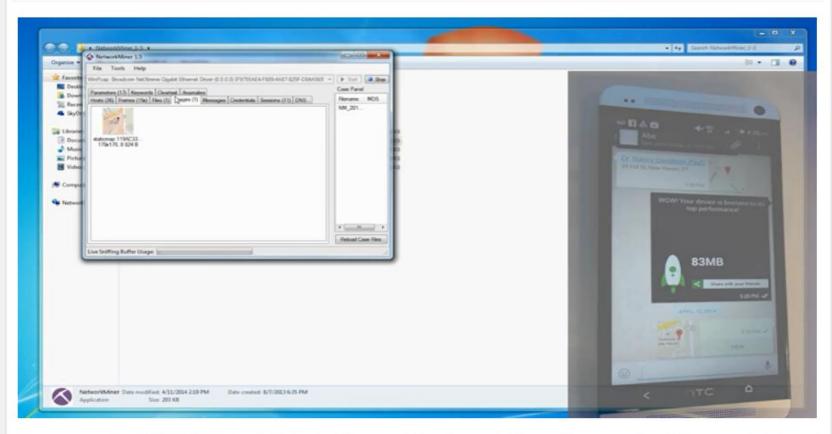
Warning to Android users: No patches are available for 150 million. downloaded Android apps that remain vulnerable to the OpenSSL vulnerability known as Heartbleed. That finding comes from the security firm FireEye, which scanned more than 54,000 apps available via Google Play that have been downloaded at least 100,000 times.

The good news, however, is that since the Heartbleed vulnerability came to light on April 7, developers have released patches covering about 70 million previously vulnerable apps, thus taking a big bite out of what had been 220. million unpatchable apps.

That decline reflects Android app developers updating their wares with a patched version of OpenSSL, thus helping safeguard users from the possibility of malicious servers exploiting the bug to steal data from their devices. "We have notified some of the app developers and library vendors." about the OpenSSL Heartbleed vulnerability found in their products," FireEy

WhatsApp Flaw leaves User Location Vulnerable to Hackers and Spy Agencies

Tuesday, April 15, 2014 by Swati Khandelwal



If you are using WhatsApp to chit-chat with your friends or relatives, then you should be careful about sharing your location with them using WhatsApp 'Location Share' feature.

iBanking Android Malware targeting Facebook Users with Web Injection techniques

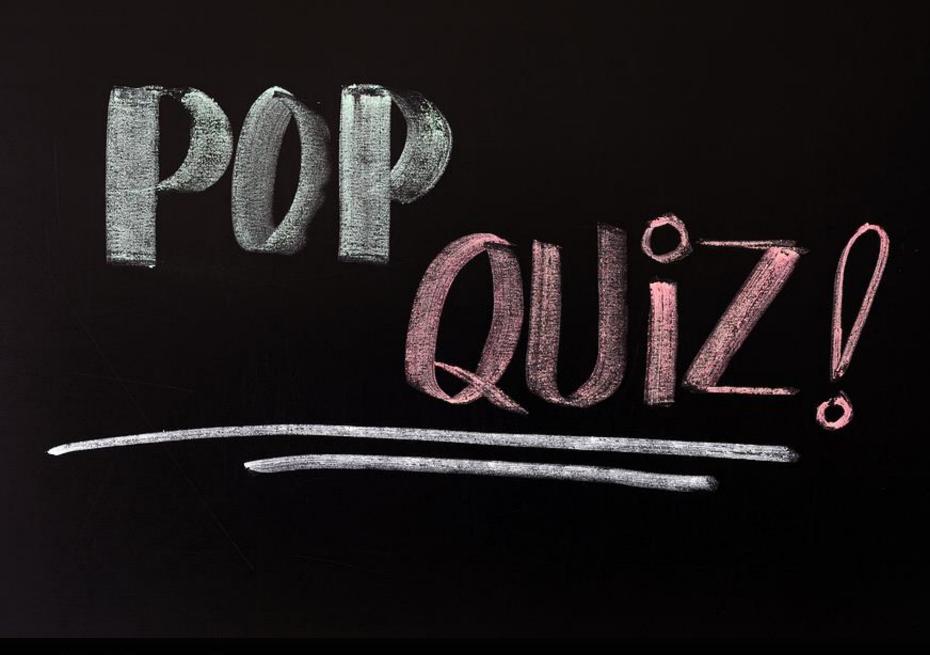
Wednesday, April 16, 2014 by Swati Khandelwal



iBanking is nothing but a mobile banking Trojan app which impersonates itself as a so-called '*Security App*' for <u>Android</u> devices and distributed through HTML injection attacks on banking sites, in order to deceive its victims.

Kaspersky says ...

98% of modern mobile threats target Android. For iOS and WP8, you can stay adequately protected with Kaspersky Safe Browser





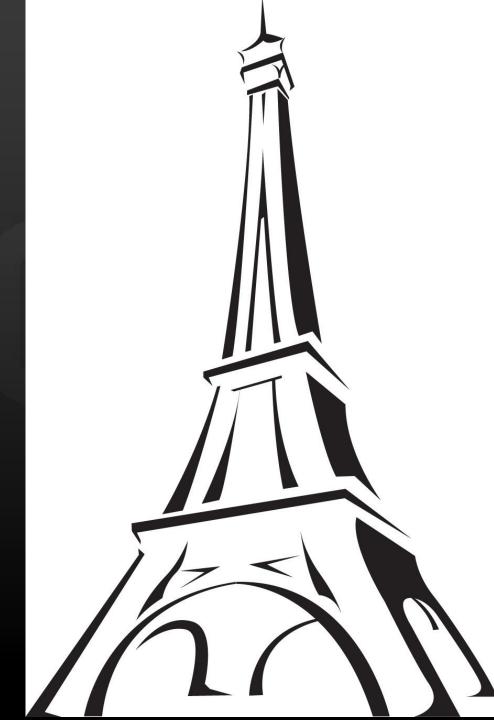
Lock it and don't use it?



WHATIS

It started ...

- > That shall
- > not be named?



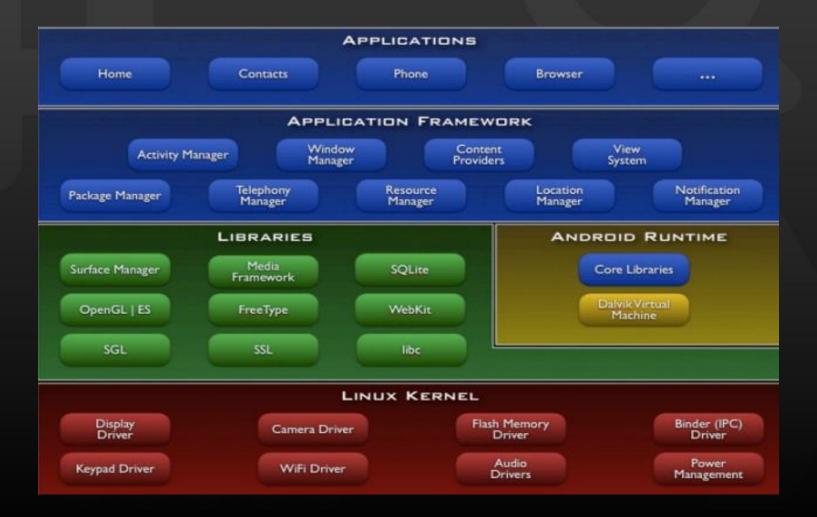
Things

- > Need for testing mobile apps
- > Mobile app development feels like late 90's development
- > Our own analysis

Why?

- > Developers focused on features not security
- > Developers not aware of underlying platform
- > Users don't care about security

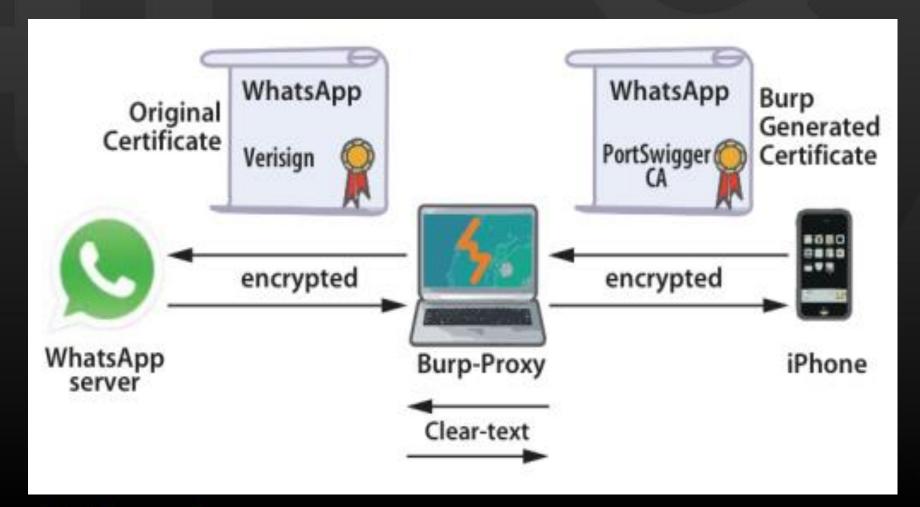
Complicated!



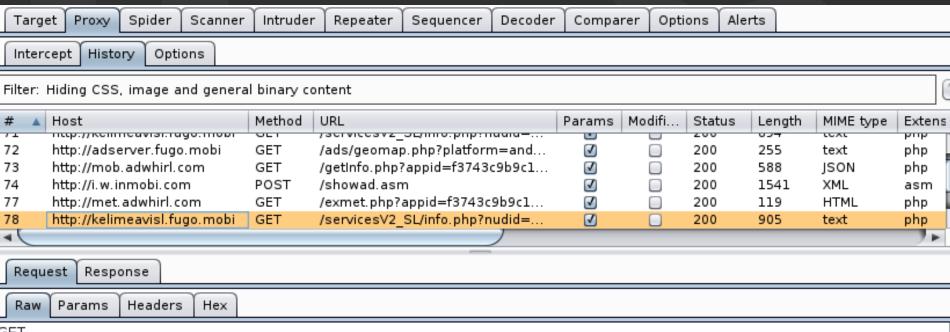
Mobile App pentest

- > Start emulator with proxy
- > Install app in emulator
- > Use Wireshark, Fiddler &/|| Burp to monitor network traffic
- > Run app, see logs, dumps

Classics



Request



GET

/servicesV2_SL/info.php?nudid=354406042390139b4:07:f9:8d:6b:83&udid=354406042390139&agent=android_3&ver=3.1.3

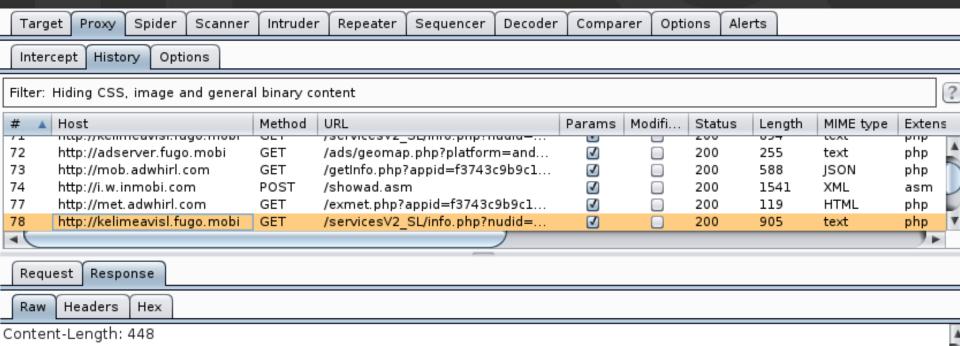
&hash=499eebfd23d007af336cd04f44c50ffc HTTP/1.1

User-Agent: Dalvik/1.6.0 (Linux; U; Android 4.2.2; GT-19000 Build/JDQ39E)

Host: kelimeavisl.fugo.mobi

Connection: Keep-Alive Accept-Encoding: gzip

Reply



Date: Sat, 30 Nov 2013 11:14:15 GMT

X-Varnish: 1695575935 1695575798

Age: 1

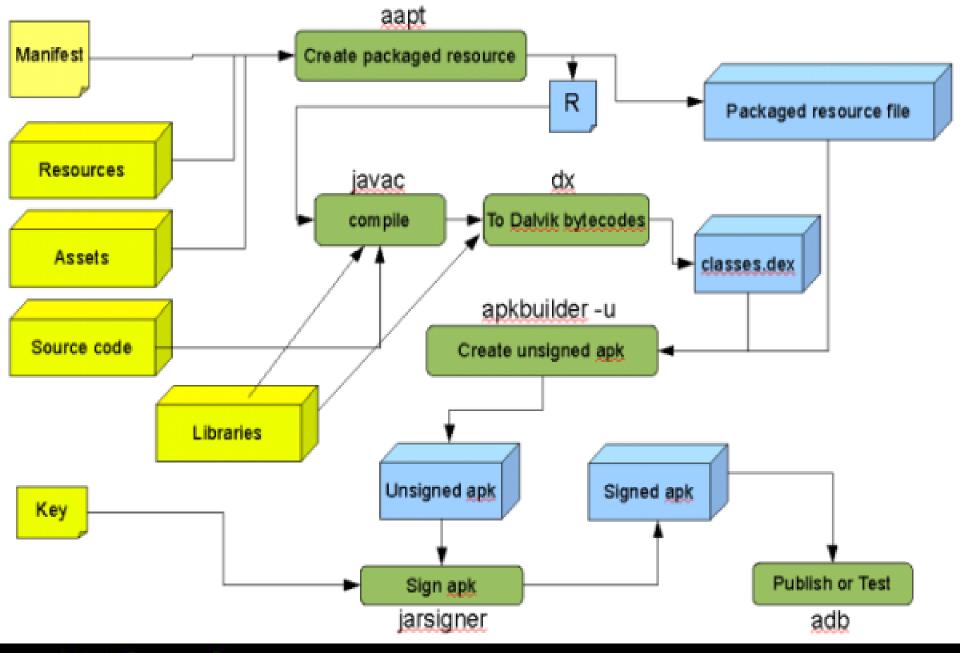
Via: 1.1 varnish

Connection: keep-alive

MBBXwfrbrAa1307KDlgf7MZyEZbOhng5Rgo07Yhdw3Hs8izrSikFh27erHJf1svP3FreJctH1qnfNlPAqJ8lNXd5Zzjo 2KIPnAvhhPzRAArT83K/jIVB04G6+FKstjD0F/0e9SWYhA9Czwly3kNGUBmfNGaivh10hXAiUHNBDMYSpXAQrAdh +Rxl5+3LMnELTP5g8uFTwilUBiu1J/Ulve2Ns+CGX/erwJEARQb2105ZhaWzQVb7TPpvMVZFuCthCJMvTMHdQXjvbJI azphbliPqUENGT9ifW8BPbe9jycBUGX58NGpgEyj13dVLiDuEXsDyD7x+4n7th+anuDv3NFv4R991T2LltUmdB7fr8 KZshl/TEk7/P1xrghaT7f1oV

Android Applications

- > .apk (Android Package) format
- > Nothing more than a zip
- > Written exclusively in Java, with native libraries in C/C++.
- > Composed of components like Activities, Services, Broadcast Receivers, etc.



Reversing APK

.java .class .dex .apk



Reversing APK

- > Dex2]ar
- > JD-GUI
- > (Bak) smali
- > APKTool

Procedure

> Pull from phone.

```
adb pull /data/app(or app-private)/appl.apk
unzip appl.apk
dex2jar classes.dex
jdgui classes2jar.jar
```

or convert to small and then analyse the code

```
adb pull /data/app/app1.apk
unzip app1.apk
java -jar baksmali.jar -o C:\pentest\app\classes.dex
```

```
Java Decompiler - GameView.class
File Edit Navigate Search Help
classes_dex2jar.jar ×
          ☐ GameView
                                                                                                                  aj.dass
                                                    a.dass
                                                             b.dass
                                                                      FugooBoard.class
                                                                                         FugooCell.dass
                                                                                                         ai.dass
                                                                                                                            ResultView.class
                                                                                                                                              GameView.class
              - GameView
                                                              this.X[j] = 1;
                    A: UIView

    B: UILabel

                   ... o C: UILabel
                   ... • D : UIView
                                                       public void dumpAnswers()
                  ... • E:UIImageView
                  .... o F: UILabel
                                                         this.ai = 0;
                  ... o G: UILabel
                                                         while (this.v.b.getChildCount() > 0)
                   ... o H: UILabel
                                                           this.v.b.removeViewAt(0);
                   ... o I : UIView
                                                         int i = 0:
                   ... o J: UILabel
                                                         int i = 1;

    K: UILabel

                                                         int i1 = -1;
                   L: UILabel
                                                         if (i < o.a.M.size())
                  ... o M : UIImageView
                                                           String str = (String)o.a.M.get(i);
                  ... o N: UIImageView
                                                           if (str.length() != i1)

    O: UILabel

    P: UILabel

                                                              a(str.length());

    Q: UILabel

                                                              i1 = str.length();

    R: UILabel

                    S: UIView
                                                           if ((!o.a.0.containsKey(str)) & (j != 0))

    T: UITextField

    U: UIButton

                                                              a(str, true, i);
                                                              i = 0;

    V: UILabel

    W: UIView

                                                           while (true)

    X:int[]

    Y: int

                                                              i++:

    Z: int

                                                              break;
                    o aa:int
                                                              a(str, false, i);
                    o ab:int
                    o ac:int
                    o ad:int
                  ... o ae: FugooBoard
```

```
public Boolean ScoreSend(String paramString1, String paramString2)
 String str = new Parser().parseHTML("http://my-own-gamme.com/api/save.php?t=" + paramString1 + "&u=" +
 Log.i("Log - Response", str + "|");
 Boolean localBoolean = Boolean.valueOf(false);
  if (str.contains("Shranjeno"))
    localBoolean = Boolean.valueOf(true);
                             public class HttpCall
 return localBoolean:
                               private static String SECURITY TOKEN = "AE94DFKMADF4U94MNSDF324SF3ADASCAR4GASDFF94"
                               private CookieStore cookieStore = new BasicCookieStore();
                               private HttpClient httpClient = new DefaultHttpClient();
                               private HttpContext localContext = new BasicHttpContext();
                               public HttpCall()
                                 this.localContext.setAttribute("http.cookie-store", this.cookieStore);
                               // ERROR //
                               public String call (String paramString)
                                 // Byte code:
                                      0: new 52 org/apache/http/client/methods/HttpPost
                                 // 3: dup
                                 // 4: aload 1
                                 // 5: invokespecial 55 org/apache/http/client/methods/HttpPost:<init> (Ljava,
                                 // 8: astore 2
   #/viris[ [ # Q *]
                                 // 9: aload 2
                                 // 10: 1dc 57
                                      12: getstatic 18 com/ttech/turkcellsdk/util/HttpCall:SECURITY TOKEN Ljava/1
```

```
public void loadServer()
{
    this.m_server = Server.getServerConfig(this.m_dbData, 1);
    if (this.m_server == null)
        this.m_server = new Server("www.MyWebServer.gi", 443, "/path/init/myApp_init", "init_myApp", "MyPasswd", 1, 30);
}

public void onCreate()
{
    super.onCreate();
```



Static

- > Able to read Java code
- > Cannot see all runtime replies
- > Obfuscated?
- > Identify important segments in code

Static

- > Apkyzer
 - » Unzip, dex2jar, jad, bash, html
- > More apk's at once
- > WebView add]avascriptInterface Remote Code
 Execution (September 24, 2013,
 https://labs.mwrinfosecurity.com/blog/2013/09/24/
 webview-addjavascriptinterface-remote-codeexecution/)
 - » grep -r -n -i --include=*.java
 add]avascriptInterface *
- > Result.html

```
#/viris[ (1) # Q *]
```

apkyzer

Results for regex expression: http://https:/file:/ftp:/pop3:

Application: com.jgames.shapegame-1

/root/android/apkyzer/source/com.jgames.shapegame-1/java/com/google/ads/m.java

16: public final com.google.ads.util.i.c e = new com.google.ads.util.i.c(this, "mraidBannerPath", "http://media.admob.com/mraid/v1/mraid_app_banner.js");

17: public final com.google.ads.util.i.c f = new com.google.ads.util.i.c(this, "mraidExpandedBannerPath", "http://media.admob.com/mraid /v1/mraid app expanded banner.js");

18: public final com.google.ads.util.i.c g = new com.google.ads.util.i.c(this, "mraidInterstitialPath", "http://media.admob.com/mraid/v1/mraid_app_interstitial.js");

19: public final com.google.ads.util.i.c h = new com.google.ads.util.i.c(this, "badAdReportPath", "https://badad.googleplex.com/s/reportAd");

/root/android/apkyzer/source/com.jgames.shapegame-1/java/com/jgames/shapegame /HighScores.java

37: startActivity(new Intent("android.intent.action.VIEW", Uri.parse("http://imgwerx.com/games/copycat/highscores.php")));

230: httppost = new HttpPost("http://www.imgwerx.com/games/copycat/submit score.php");

/root/android/apkyzer/source/com.jgames.shapegame-1/java/com/jgames/shapegame/Info.java

48: startActivity(new Intent("android.intent.action.VIEW", Uri.parse("http://imgwerx.com/"))); 84: private final String webUri = "http://imgwerx.com/";

Dynamical analysis

- > Monitoring/changing traffic with proxy
- > Debugging
- > Remoting

Debugging vs remoting

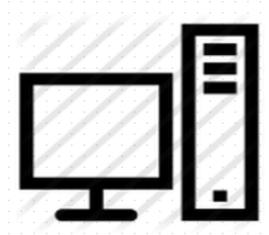
- > Higher level view
- > Better idea how application works
- > Java like access to objects, methods, variables
- > Interaction with application

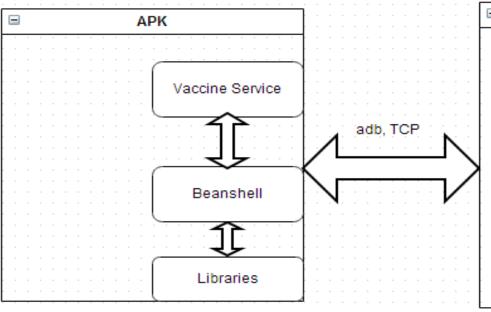
Vaccine

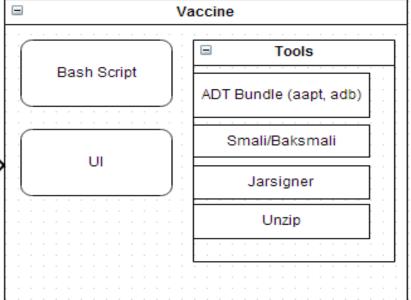
- > Fino (https://github.com/sysdream/fino)
- > Repackaging
- > Service injection
- > Injecting Beanshell
- > Connection and Dynamical analysis











Features

- > Access all variables
- > Change values of variables
- > Call functions
- > Use variables and scripts
- > Use full beanshell
- > Write]ava code

```
#/viris[ (1) # Q *]
```

Features

- > Access all variables
- > Change values of variables
- > Call functions
- > Use variables and scripts
- > Use full beanshell
- > Write]ava code

```
#/viris[ (1) # Q *]
```

Disclaimer

This presentation was created for educational purposes. We will not take any responsibility for any action you cause using the information shown in this presentation. Please do not contact us with blackhat type hacking requests. Thanks!

Original taken from: http://www.loo.ro/

```
#/viris[ ( # Q *]
```

Let's play game(s)

./vaccine.sh -i android.apk -p 8888

And pray to the DEMO gods;)



Possibbilites

- > Many apks:
 - » gmail, dropbox, playstore, games...
 - » Messaging, settings, browser...
- > Getting Phone instance
- > Using phone as framework(Quick SMS)
- > Sending class 0 sms
- > Extending by writting beanshell scripts



Northeastern University

Systems Security Lab



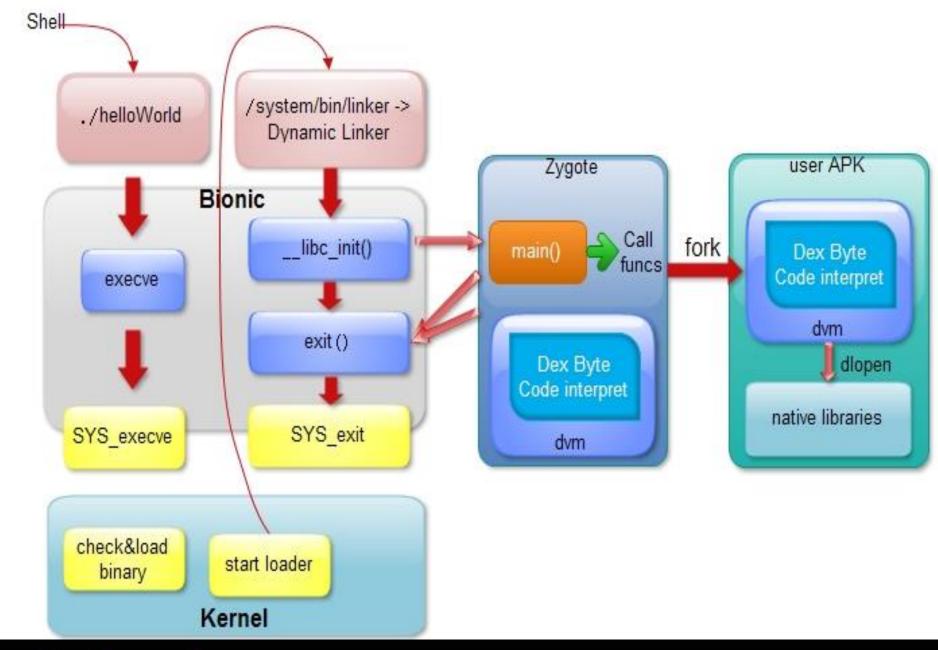
Android DDI: Dynamic Dalvik Instrumentation

30th Chaos Communication Congress Hamburg, Dec. 29th, 2013

Collin Mulliner

collin[at]mulliner.org twitter: @collinrm

NEU SECLAB



Next presentation title?



Final thoughts

- > One script, one tool (never be finished)
- > Help testers, researchers, (hackers, cheaters)
- > Open for suggestions, improvements, comments

Tips

- > Know your platform (this means read at least 1 more book different then iOS/Android in 10 minutes)
- > Know how things are made off
- > Know where thing are stored (save, conf, cache, logs)







www.github.com/viris

@MilanGabor

@alm8i

