

Android reverse engineering: understanding third-party applications



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Who I am?









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Agenda

- Reverse engineering: definition and objectives
- Application analysis workflow
- Malware identification in Android apps

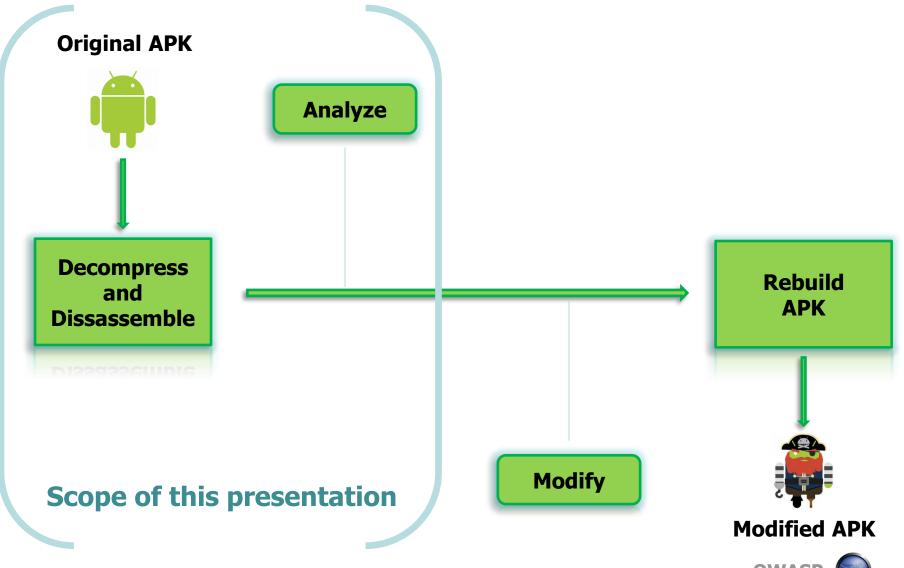
Reverse engineering: definition and objectives

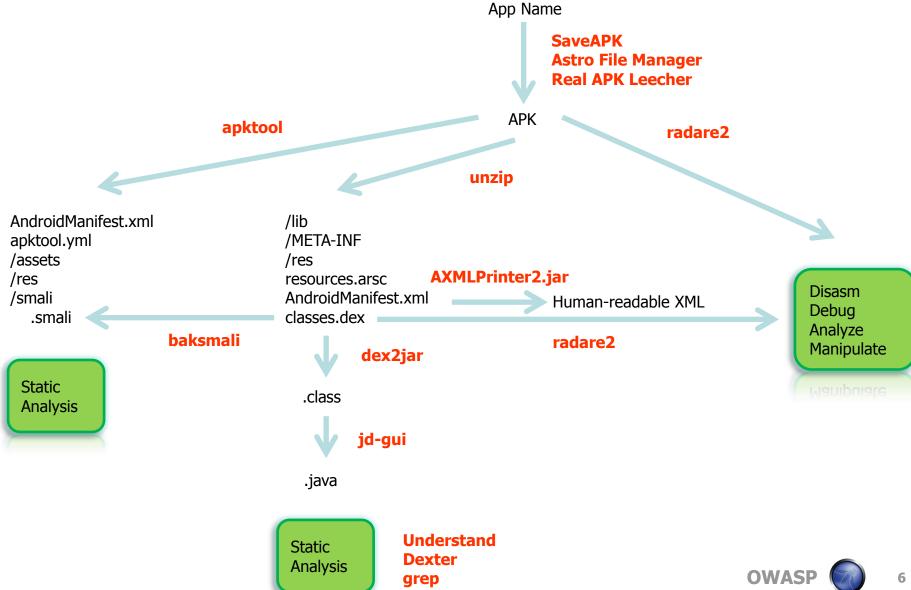
■ Definition

▶ Refers to the process of analyzing a system to identify its components and their interrelationships, and create representations of the system in another form or a higher level of abstraction. [1]

■ Objetives

The purpose of reverse engineering is not to make changes or to replicate the system under analysis, but to **understand** how it was built.





■ Static Analysis Tools for Android Apps

TOOL	DESCRIPTION	URL
Dexter	Static android application analysis tool	https://dexter.bluebox.com/
Androguard	Analysis tool (.dex, .apk, .xml, .arsc)	https://code.google.com/p/androguard/
smali/baksmali	Assembler/disassembler (dex format)	https://code.google.com/p/smali/
apktool	Decode/rebuild resources	https://code.google.com/p/android-apktool/
JD-GUI	Java decompiler	http://java.decompiler.free.fr/?q=jdgui
Dedexer	Disassembler tool for DEX files	http://dedexer.sourceforge.net/
AXMLPrinter2.jar	Prints XML document from binary XML	http://code.google.com/p/android4me/
dex2jar	Analysis tool (.dex and .class files)	https://code.google.com/p/dex2jar/
apkinspector	Analysis functions	https://code.google.com/p/apkinspector/
Understand	Source code analysis and metrics	http://www.scitools.com/
Agnitio	Security code review	http://sourceforge.net/projects/agnitiotool/



■ Others (necessary) tools

TOOL	DESCRIPTION	URL
Android SDK	Tools to build, test, and debug apps	http://developer.android.com/sdk/index.html
emulator	Virtual mobile device	developer.android.com/tools/help/emulator.html
adb	Android debug bridge	developer.android.com/tools/help/adb.html
A.R.E.	Android Reverse Engineering VM	https://redmine.honeynet.org/projects/are/wiki

■ Malware definition

- ▶ Malware is a piece of code which changes the behavior of either the operating system kernel or some security sensitive applications, without a user consent and in such a way that it is then impossible to detect those changes using a documented features of the operating system or the application.[2]
- A malware is any **malicious code** or piece of software that is designed to perform functions without the consent of the user.

- Techniques for introducing malware
 - ▶ Exploit any vulnerability in the web server hosting the official store
 - ▶ Use the official store to post apps containing malware
 - ▶ Install not malicious app that, at some point, install malicious code
 - ▶ Use alternatives[3] to official stores to post apps containing malware

- A practical example
- Some considerations
 - ▶ The analyzed app are in the Play Store
 - ▶ The published application does not exploit (supposedly) any vulnerability, but can contains malicious code that exploits the user's trust[4]
 - ▶ We will only use static analysis
 - ▶ We will analyze Java source code
 - ▶ We will use the Android Emulator[5]

■ What do we need?







... and motivation!

Let's see an example...

- Identify a possible malicious application
 - ▶ App with unnecessary permissions
 - A wallpaper that requires "SEND SMS MESSAGES"
 - A calculator that requires "DIRECTLY CALL PHONE NUMBERS"
 - **.**..
 - ▶ Google:
 - +"send sms messages" +"wallpaper" +site:"play.google.com"

- Identify a possible malicious application
 - ▶ Example: "Pipe Mania Droid Lite"
 - https://play.google.com/store/apps/details?id=bridge.pipe.lite

THIS APPLICATION HAS ACCESS TO THE FOLLOWING:

YOUR MESSAGES

RECEIVE TEXT MESSAGES (SMS)

Allows the app to receive and process SMS messages. This means the app could monitor or delete messages sent to your device without showing them to you.

SEND SMS MESSAGES

Allows the app to send SMS messages. This may result in unexpected charges. Malicious apps may cost you money by sending messages without your confirmation.

NETWORK COMMUNICATION

FULL NETWORK ACCESS

Allows the app to create network sockets and use custom network protocols. The browser and other applications provide means to send data to the internet, so this permission is not required to send data to the internet.

PHONE CALLS

READ PHONE STATUS AND IDENTITY

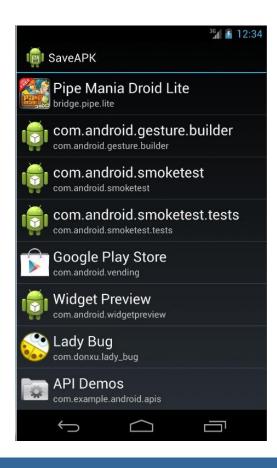
Allows the app to access the phone features of the device. This permission allows the app to determine the phone number and device IDs, whether a call is active, and the remote number connected by a call.

STORAGE

Allows the app to write to the USB storage.



- Obtaining the APK file
 - ▶ Using the SaveAPK tool (requires IO File Manager)



■ Decompress the APK file

</uses-permission>

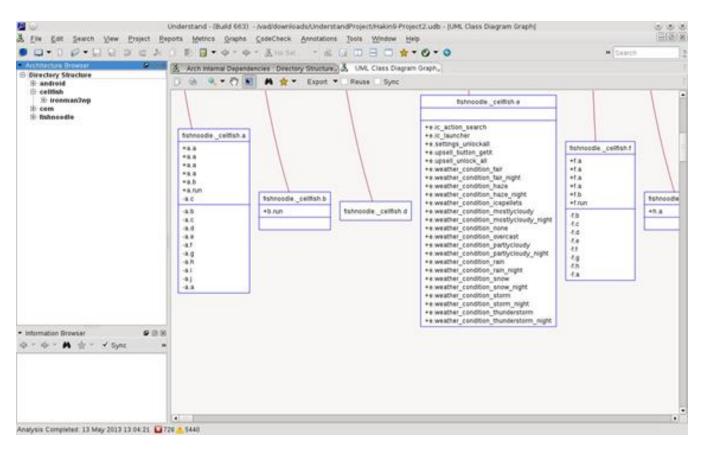
- unzip Pipe\ Mania\ Droid\ Lite.apk
- Verify the permissions and receivers
 - ▶ java –jar AXMLPrinter2.jar AndroidManifest.xml > out

- Convert from Dalvik EXecutable to Java classes
 - ▶ d2j-dex2jar.sh pipe.apk
- Decompile Java classes and download source code
 - jd-gui pipe-dex2jar.jar

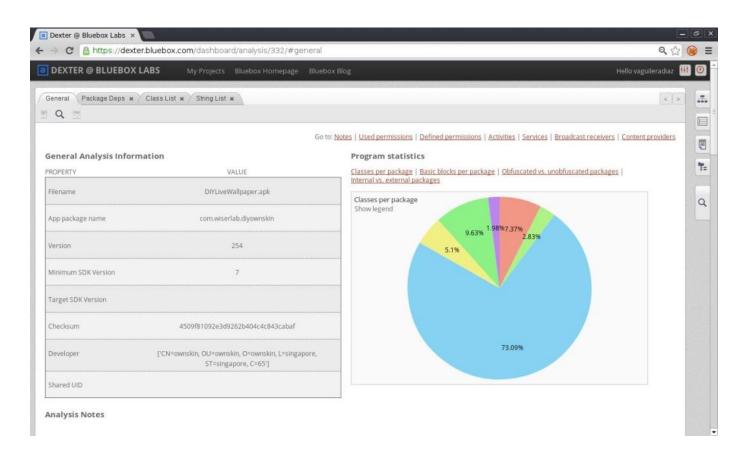


- Decompress the source code
 - unzip pipe-dex2jar-src.zip
- Search sensitive strings
 - ▶ grep –i telephonymanager –r *
- Analyze the code
 - With tools
 - Manually
- Identifies malicious code

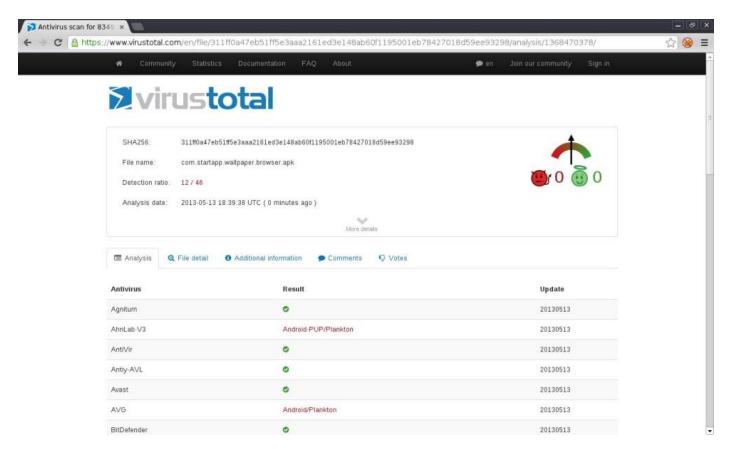
■ "Understand" tool



■ "Dexter" online service



■ "virustotal.com" online service



References

- [1] "Reverse Engineering and Design Recovery: A Taxonomy". Elliot J. Chikofsky, James H. Cross.
- [2] "Introducing Stealth Malware Taxanomy". J. Rutkowska.
- [3] "Alternative markets to the Play Store".
- http://alternativeto.net/software/android-market/
- [4] "Security features provided by Android".
- http://developer.android.com/guide/topics/security/permiss
- ions.html
- [5] "Using the Android Emulator".
- http://developer.android.com/tools/devices/emulator.html

References

[6] "Android malware database" http://code.google.com/p/androguard/wiki/DatabaseAndroidMalwares

Thank's!

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