

Module 1 – Understanding `getIntent()`

You're going to learn to be best friends with `getIntent()`

Before we begin, there is one concept that you must always remember

The application has to be
in the foreground before it
can execute

“startActivity()”

Keep this memorized throughout the remainder of this course

Understanding getIntent()

- When a component is called in Android, an “Intent” is created
- To pass additional data to the component, an Intent can contain extra data
 - This is similar to POST data in a web request
- The Java function `getIntent()` can be used by the called component to read the incoming Intent data
- Understanding how this Intent data is processed can be the key to exploiting a poorly programmed application

```
private void startActivityIntent(){  
    Intent intent = new Intent(); // create intent  
    intent.setComponent(new ComponentName("target.package", "targetActivity")); // target component/activity  
    intent.putExtra("string_extra", "yay_string_value_yay"); // add string extra  
    intent.putExtra("int_extra", 1234); // add int extra  
    intent.putExtra("boolean_extra", true); // add boolean extra  
    startActivityForResult(intent); // start target activity  
}
```

Example function creating an Intent

Understanding getIntent()

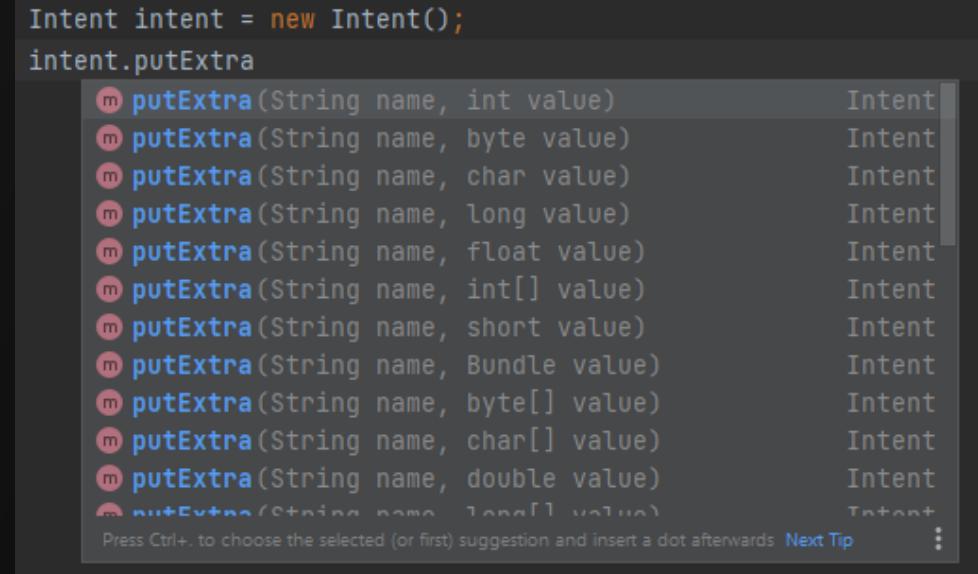
- When `getIntent()` reads the incoming Intent, the data can be stored into a Java object
`android.content.Intent`
- Most of the time, when `getIntent()` is executed, the application intends to process the extra data stored in the Intent
 - This is again similar to how a web application would read incoming data from a POST request

```
private void readIntent(){  
    Intent intent = getIntent(); // retrieve incoming intent  
    String yaystringyay = intent.getStringExtra( name: "string_extra"); // retrieve string extra  
    int yayintyay = intent.getIntExtra( name: "int_extra", defaultValue: 0); // retrieve int extra  
    boolean yayboolyay = intent.getBooleanExtra( name: "boolean_extra", defaultValue: false); // retrieve boolean extra  
    processData(yaystringyay, yayintyay, yayboolyay); // send retrieved data to another method  
}
```

Example function which uses `getIntent()` to read the Intent data

Understanding getIntent()

- Intents can come with extra data and be bundled with other data
- There are many different “extra” types that can be stored in an Intent
 - String (`java.lang.String`)
 - Integer (`int`)
 - Boolean (`java.lang.Boolean`)
 - Byte (`byte`)
 - Parcelable (`android.os.Parcelable`)
 - And many more...
- Java objects can also be bundled in an Intent
 - Uri (`android.net.Uri`)
 - Action (`java.lang.String`)
 - Scheme (`java.lang.String`)
 - NFC data (more on this later in the course)



Android Studio showing different Intent Extras
that can be added to an Intent

Understanding getIntent()

- Manually creating an Intent with “extra” data is easy
 - Can be done in Java and/or the ADB shell

```
Intent intent = new Intent();
intent.setComponent(new ComponentName("yayPackageYay", "yayActivityYay"));
intent.putExtra("extraString", "yaystringyay");
intent.putExtra("extraInt", 1234);
startActivity(intent);
```

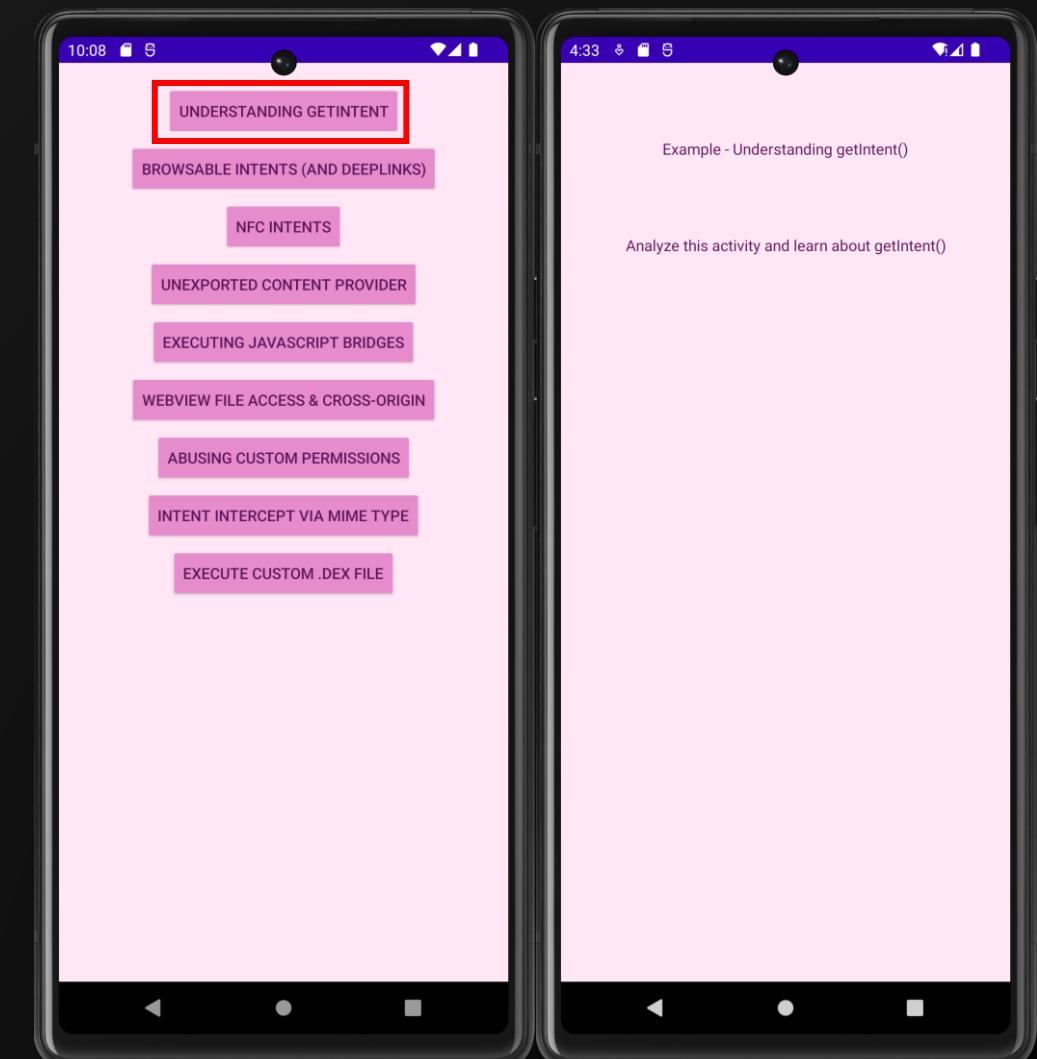
Java code creating a new Intent with extras and launching
the target activity

```
$ am start -n yayPackageYay/yayActivityYay --es extraString yaystringyay --ei extraInt 1234
```

`adb` command creating a new Intent with extras and
launching the target activity

Understanding getIntent() - Example

- We will now use Axolotl to better demonstrate how `getIntent()` works
- On Axolotl's main menu, tap:
 - “Exercise Modules”
 - “Understanding getIntent”
- A blank activity will appear with some text
 - The launched activity is programmed via the Java class
`com.maliciouserection.axolotl.example.activity.intents.getIntent`

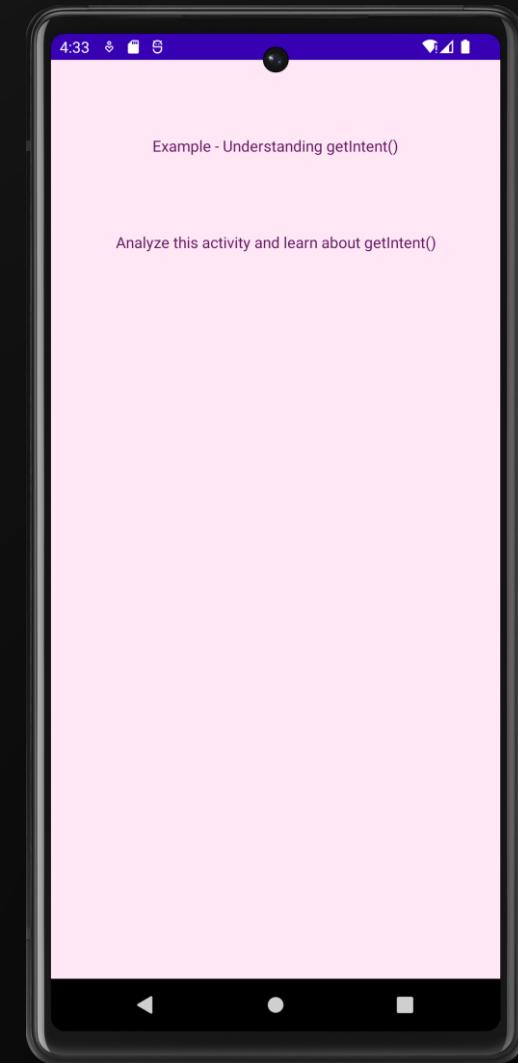


Understanding getIntent() - Example

- Use your favorite Android application decompiler to decompile Axolotl
 - For this course, JADX-GUI will be used for demonstration purposes
- Open the `manifest.xml` file and confirm that the Activity `com.maliciouserection.axolotl.example.activity.intents.getIntent` is exported
 - It needs to be exported since we will be launching it from our Example Exploit application

```
<activity android:name="com.maliciouserection.axolotl.example.webViewFileAccessOptions" android:exported="true"/>
<activity android:name="com.maliciouserection.axolotl.example.activity.intents.getIntent" android:exported="true"/>
<activity android:name="com.maliciouserection.axolotl.example.activity.intents.browsableIntent" android:exported="true">
    <intent-filter>
        <action android:name="android.intent.action.VIEW"/>
        <category android:name="android.intent.category.DEFAULT"/>
        <category android:name="android.intent.category.BROWSABLE"/>
```

Axolotl's manifest.xml with the exported Activity highlighted



Understanding getIntent() - Example

- In JADX, navigate to
`com.maliciouserection.axolotl.example.activity.intents.getIntent`
- The function `getIntent()` is found on various lines of the decompiled Activity, including in the method `theMainMethod()`
 - The method `theMainMethod()` checks if the calling Intent's extra String value "yay" is not null
 - If "yay" is not null, a TextView will be filled with whatever value was defined by the Extra String value "yay"
 - Also, if the Extra Integer value "yay" is greater than 0, then the method `aSecondMethod(Intent)` is executed

```
public class getIntent extends Activity {
    TextView text;
    TextView title;

    @Override // android.app.Activity
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_example_activity);
        TextView textView = (TextView) findViewById(R.id.yayexampleactivityyay_title);
        this.title = textView;
        textView.setText("Example - Understanding getIntent()");
        TextView textView2 = (TextView) findViewById(R.id.yayexampleactivityyay_text);
        this.text = textView2;
        textView2.setText("Analyze this activity and learn about getIntent()");
        theMainMethod();
    }

    private void theMainMethod() {
        if (getIntent().getStringExtra("yay") != null) {
            String yaystringyay = getIntent().getStringExtra("yay");
            this.text.setText("theMainMethod - getIntent().getStringExtra(\"yay\"): " + yaystringyay);
        }
        int yayintyay = getIntent().getIntExtra("yay", 0);
        if (yayintyay > 0) {
            aSecondMethod(getIntent());
        }
    }

    private void aSecondMethod(Intent yayintentyay) {
        Toast.makeText(getApplicationContext(), "getIntent(): " + yayintentyay, 1).show();
    }
}
```

Decompiled example Activity `getIntent`

Understanding getIntent() - Example

- When opening the example Activity, we can use Frida to analyze the Intent that gets retrieved by `'theMainMethod()'`
- Make a Frida script which hooks into the Activity `'getIntent'`, method `'theMainMethod()'`
- The script should output “called” in the Frida console whenever the method `'theMainMethod()'` is executed
- After making the script, use Frida to hook into Axolotl and run the script
 - `frida -U -l ./frida-script.js Axolotl`

```
Java.perform(function() {
    var yayclass1yay = Java.use('com.maliciouserection.
    axolotl.example.activity.intents.getIntent');
    yayclass1yay.theMainMethod.overload().
        implementation = function() {
            console.log("called");
            var ret_value = this.theMainMethod();
            return ret_value;
        }
});
```

Frida script that hooks into the example Activity

Understanding getIntent() - Example

- After using Frida to hook into Axolotl, launch the Activity `getIntent`
 - You can launch `getIntent` via `adb` or Example Exploit via Java code
 - Example commands/code are below
- Remember, an application must be in the foreground before it can execute `startActivity()`

```
Intent intent = new Intent();
intent.setComponent(new ComponentName(
    pkg: "com.maliciouserection.axolotl",
    cls: "com.maliciouserection.axolotl.example.activity.intents.getIntent"));
startActivity(intent);
```

Java code creating a new Intent and launching the example Activity

```
emulator64_x86_64_arm64:/ $ am start -n \
> com.maliciouserection.axolotl/.example.activity.intents.getIntent
```

`adb` command creating a new Intent and launching the example Activity

Understanding getIntent() - Example

```
emulator64_x86_64_arm64:/ $ am start -n \
> com.maliciouserection.axolotl/.example.activity.intents.getIntent
Starting: Intent { cmp=com.maliciouserection.axolotl/.example.activity.intents.getIntent }
```

`adb` command launching the example Activity

- After launching `getIntent`, your Frida console should show the output “called”

```
c:\frida -U -l .\frida-script.js Axolotl
    |
    | _____| Frida 16.1.7 - A world-class dynamic instrumentation toolkit
    | C_||_
    | > _|| Commands:
    /_-|_|| help      -> Displays the help system
    . . .| object?   -> Display information about 'object'
    . . . .| exit/quit -> Exit
    . . . .| More info at https://frida.re/docs/home/
    . . . .| Connected to Android Emulator 5554 (id=emulator-5554)
```

[Android Emulator 5554::Axolotl]-> called

Frida output

Understanding getIntent() - Example

- Lets modify the Frida script so that when the example Activity is opened, the Java code `getIntent()` is executed and logged to the Frida console
 - Yes you can execute Java functions from Frida!
 - Don't forget to convert the output of `getIntent()` into a String object via `toString()`
 - The console log only supports String objects
 - `getIntent()` returns an Intent object, not a String object
- Adjust your Frida script and re-launch the example Activity

```
Java.perform(function() {
    var yayclass1yay = Java.use('com.maliciouserection.
    axolotl.example.activity.intents.getIntent');
    yayclass1yay.theMainMethod.overload().
        implementation = function() {
            console.log("called");
            console.log(this.getIntent().toString());
            var ret_value = this.theMainMethod();
            return ret_value;
        }
});
```

Frida script that hooks into the example Activity

Understanding getIntent() - Example

- After launching `getIntent`, your Frida console should show the output “called” as well as the contents of your Intent

```
emulator64_x86_64_arm64:/ $ am start -n \
> com.maliciouserection.axolotl/.example.activity.intents.getIntent
Starting: Intent { cmp=com.maliciouserection.axolotl/.example.activity.intents.getIntent }
```

`adb` command launching the example Activity

```
c:\>frida -U -l .\frida-script.js Axolotl
----|  Frida 16.1.7 - A world-class dynamic instrumentation toolkit
| C_|  Commands:
>_-|  help      -> Displays the help system
/-|_|  object?   -> Display information about 'object'
....|  exit/quit -> Exit
....|  More info at https://frida.re/docs/home/
....|  Connected to Android Emulator 5554 (id=emulator-5554)

[Android Emulator 5554::Axolotl ]-> called
Intent { flg=0x10000000 cmp=com.maliciouserection.axolotl/.example.activity.intents.getIntent }
```

Frida output

Understanding getIntent() - Example

- As a final step, lets specifically log the Intent string extra "yay"
- Whichever method you are using to launch the Activity `getIntent`, you will need to add the String Extra “yay” to the launching Intent
- Below are code examples that have the String extra “yay” added to the launching Intent

```
Intent intent = new Intent();
intent.setComponent(new ComponentName(
    pkg: "com.maliciouserection.axolotl",
    cls: "com.maliciouserection.axolotl.example.activity.intents.getIntent"));
intent.putExtra( name: "yay",  value: "test input");
startActivity(intent);
```

Java code creating a new Intent with a String extra and launching the example Activity

```
emulator64_x86_64_arm64:/ $ am start -n \
> com.maliciouserection.axolotl/.example.activity.intents.getIntent \
> --es "yay" "test input"
```

`adb` command creating a new Intent and launching the example Activity

Understanding getIntent() - Example

- Then make one more adjustment to the Frida script
- We will execute the Java code `getIntent()` followed by `getStringExtra()` and output the extra to the console log
- Since `getStringExtra()` returns a String object, we don't need to add `toString()` before passing the output to console log
 - Reference: [https://developer.android.com/reference/android/content/Intent#getStringExtra\(java.lang.String\)](https://developer.android.com/reference/android/content/Intent#getStringExtra(java.lang.String))

```
Java.perform(function() {
    var yayclass1yay = Java.use('com.maliciouserection.
    axolotl.example.activity.intents.getIntent');
    yayclass1yay.theMainMethod.overload().
        implementation = function() {
            console.log("called");
            console.lo(this.getIntent().toString());
            console.log(this.getIntent().getStringExtra(
                "yay"));
            var ret_value = this.theMainMethod();
            return ret_value;
        }
});
```

Frida script that hooks into the example Activity

Understanding getIntent() - Example

```
emulator64_x86_64:/ $ am start -n \
> com.maliciouserection.axolotl/.example.activity.intents.getIntent \
> --es yay "test input"
Starting: Intent { cmp=com.maliciouserection.axolotl/.example.activity.intents.getIntent (has extras) }
```

`adb` command launching the example Activity

- After launching `getIntent`,
your Frida console should
show:
 - The output “called”
 - The contents of your Intent
 - The Extra String “yay” value

```
c:\>frida -U -l .\frida-script.js Axolotl
    /--|  Frida 16.1.7 - A world-class dynamic instrumentation toolkit
    | \_|  Commands:
    /-/|_|      help      -> Displays the help system
    . . .|_|      object?   -> Display information about 'object'
    . . .|_|      exit/quit -> Exit
    . . .|_|
    . . .|_|      More info at https://frida.re/docs/home/
    . . .|_|
    . . .|_|      Connected to Android Emulator 5554 (id=emulator-5554)

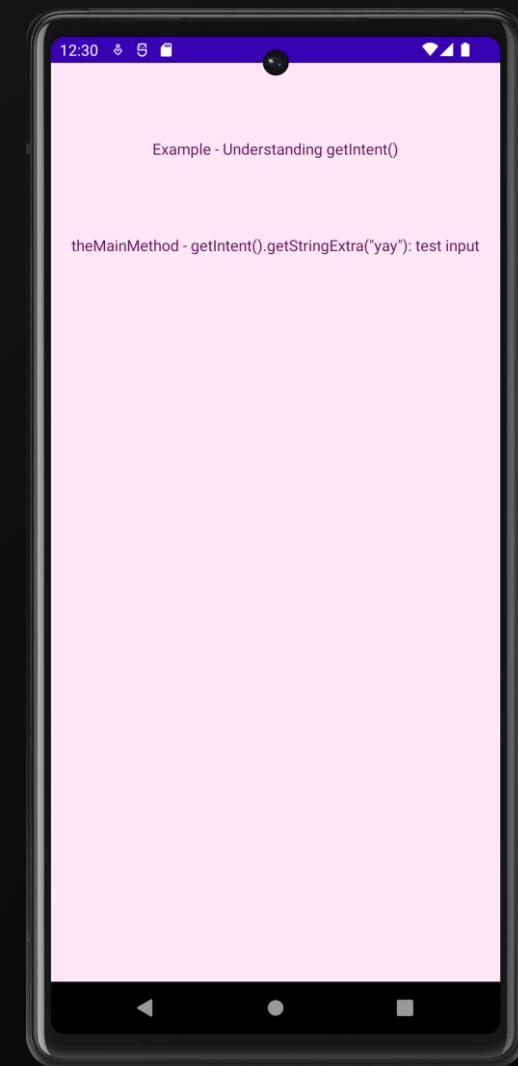
[Android Emulator 5554::Axolotl ]-> called
Intent { flg=0x10000000 cmp=com.maliciouserection.axolotl/.example.activity.intents.getIntent (has extras) }
test input
```

Understanding getIntent() - Example

- If you look at the application, you should notice that the text changed
- It will now show the text “test input”
- If you look at the source code for the Activity `getIntent`, you will see that the second `TextView` box will change based on the received Intent’s Extra String “yay” value

```
private void theMainMethod() {  
    if (getIntent().getStringExtra("yay") != null) {  
        String yaystringyay = getIntent().getStringExtra("yay");  
        this.text.setText("theMainMethod - getIntent().getStringExtra(\"yay\"): " + yaystringyay);  
    }  
    int yayintyay = getIntent().getIntExtra("yay", 0);  
    if (yayintyay > 0) {  
        aSecondMethod(getIntent());  
    }  
}
```

Decompiled example Activity



Module 1 Exercise

- Earlier, it was mentioned that the activity `com.maliciouserection.axolotl.example.activity.intents.getIntent` had the method `aSecondMethod(Intent)`
 - Make an Intent which calls this method
- Capture The Flag - The activity `com.maliciouserection.axolotl.MainActivity` contains the method `showFlag1()`
 - This method will output Flag 1 on Axolotl's `MainActivity` if the Activity receives an Intent with specific Intent Extra values
 - Craft an Intent which will show the flag on Axolotl's `MainActivity`
 - Hint: <https://developer.android.com/reference/android/content/Intent> is your friend
 - Another hint: Keep in mind how you used Frida to execute the Java function `getIntent()`

