



Beginners Guide to Reverse Engineering Android Apps

SESSION ID: STU-W02B

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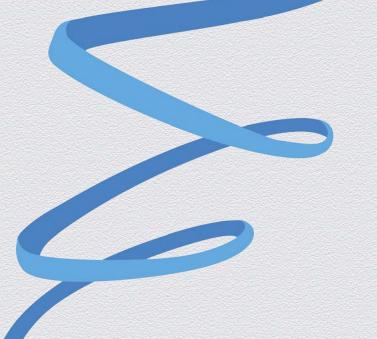


Agenda

- Anatomy of an Android app
- Obtaining our target apps
- Getting our hands dirty: reversing the target application
- Demo using Santoku Linux



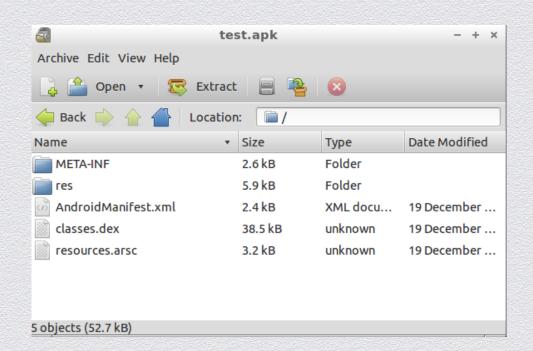


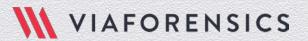


Anatomy of an Android app

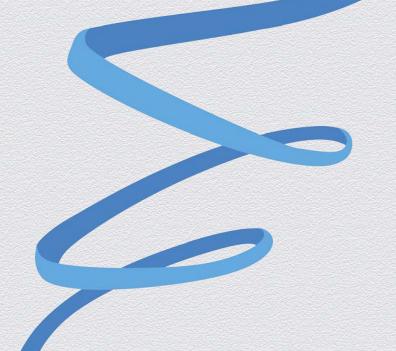
Anatomy of an Android app

- Simple ZIP file, renamed to "APK" extension
- App resources
- Signature
- Manifest (binary XML)





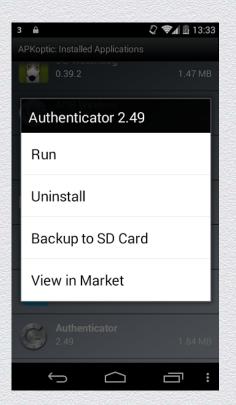




Obtaining our target apps

Getting the APK from the phone

- Backup to SD Card:
 - APKOptic
 - Astro file manager
 - etc...



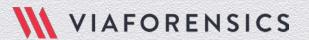




Getting the APK from the phone

- Using ADB (Android Debug Bridge):
 - adb shell pm list packages
 - adb pull /data/app/package-name-1.apk

```
santoku@santoku-VirtualBox:~$ adb shell pm list packages |egrep -v "(google|android)"
package:com.tf.thinkdroid.sg
package:es.vodafone.mobile.mivodafone
package:com.anydo
package:org.eslack.rootadb
package:com.saurik.substrate
package:com.viaforensics.cydiadynamicanalyzer
package:com.simyo
package:eu.chainfire.supersu
santoku@santoku-VirtualBox:~$ adb pull /data/app/com.simyo-1.apk
626 KB/s (1620854 bytes in 2.527s)
santoku@santoku-VirtualBox:~$ ■
```

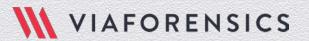




Downloading the APK from Google Play

- Using unofficial Google Play API:
 - https://github.com/egirault/googleplay-api
- Using a web service or browser extension:
 - http://apps.evozi.com/apk-downloader/
 - http://apify.ifc0nfig.com/static/clients/apk-downloader/

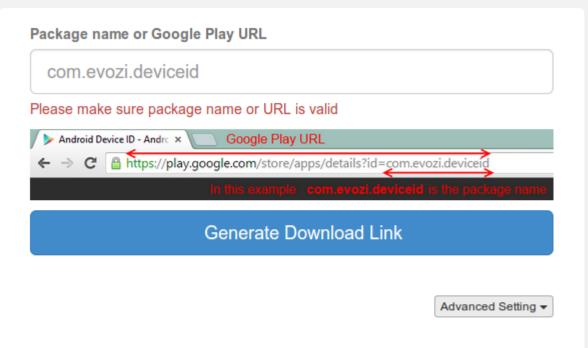




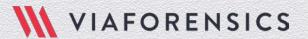


Downloading the APK from Google Play

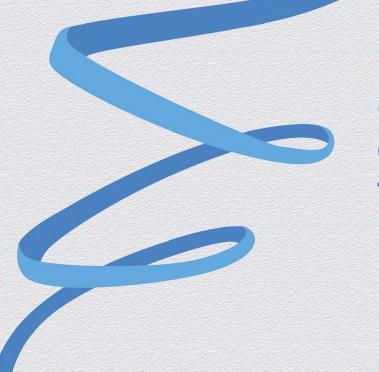
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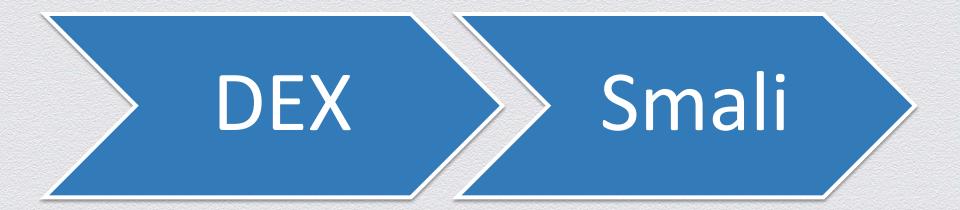






Getting our hands dirty: reversing the target application

Disassembling







Apktool

- apktool <u>https://code.google.com/p/android</u>

 -apktool/
 - Multi platform, Apache 2.0 license
 - Decode resources to original form (and rebuild after modification)
 - Transforms binary Dalvik bytecode (classes.dex) into Smali source

```
antoku@santoku-VirtualBox:/tmp/apk$ apktool d test.apk
  Baksmaling...
  Loading resource table...
  Loaded.
  Decoding AndroidManifest.xml with resources...
  Loading resource table from file: /home/santoku/apktool/framework/l.apk
  Regular manifest package...
  Decoding file-resources...
  Decoding values */* XMLs...
C: Copying assets and libs...
santoku@santoku-VirtualBox:/tmp/apk$ ls -l test/
rw-rw-r-- 1 santoku santoku 1156 Jan 3 16:05 AndroidManifest.xml
rw-rw-r-- 1 santoku santoku 262 Jan 3 16:05 apktool.yml
drwxrwxr-x 5 santoku santoku 4096 Jan 3 16:05 res
drwxrwxr-x 3 santoku santoku 4096 Jan 3 16:05 smali
santoku@santoku-VirtualBox:/tmp/apk$
```





Smali

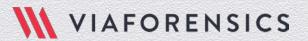
```
santoku@santoku-VirtualBox: /tm.../smali/com/viaforensics/android - + x
File Edit Tabs Help
    prologue
    invoke-virtual {p0}, Ljava/lang/Object;->getClass()Ljava/lang/Class;
   invoke-virtual {v0}, Ljava/lang/Class;->getName()Ljava/lang/String;
   invoke-static {v0, v1, p1}, Landroid/util/Log;->e(Ljava/lang/String;Ljava/
String;Ljava/lang/Throwable;)I
    invoke-virtual {p1}, Ljava/lang/Exception;->getMessage()Ljava/lang/String;
   invoke-virtual {p0, v0}, Lcom/viaforensics/android/ExtractAllData;->showErro
rOccuredToast(Ljava/lang/String;)V
                                                                25,5
                                                                              22%
```





Decompiling - Java Decompiler



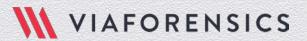




Dex2Jar

- dex2jar https://code.google.com/p/dex2jar/
 - Multi platform, Apache 2.0 license
 - Converts Dalvik bytecode (DEX) to java bytecode (JAR)
 - Allows to use any existing Java decompiler with the resulting JAR file

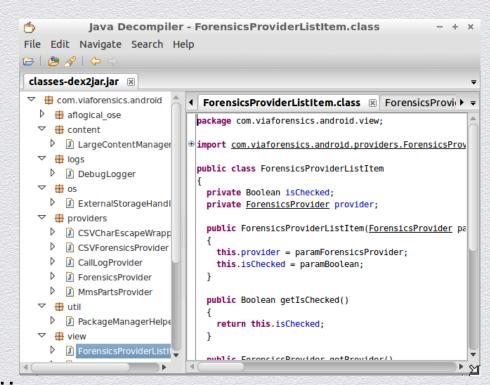
```
santoku@santoku-VirtualBox:/tmp/apk$ unzip test.apk classes.dex
Archive: test.apk
  inflating: classes.dex
santoku@santoku-VirtualBox:/tmp/apk$ d2j-dex2jar classes.dex
dex2jar classes.dex -> classes-dex2jar.jar
santoku@santoku-VirtualBox:/tmp/apk$ ls -l classes*
-rw-rw-r-- 1 santoku santoku 38520 Dec 19 2011 classes.dex
-rw-rw-r-- 1 santoku santoku 31589 Jan 3 16:27 classes-dex2jar.jar
santoku@santoku-VirtualBox:/tmp/apk$ ■
```





Java Decompilers

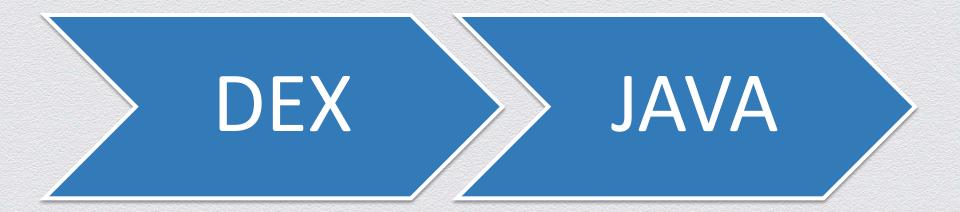
- Jd-gui http://jd.benow.ca/
 - Multi platform
 - closed source
- JAD http://varaneckas.com/jad/
 - Multi platform
 - closed source
 - Command line
- Others: Dare, Mocha, Procyon, ...







Decompiling - Android (Dalvik) decompiler







Dalvik Decompilers

- Transforming DEX to JAR looses important metadata that the decompiler could use.
 - Pure Dalvik decompilers skip this step, so they produce better output
- Unfortunately there are not as many choices for Android decompilers as for Java decompilers:
 - Open Source: Androguard's DAD https://code.google.com/p/androguard/
 - Commercial: JEB http://www.android-decompiler.com/
 - Others?





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Demo - Santoku

Demo – Santoku Linux

- Santoku Linux https://santoku-linux.com/
 - Mobile Forensics
 - Mobile Malware analysis
 - Mobile application assessment

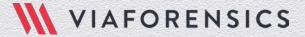






Summary

- APK files are ZIP files, can be extracted with any unzip utility
- Apktool helps extracting binary resources, and allows repacking
- Dex2jar converts Dalvik Bytecode to Java Bytecode
- Pure Android decompilers are better
- Santoku Linux has all the tools you need to reverse engineering mobile apps





Q&A | Contact | Feedback

Thanks for listening...



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