

APK Hooking

with CydiaSubstrate Framework

namdaehyeon

Goal

- APK리패키징 기법을 사용하지 않고 CydiaSubstrate Framework를 이용한 APK Hooking 구현.
- APK 직접수정없음.
- Android Java (Android Native는 다음에...)

Target APK

- sis.or.kr Mobile 3번문제 FindKey.apk
- APK파일을 수정하지 않음
- SmartPhone에 설치가능하도록 Sign만 했음.

APK Hooking with CydiaSubstrate Framework

FindKey.apk bank Class

```
public void onClick(android.view.View p7)
{
    this.i = Integer.parseInt(this.tv2.getText().toString());
    this.i = (this.i + 1);
    this.tv2.setText(String.valueOf(this.i));
    if(this.i == Integer.parseInt(this.tv1.getText().toString())) {
        this.tv1.setText(new kr.or.spractice.DES().decrypt(new kr.or.spractice.AES().decrypt(
    )));
    }
    return;
}
public void onCreate(android.os.Bundle p4)
{
    super.onCreate(p4);
    this setContentView(1.74128867448e+38);
    this.tv1 = this.findViewById(1.79445799713e+38);
    this.tv2 = this.findViewById(1.79445840278e+38);
    this.btn = this.findViewById(1.79445860561e+38);
    this.btn.setOnClickListener(this);
    this.tv1.setText(String.valueOf(this.randomRange(0.00472378730774, nan)));
    return;
}
public int randomRange(int p5, int p6)
{
    return (((int) (Math.random() * ((double) ((p6 - p5) + 1)))) + p5);
}
public bank()
```

APK Hooking with CydiaSubstrate Framework



Hooking Module 제작

- www.cydiasubstrate.com
- Code Injection (Android Java)
- substrate-api.jar 사용
- Eclipse + Android SDK 사용

APK Hooking with CydiaSubstrate Framework

Sample Hooking Code

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.namdaehyeon.helloexample"
4     android:versionCode="1"
5     android:versionName="1.0" >
6
7     <uses-sdk
8         android:minSdkVersion="8"
9         android:targetSdkVersion="17" />
10
11     <uses-permission
12         android:name="cydia.permission.SUBSTRATE"/>
13
14 <application>
15     <meta-data android:name="com.saurik.substrate.main" android:value=".Main"/>
16 </application>
17 </manifest>
```

APK Hooking with CydiaSubstrate Framework

Sample Hooking Code

```
1
4+ // FOR HOOKING TEST
19
20 package com.namdaehyeon.helloexample;
21
22 import java.lang.reflect.Method;
23 import android.util.Log;
24 import com.saurik.substrate.MS;
25
26
27 public class Main {
28     static void initialize() {
29         //CydiaSubstrate Framework는 아래에 정의된 클래스를 만나게되면 Hooking을 시도.
30
31         //Hooking하고자 하는 클래스.
32         //(패키지(kr.or.spractice) 클래스(bank))
33         MS.hookClassLoad("kr.or.spractice.bank", new MS.ClassLoadHook() {
34             @Override
35             public void classLoaded(Class<?> resources) {
36                 // TODO Auto-generated method stub
37                 Method getRandom;
38
39                 //테스트용 로그
40                 Log.v("ApkHookingTest", "STEP 1");
41
42                 try {
43                     //후킹하고자 하는 findkey.apk bank class에서 public int randomRange(int p5, int p6) Method Type정의
44                     //randomRange메서드는 Integer.TYPE의 Argument 2개로 구성됨을 정의함.
45                     getRandom = resources.getMethod("randomRange", Integer.TYPE, Integer.TYPE);
46                 } catch (NoSuchMethodException e) {
47                     getRandom = null;
48                 }
49             }
50         });
51     }
52 }
```


APK Hooking with CydiaSubstrate Framework

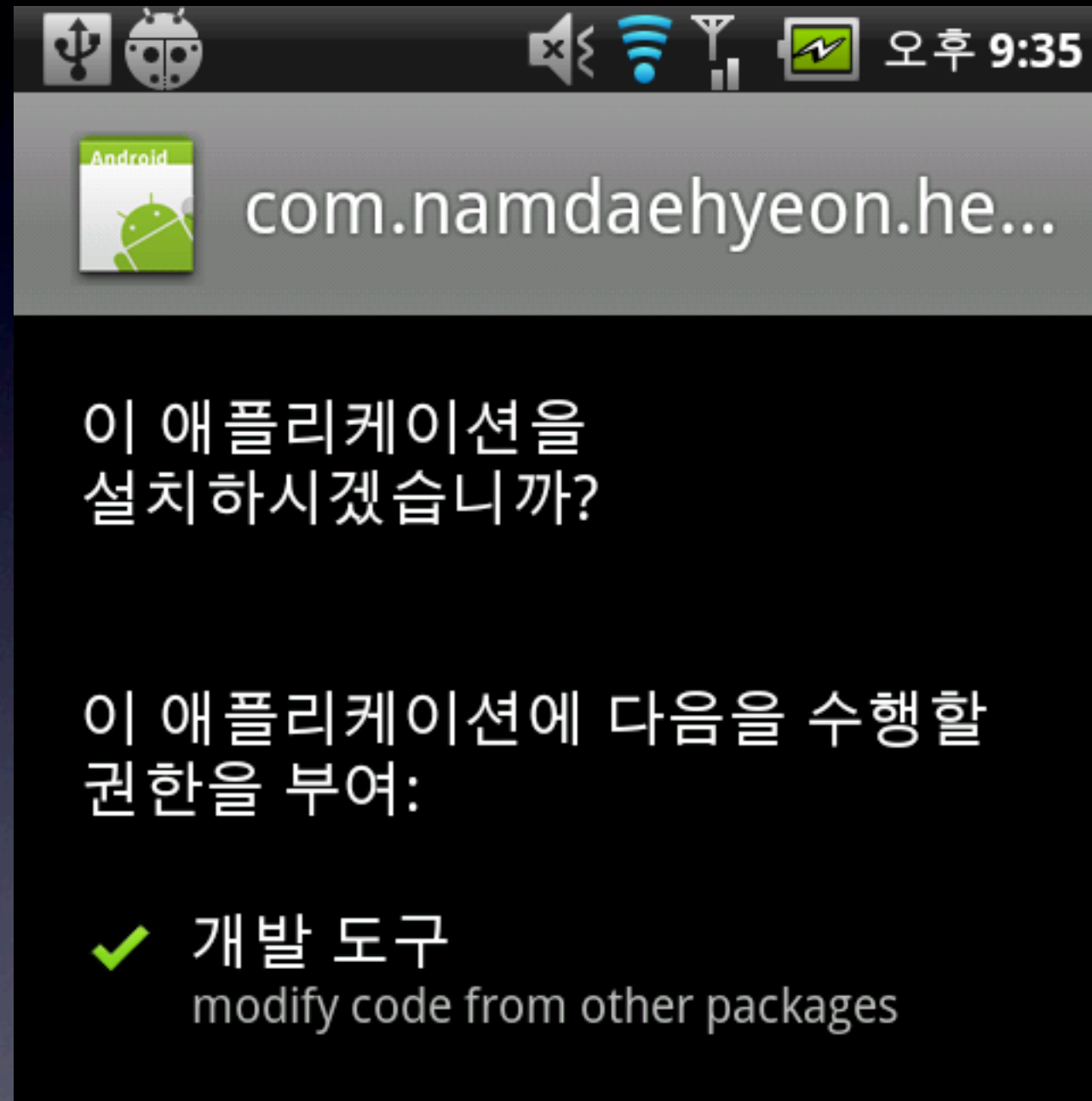
Sample Hooking Code

```
49
50 //getRandom Method를 찾았다면
51 if (getRandom != null) {
52     //Log.v("ApkHookingTest", "STEP 2");
53
54     final MS.MethodPointer<Object, ?> old = new MS.MethodPointer();
55     extracted(resources, getRandom, old);
56 }
57 }
58
59 //Hooking시도.
60 @SuppressWarnings("unchecked")
61 private void extracted(Class<?> resources, Method getRandom, final MS.MethodPointer<Object, ?> old) {
62     MS.hookMethod(resources, getRandom, new MS.MethodHook() {
63         public Object invoked(final Object resources, final Object... args) throws Throwable {
64
65             //randomRange 메서드에서 생성한 Original Value를 가져옴.
66             //((((int) (Math.random() * ((double) ((p6 - p5) + 1)))) + p5);
67             final int random = (Integer) old.invoke(resources, args);
68
69             int num1 = (Integer) args[0];
70             int num2 = (Integer) args[1];
71
72             Log.v("ApkHookingTest:", String.format("%d : %d", num1, num2));
73             Log.v("ApkHookingTest:", String.format("%d를 --> 2로 바꿈", random));
74
75             //실제 함수에는 위처럼 난수가 생성되어 리턴되는데 2로 바꿔서 리턴시킴.
76             return 2;
77         }
78     }, old);
79 }
80 });
81
```

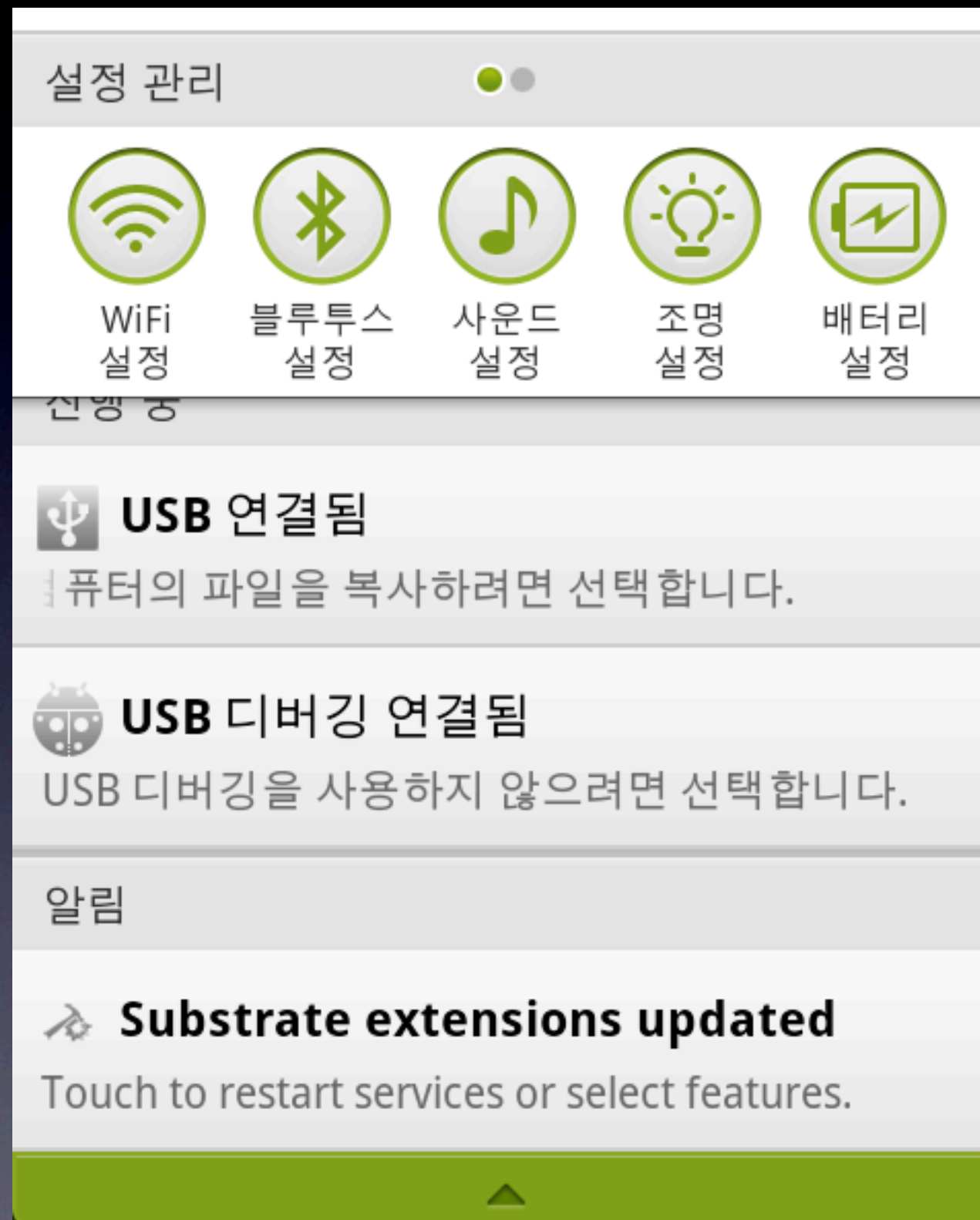
4

5

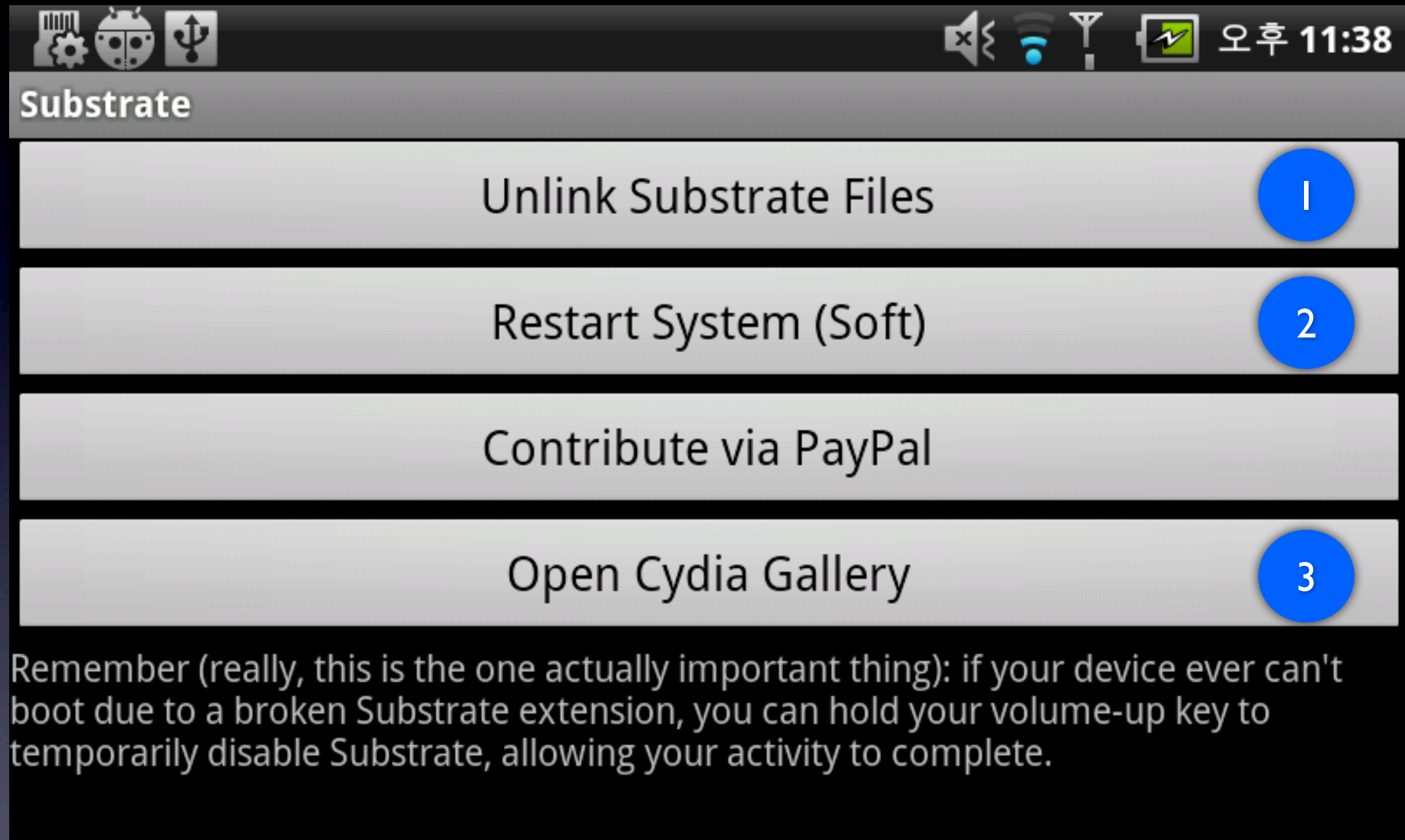
APK Hooking with CydiaSubstrate Framework



APK Hooking with CydiaSubstrate Framework



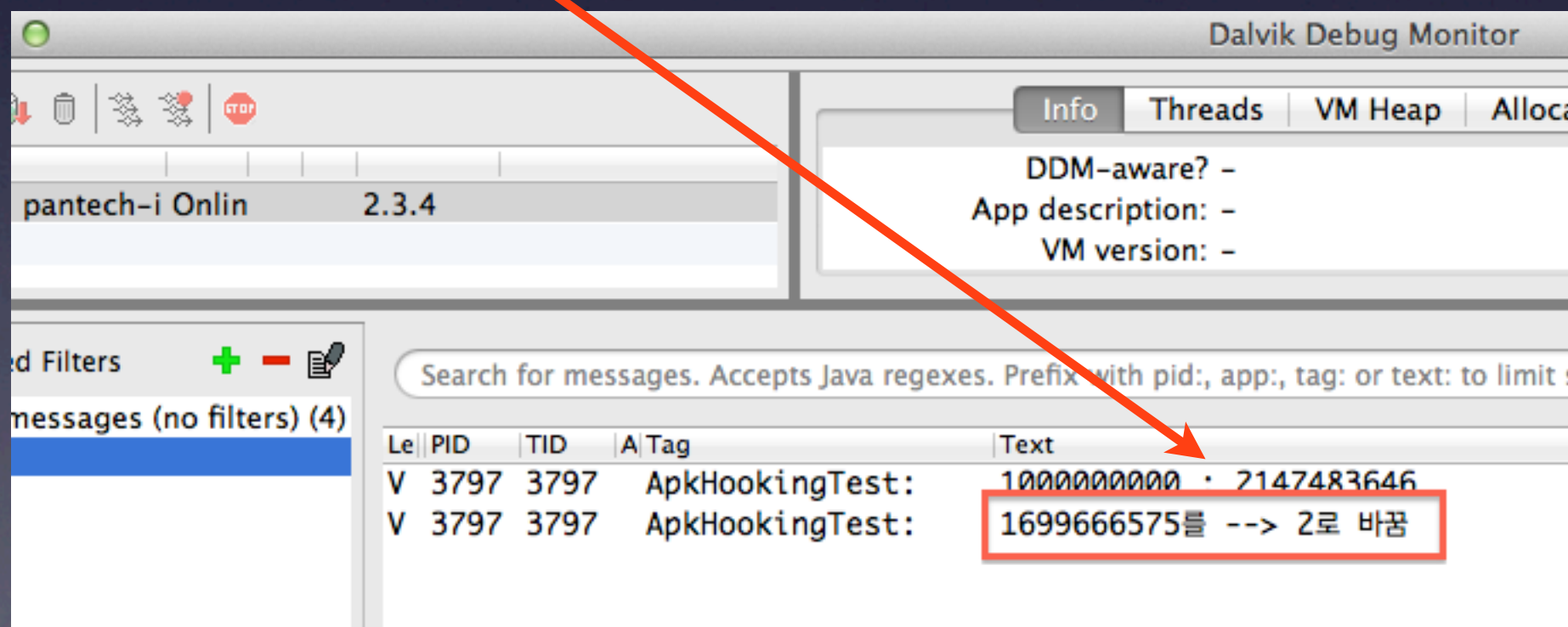
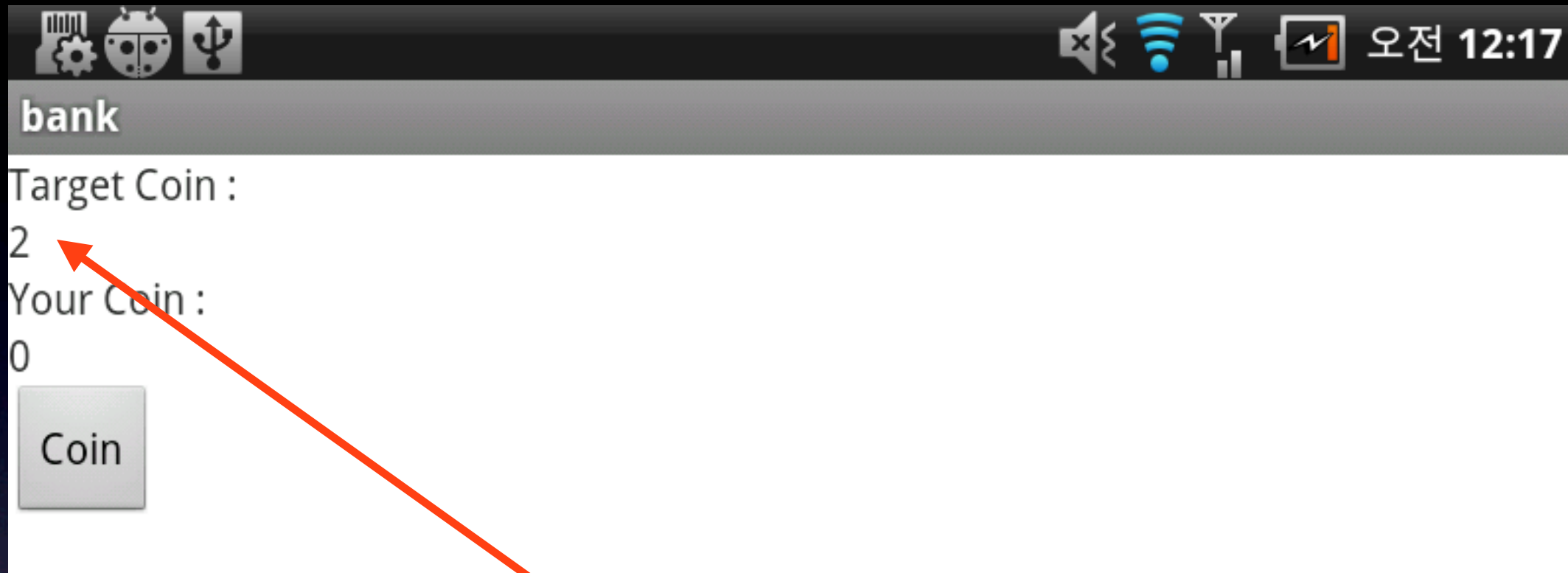
APK Hooking with CydiaSubstrate Framework



1: Hooking Module 활성화/비활성

2: 설치한 Hooking Module 적용을 위한 SmartPhone Reboot

APK Hooking with CydiaSubstrate Framework



END

2013.5.19

namdaehyeon [nam_daehyeon@naver.com]