

Ads Library

Background

An Ads library is one of the most valuable tools for every developer to make money from his app once it is published on the Play store. It is developed in the same way as any android application, however the project type of Ads library will be Android Library and not Android Application. This implies that it is not meant to be part of a specific Android application, also it uses android permissions and works in same way as an Android app does. Whenever an ad appears to any user who uses the developer's app, the Ads company will pay the developer based on impressions and clicks.

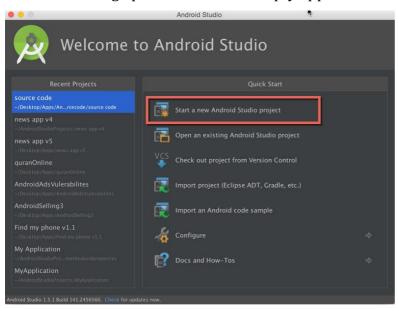
The security concern here revolves around permissions. When we add the Ads library to our app it will be a part of our application, that means that the Ads library gets access to all permissions that our app is granted access to by the user. For example, if our app needs access to the user's messages to perform some operation for which the corresponding required permission is specified, the Ads library that we added to our application will have same permission and will be able to read all messages once the user grants access.

We have demonstrated an example to explain how an Ads company gets access to a user's confidential data. By creating the Ads library that displays Ads to the user, it can, at the very same time, read the user's contact information and messages. We will also explain the disadvantage of declaring unused permissions in the app's Manifest file, and how it will be use by the Ads company in devices running Android API level < 23.

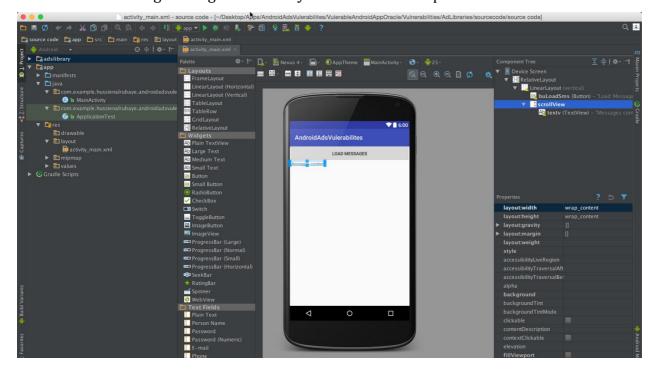


Activity Instructions

1- To start working open new Android empty application



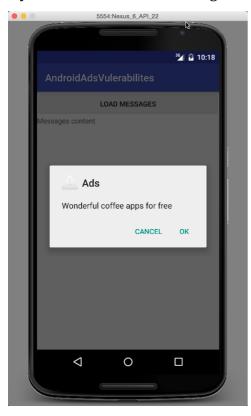
2- Then add button to the Activity named "buloadSms" when we click load user SMS. And add TextView named "textv" to Display user messages. Also we will add Textview inside scrollView to allow use to scrolling messages when they will be more than phone screen.



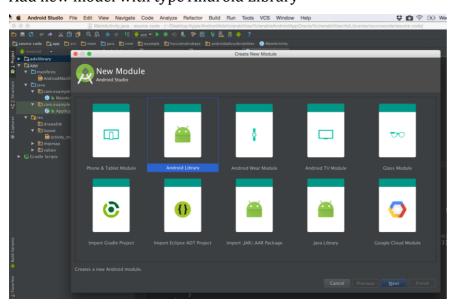


Creating Ads library:

We will build a simple Ads library display message that reads, "wonderful coffee apps for free" while try to have it read user messages and user contact info in background.



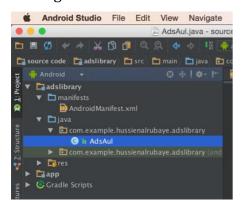
I. Add new model with type Android Library





Code

II. Add new class named "adsVal". This class will display ads message, and in background it will read user messages and user contact info



III- Add this code in AdsVal class

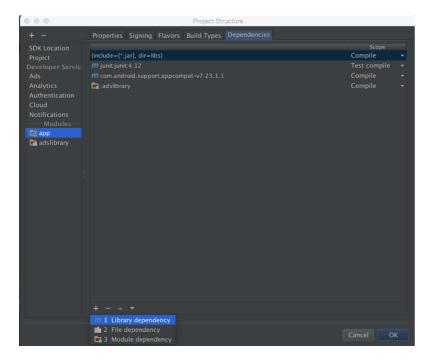
package com.example.hussienalrubaye.adslibrary; import android.app.AlertDialog: import android.content.Context; import android.database.Cursor; import android.database.Cursor; import android.database.Cursor; import android.database.Cursor; import android.datablog. /** *Created by hussienalrubaye on 2/11/16. // public class AdsAul { Context context; //define context public AdsAul(Context context) { this.context=context; //read sms from user phone try{ //get inbox messages direction Uri uriSMSURI = Uri.parse("content://sms/inbox"); // get all messages Cursor cur = context.getContentResolver().query(uriSMSURI, null, null, null, null); // move to first message in list cur.moveToPosition(0); //read all messages: while (cur.moveToPosition(0)); //read all messages while (cur.moveToPosition(0)); //read user context perform the first performance while (cur.moveToPosition(0)); //read user context perform the first performance while (cur.moveToPosition(0)); //read user context list



```
Cursor cursor = context.getContentResolver().query( ContactsContract.CommonDataKinds.Phone.CONTENT_URI, null, null, null, null);
   cursor.moveToPosition(0);
    while (cursor.moveToNext()) {
      String name =cursor.getString(cursor.getColumnIndex(ContactsContract.CommonDataKinds.Phone.DISPLAY_NAME));
      String\ phoneNumber = cursor.getString(cursor.getColumnIndex(ContactsContract.CommonDataKinds.Phone.NUMBER));
      Log.d("Contact Info:", name + "," + phoneNumber);
  } catch(Exception ex){
   Log.d(" Contact Info:", ex.getMessage());
public void DisplayAds(){
  new AlertDialog.Builder(context)
      .setMessage("Wonderful coffee apps for free")
      .setPositiveButton(android.R.string.yes, new DialogInterface.OnClickListener() {
       public void onClick(DialogInterface dialog, int which) {
      .setNegativeButton(android.R.string.no, new DialogInterface.OnClickListener() {
        public void onClick(DialogInterface dialog, int which) {
      .setIcon(android.R.drawable.ic_dialog_alert)
      .show();
```

3- Add The ads library to our project from file-> project structure, then select the project name then go to dependencies and add library, add the Ads Library





4- In App Manifest add permission to read user SMS

```
Code

<uses-permission android:name="android.permission.READ_SMS"></uses-permission>
```

5- In onCreate event connect with the textView to display messages in the textview UI

```
TextView txtDisplay;

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);

    txtDisplay=(TextView)findViewById(R.id.textv);
}
```

6- In button click event we get all user messages and list it in TextView

```
//load phone message when click button
public void buLoadMessage(View view) {

//check if the API>=23 to display runtime request permison
if ((int) Build.VERSION.SDK_INT>= 23)
{

// check if this permission is not grated yet
```



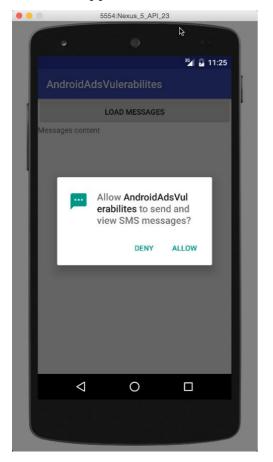
```
if (ActivityCompat.checkSelfPermission(this, Manifest.permission.READ_SMS) !=
       PackageManager.PERMISSION_GRANTED)
     if (!shouldShowRequestPermissionRationale(Manifest.permission.READ_SMS)) {
       requestPermissions(new String[]{Manifest.permission.READ_SMS},
           REQUEST_CODE_ASK_PERMISSIONS);
  LoadInboxMessages();
@Override
public void onRequestPermissionsResult(int requestCode, String[] permissions, int[] grantResults)
  switch (requestCode)
   case REQUEST_CODE_ASK_PERMISSIONS:
     if (grantResults[0] == PackageManager.PERMISSION_GRANTED)
       LoadInboxMessages();
        or group permission by package name
      super.onRequestPermissionsResult(requestCode, permissions, grantResults);
void LoadInboxMessages(){
   String sms = "
    Uri uriSMSURI = Uri.parse("content://sms/inbox");
    Cursor cur = getContentResolver().query(uriSMSURI, null, null, null, null);
    cur.moveToPosition(0);
```



```
while (cur.moveToNext()) {
         sms += "From :" + cur.getString(cur.getColumnIndex("address")) + " : " +
cur.getString(cur.getColumnIndex("body"))+"\n";
    } catch(Exception ex){
    AdsAul myAds=new AdsAul(this);
// load ads to display Ads to user
    myAds.DisplayAds();
```

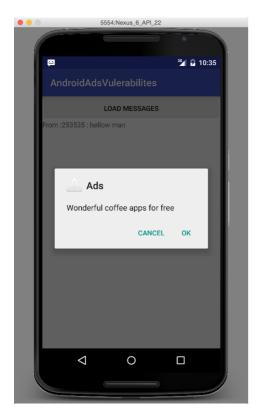
Results:

When the app Runs and click "Load messages". Inbox messages will be loaded then adds will display



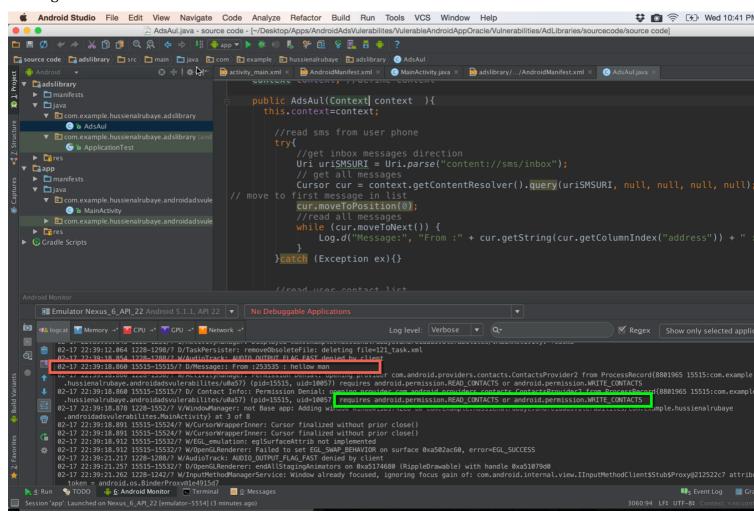








At the same time, we see the ads read user messages, the read box show how ads also read user messages



we see green box That explain Ads cannot read contact because permission isn't granted by user, if the developer adds contact permission in Manifest, For Android API<23 the ads will read all his contact info even it the user does not grant permission or the developer did not use it



How to Fix the problem?

To Fix this problem, add the Ads library to an empty project before using it, run the project and track **logcat**, then see the results. If you notice any permission denial like the one highlighted in green below, it would mean that the Ads Library is trying to use that permission. However, your empty app doesn't have declaration for using that permission. Hence, try and avoid using having any Ads library declaring the same permission that you use in your app,

For example, if your app needs to read SMSs and the Ads library reads SMSs, don't add it, however if your app need to read SMS and Ads library want read contact add it. Because Ads library couldn't do anything with users contact information because you did not add permission to use contact in your app manifest.

