# iOS App Security

#### About Me

• iOS Developer (有道云笔记,粉笔网,猿题库)









- InfoQ中文站兼职编辑
- iOS Blogger: <a href="http://www.devtang.com">http://www.devtang.com</a> (70+posts)
- "iOSDevTips"微信公众账号创建者 (5000+ fans, 150+ posts)





# Why security?

### Agenda

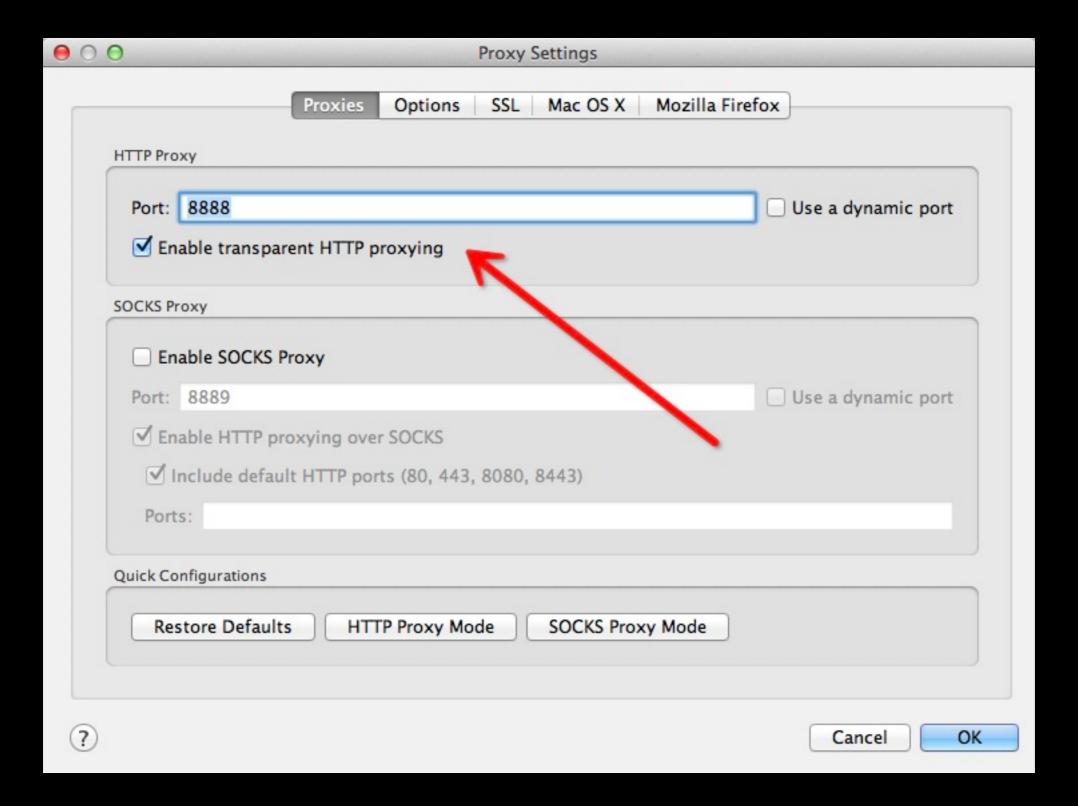
- 行业与现状
- iOS Security
  - Network Security
  - Local File/Data Security
  - Code Security
- Resources

# 行业与现状

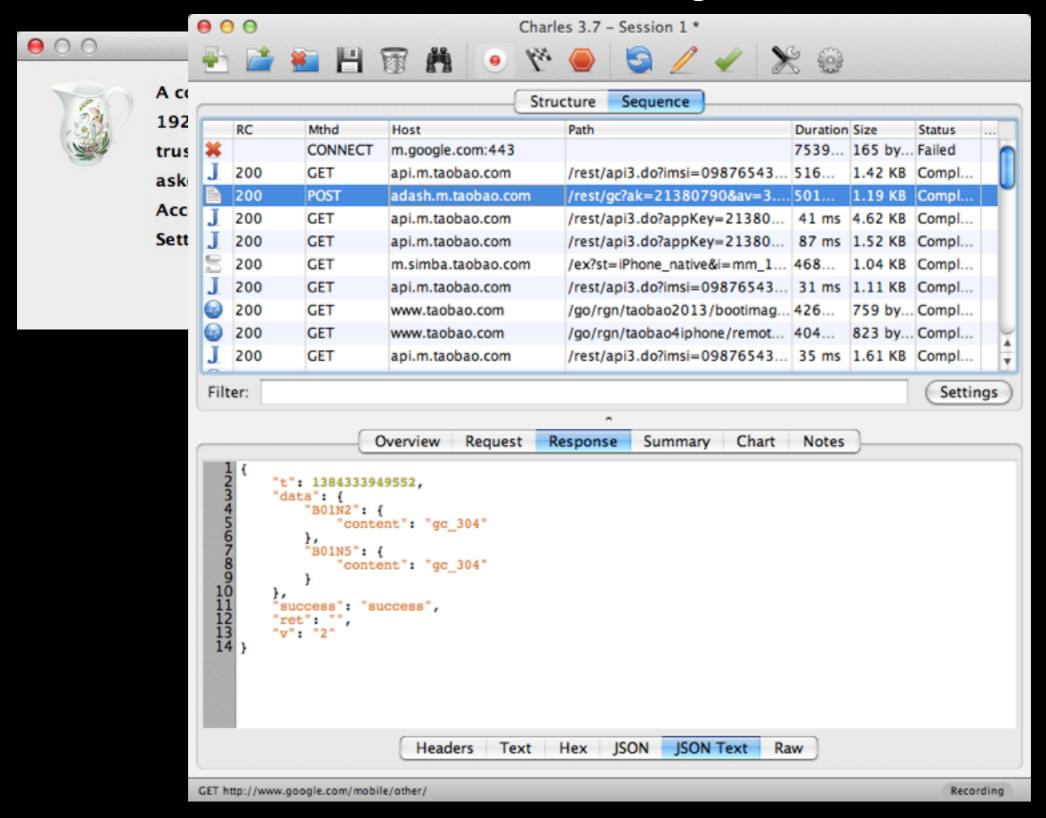
- 传统互联网
  - 大公司有专门的安全部门
  - 汉庭,如家酒店2000万用户数据库泄漏
  - struts 2漏洞
  - 苹果iTunesConnect网站多次重置开发者密码
- 移动互联网
  - 信息较少

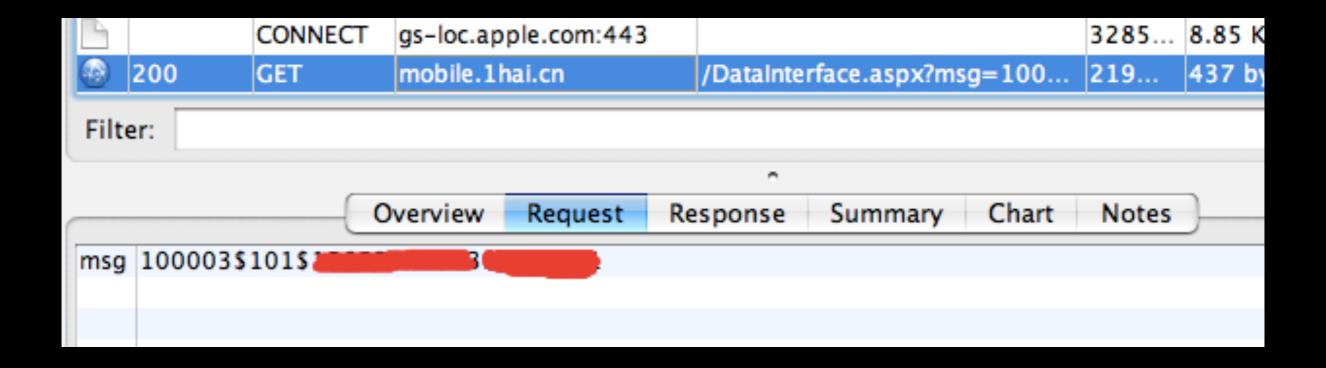
# Network Security

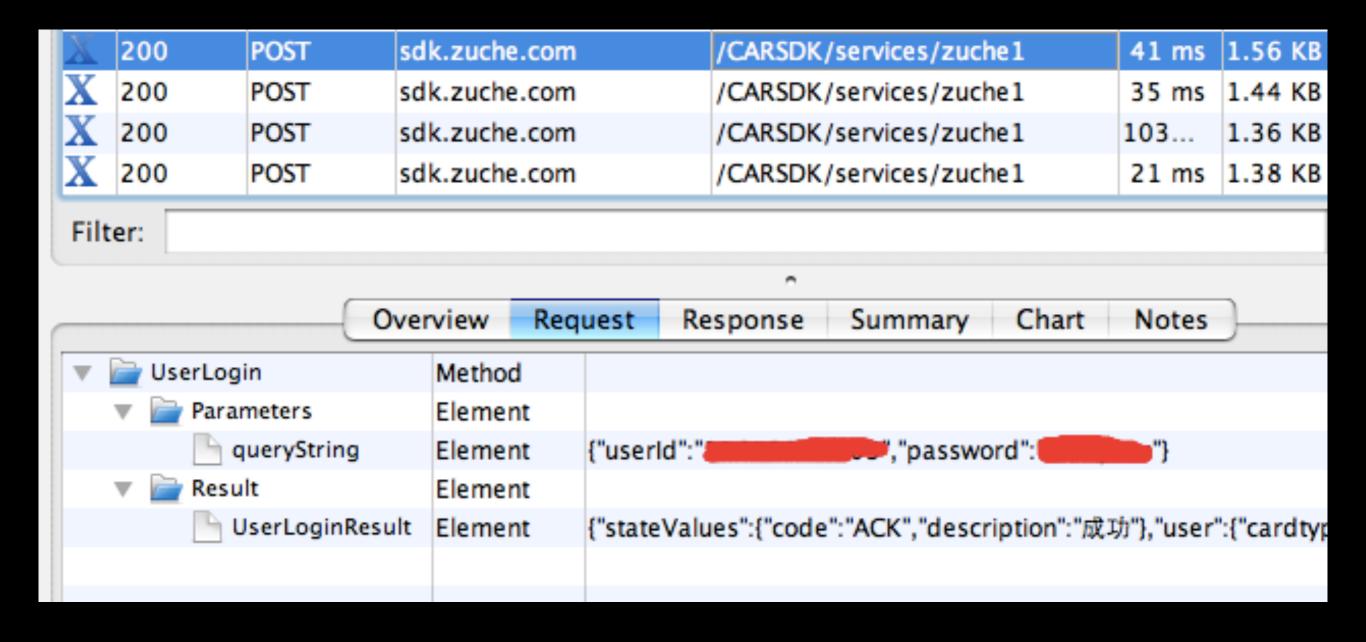












- 分析协议,测试协议,找安全漏洞
- 伪装请求,欺骗服务器
- 截取密码和Cookie

• 《iOS开发工具——网络封包分析工具

Charles > 12-09 on InfoQ

# Network Security - IAP



IAP Story

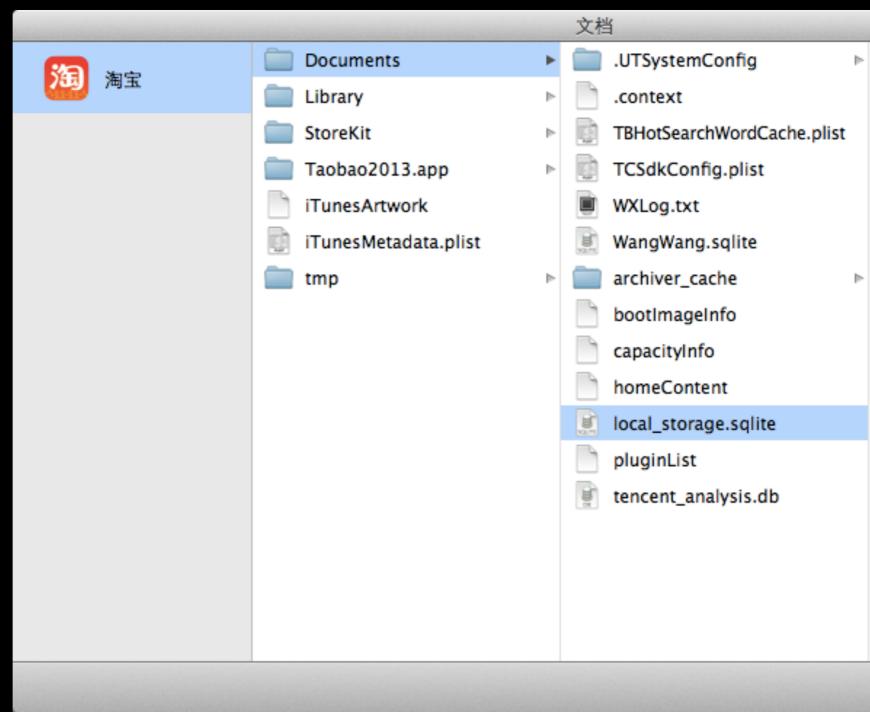
http://blog.devtang.com/blog/2013/04/07/tricks-in-iap/

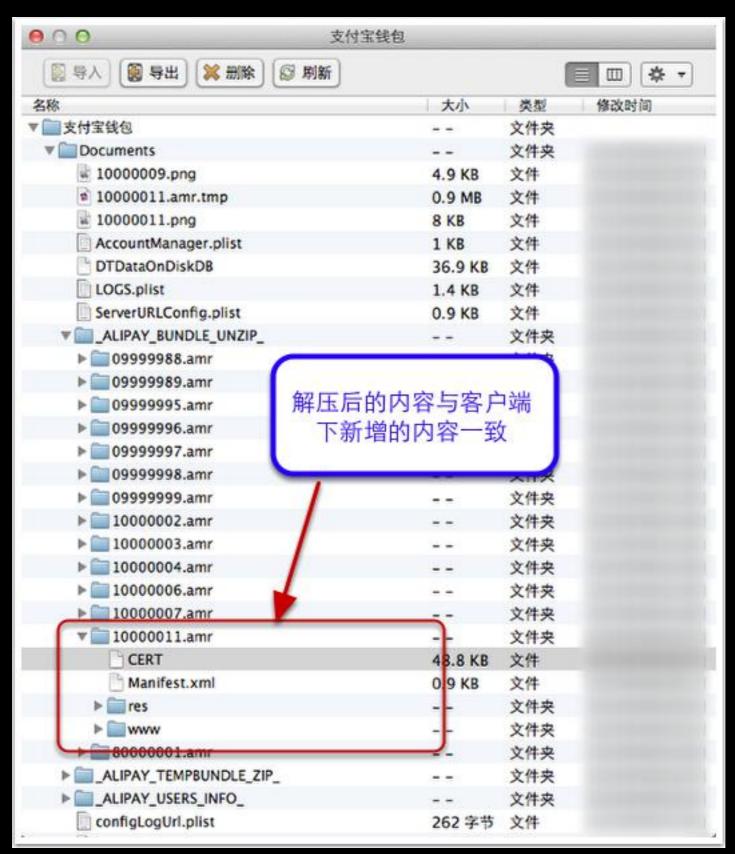
# Network Security

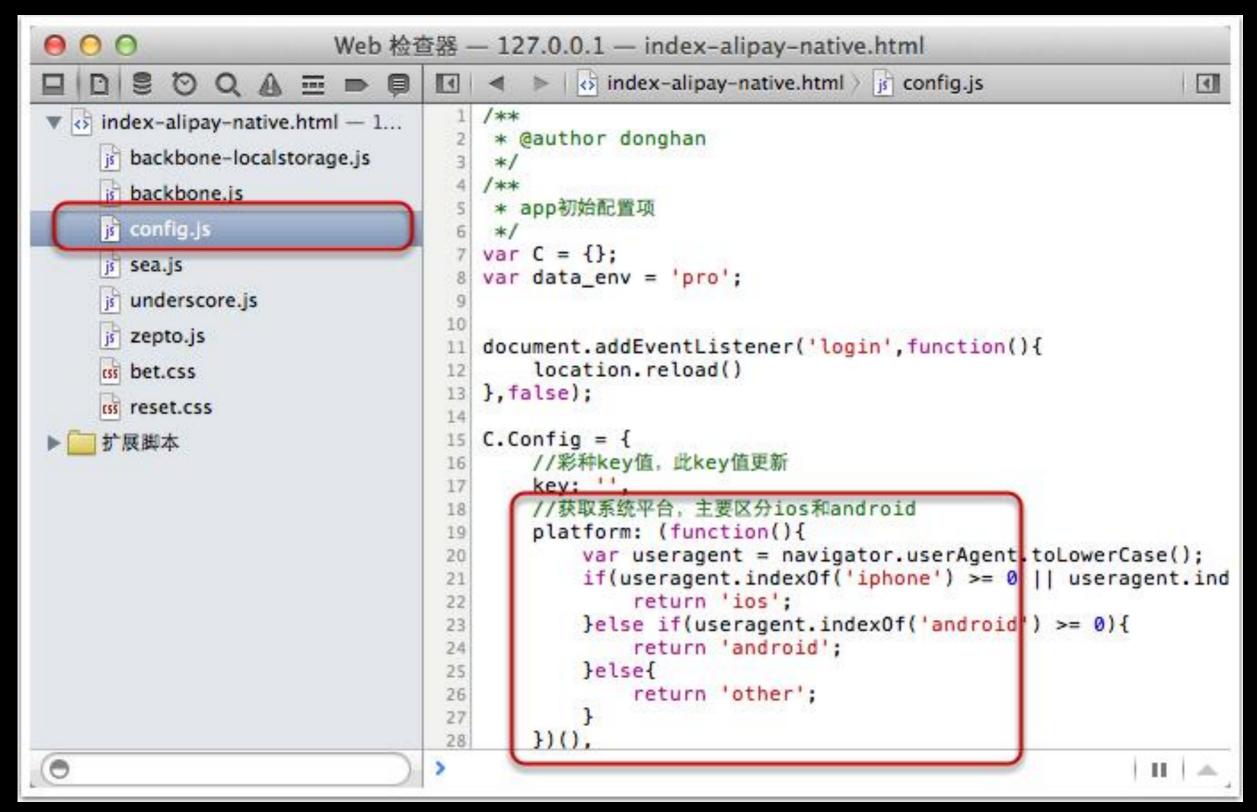
- How to defend?
  - encode password
  - binary protocol

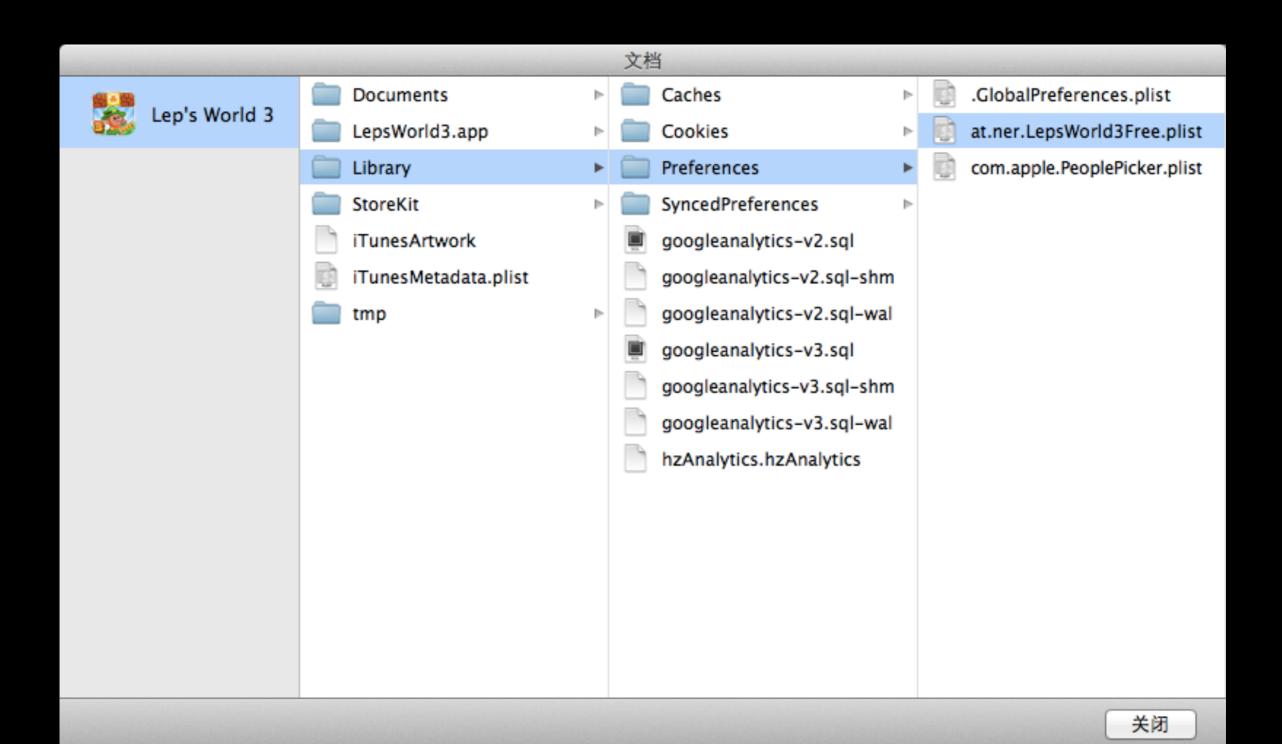
```
qqapi.js
 1 /**
     * QQApi provides api for web pages which are embeded into qq client
     * web pages could use these api to invoke client capabilities
 3
 4
     * you may include this script in your page like this:
 5
     * <script src="http://qqlocal/api/qqapi.js"></script>
7
     */
8
    iOSQQApi = {
 9
        /**
10
         * Helper method for opening an url
11
         * @param url
12
         */
        _openURL: function(url){
13
            //create an iframe to send the request
14
            var i = document.createElement('iframe');
15
            i.style.display = 'none';
16
            i.onload = function() { i.parentNode.removeChild(i); };
17
18
            i.src = url;
            document.body.appendChild(i);
19
20
21
            //read return value
            var returnValue = iOSQQApi.__RETURN_VALUE;
22
            iOSQQApi.__RETURN_VALUE = undefined;
23
            return returnValue;
24
25
        },
```











●	.ner.LepsWor	ld3Free.plist	M
IIII   ◀ ▶   🗓 at.ner.LepsWorld3Free.plist > No Selection			
Find \$ Q- 55		77 🕲 🔺 🕨 🖸 Do	ne
Key	Туре	Value	
InApp_7	String	at.ner.LepsWorld3Free.InApp7	
com.inmobi.metricManager.configs.a	Data	<62706c69 73743030 d4010203 04050820	2154
▶ google_stats_ca-app-pub-21513482	Dictionary	(5 items)	
Sound	Boolean	YES	‡m
▶ 3collectedKeys	Array	(11 items)	
Music 🔾 🔾	Boolean	YES	<b>‡</b>
1tempLifes 🔘 🔾	Number 🛊	55	
firstFBPostShare	Boolean	NO	<b>‡</b>
com.inmobi.commonManager.iat.uid	Number	0	
InApp_14a	String	at.ner.LepsWorld3Free.InApp14a	
com.inmobi.app.webview.ua	String	Mozilla/5.0 (iPhone; CPU iPhone OS 7_0_3 like	Mac
2tempAllGold	Number	0	
Goldtoepfe	Number	110	
1endStory	Boolean	NO	<b>‡</b>
realStart	Boolean	NO	<b>‡</b>
InApp_17b	String	at.ner.LepsWorld3Free.InApp17b	

#### iphone/ipad 超级水管工3 Lep's World3 21亿生命+全人物道具解锁



价格: ¥5.00

物流运费: 广东湛江 | 至 北京 - 快递: 免运费

销 量: 30天内已售出1件,其中交易成功0件

评 价: 暂无评价

宝贝类型: 全新 | 10次浏览

支付: 快捷支付 网银支付 💌 | 服务: 🔀

购买数量: 1 + 件 (库存99998件)

立刻购买

▶加入购物车

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#### 分析支付宝客户端的插件机制

http://blog.devtang.com/blog/2013/06/23/alipay-plugin-mechanism/

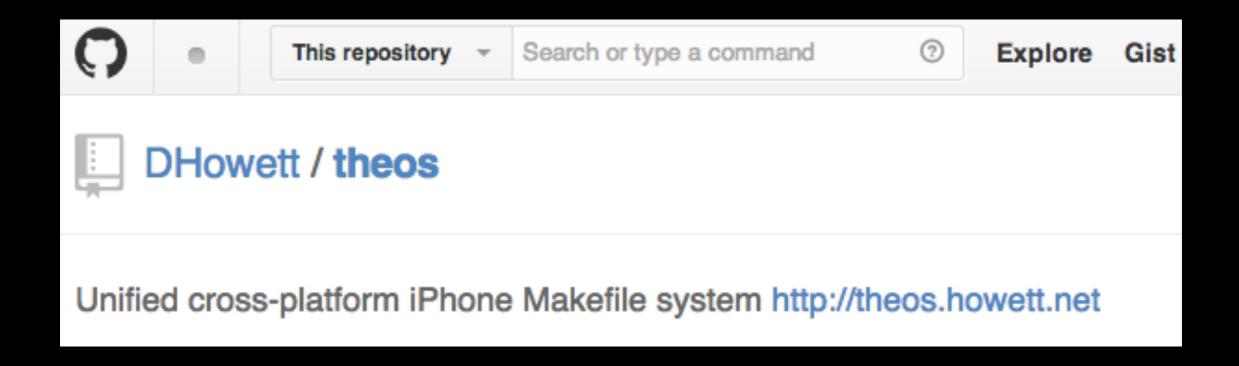
- How to defend?
  - encode
  - checksum
  - keychain

file

otool

```
0 0
                                     2. tanggiao@localhost: ~/work/crack/ipa (zsh)
    ..ork/crack/ipa (zsh)
                             ~/.bin (zsh)
       otool -l weixin | grep framework
        name /System/Library/Frameworks/OpenAL.framework/OpenAL (offset 24)
        name /System/Library/Frameworks/CoreText.framework/CoreText (offset 24)
        name /System/Library/Frameworks/CoreTelephony.framework/CoreTelephony (offset 24)
        name /System/Library/Frameworks/StoreKit.framework/StoreKit (offset 24)
        name /System/Library/Frameworks/AdSupport.framework/AdSupport (offset 24)
        name /System/Library/Frameworks/Accounts.framework/Accounts (offset 24)
        name /System/Library/Frameworks/Social.framework/Social (offset 24)
        name /System/Library/Frameworks/GLKit.framework/GLKit (offset 24)
        name /System/Library/Frameworks/CoreBluetooth.framework/CoreBluetooth (offset 24)
        name /System/Library/Frameworks/MediaPlayer.framework/MediaPlayer (offset 24)
        name /System/Library/Frameworks/CoreMotion.framework/CoreMotion (offset 24)
        name /System/Library/Frameworks/ImageIO.framework/ImageIO (offset 24)
        name /System/Library/Frameworks/AssetsLibrary.framework/AssetsLibrary (offset 24)
        name /System/Library/Frameworks/AVFoundation.framework/AVFoundation (offset 24)
        name /System/Library/Frameworks/MessageUI.framework/MessageUI (offset 24)
        name /System/Library/Frameworks/Foundation.framework/Foundation (offset 24)
        name /System/Library/Frameworks/UIKit.framework/UIKit (offset 24)
        name /System/Library/Frameworks/AddressBookUI.framework/AddressBookUI (offset 24)
```

theos



#### IDA



#### IDA - The Interactive Disassembler

Version 6.4.130322 (32-bit)

(c) 2013 Hex-Rays SA

Evaluation version with the following limitations:

Only PE/ELF/Mach-O files are supported

2. It is time limited

Save is disabled

www.hex-rays.com

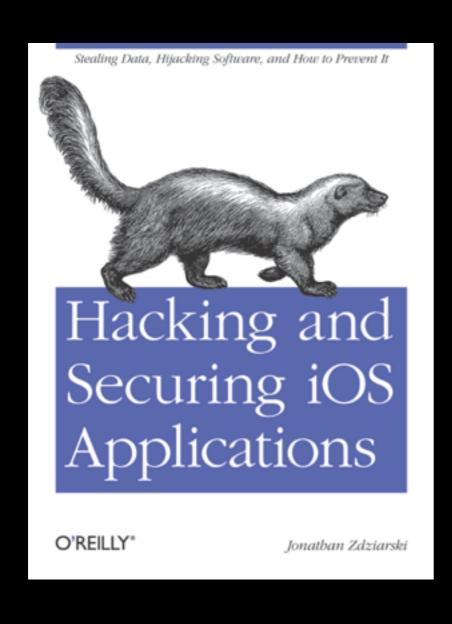
```
if ([[VersionAgent sharedInstance] isUpgraded]) {
                         AppDelegate.m:115:0
                          -104(%ebp), %eax
               movl
                                                ## 4-byte Reload
                          L_OBJC_CLASSLIST_REFERENCES_$_89-L7$pb(%eax), %ecx
               movl
                          L_OBJC_SELECTOR_REFERENCES_29-L7$pb(%eax), %edx
               movl
                          %ecx, (%esp)
               movl
                                                                             n];
                          %edx, 4(%esp)
               movl
               calll
                          L_objc_msgSend$stub
               movl
                          %eax, (%esp)
                          L_objc_retainAutoreleasedReturnValue$stub
               calll
v6 =
                                                 ## 4-byte Reload
                          -104(%ebp), %ecx
               movl
                          L_OBJC_SELECTOR_REFERENCES_91-L7$pb(%ecx), %edx
               movl
                          %eax, %esi
               movl
v41
                          %esi, (%esp)
               movl
                          %edx, 4(%esp)
objc
               movl
                          %eax, -132(%ebp)
                                                 ## 4-byte Spill
               movl
if (
               calll
                          L_objc_msgSend$stub
                          -132(%ebp), %ecx
                                                 ## 4-byte Reload
               movl
                          %ecx, (%esp)
               movl
  NS
                                                 ## 1-byte Spill
                          %al, -133(%ebp)
               movb
                          L_objc_release$stub
               calll
                          -133(%ebp), %al
                                                 ## 1-byte Reload
               movb
                                                                             ıce"
                          $0, %al
               cmpb
                          LBB7_4
               jе
      ## BB#3:
                          -104(%ebp), %eax
                                                ## 4-byte Reload
               movl
                          L__unnamed_cfstring_93-L7$pb(%eax), %ecx
                leal
```

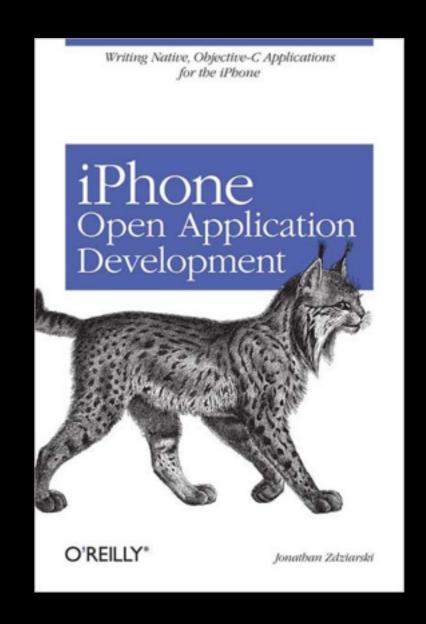
- How to defend against IDA?
  - Macro
  - pure C library

#### Summary

iOS Security need attention!

#### Resources - en





open jailbreak course: <a href="http://www.reddit.com/r/jailbreak/comments/1nxoq7/openjailbreak\_class/">http://www.reddit.com/r/jailbreak/</a>

#### Resources - cn





吴发伟翻译的安全相关的文章: http://wufawei.com

# Thanks & QA

- Sina Weibo: @唐巧\_boy
- 微信公众帐号: "iOSDevTips"

