iOS Reverse Engineering

A.K.A. Haxing iOS apps

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Introduction

- Reverse engineering is taking a finished product and analyzing its functions, structures, or behaviors.
- When we are very interested in a certain software feature while not having the access to the source code, we can try to analyze it by reverse engineering.
- Helpful for better understanding how software works
 - Finding security issues
 - May be used illegally:
 - Software Piracy
 - Stealing local cached data (IP and sensitive stored information)

What can reverse engineering really do?

- All Objective-C interfaces, all properties, all global variables, even all logics are EXPOSED
- We can do reverse engineering on system APIs to use some private functions, which are not documented
- Many companies that develop apps are not aware of existience of this technique, and think their applications are unbreakable.

A small example of how
I recently used reverse engineering with
an application to let me login..
without being an active user

without being an active user

So there is this app that doesn't load anything except "ActivationViewController", because obviously I'm not an active user

The app stores a key in NSUserDefaults of "isActive" if true then it just moves on with the following views

Until this moment we are fine.. but ...

the API DOES NOT CARE

so simply changing the value of the key from false to true, aaaand.. profit.

And even worse..

After taking a look at the API response, it exposes information like email, number and data the app doesn't even use

Well i know this is not our topic.. heh.

Charles with iPhone App

- Charles
 - HTTP/HTTPS sniffing
 - Repeat/Edit request
 - Breakpoints

What can reverse engineering do with iOS specifically?

 You can hook into existing methods of the application, implement your own modification.. and you could even access the original return of the method!

Example follows...

ApplicationController.m

```
-(void)setUserBadge:(NSString *)username isAdmin: (BOOL)isAdmin {
  if( [username isEqualToString:@"Osama"] ){
    isAdmin = true;
  }
}
```

— My modification would look like this

```
%hook ApplicationController
-(void)setUserBadge:(NSString *)username isAdmin: (BOOL)isAdmin {
    // whatever your function does was ignored
    // "Osama" can still be accessed from username ^
    isAdmin = true;
}
%end
```

```
%hook ApplicationController
-(void)setUserBadge:(NSString *)username isAdmin: (BOOL)isAdmin {
    // whatever your function does was ignored
    // "Osama" can still be accessed from username ^
    isAdmin = true;
}
%end
```

So for everytime your application calls setUserBadge method, my %hook will load the modification i used into that method

Jailbreak your iPhone

- You really need to be jailbroken to have a the required tools to work without a problem
- Jailbreak currently supports up to iOS 11.3.1 (and 11.4 is yet to be released)
- Jailbreak breaks signing requirements for applications
- Gives you root access
- SSH access into the phone

Tools used

- Charles
 - HTTP/HTTPS sniffing
 - Repeat/Edit request
 - Breakpoints
- Clutch
 - For decrypting App Store apps (jailbreak only!)
- class-dump
 - for dumping the application header files
- Hopper Disassembler
 - For disassembling decrypted IPA's
- Inspective-C
 - Tool to log Objective-C message hierarchies, watch class or object, its more like showing footsteps of a class

Tools used

- Clutch
 - For decrypting App Store apps (jailbreak only!)



 NO you can't decrypt apps using online tools or such, only though jailbroken iOS Device

class-dump

Hopper Disassembler

Injecting my modifications, permanently into the app using THEOS

Inspective-C

So what did i do?

- One of my great accomplishments is PhoneCaller
- It displays caller info when making/ receiving a call .. <u>using TrueCaller's</u> <u>unofficial API</u>
- Hooks into InCallServices, MobilePhone.app and TrueCaller.app
- 4000 lines of boring code ..
- More than 50,000 downloads (legal & illegal)

