CYBERSECURITY TRAINING (WEEK 3 – Day1)

ANDROID HACKING

- 1. Structure of Android OS
 - Linux Kernel: It is the core part of the Android operating system that interacts directly with hardware and manages lowlevel system tasks like memory, process, and power management.
 - System Libraries: These are essential libraries written in C/C++ that provide various functions such as graphics rendering (Skia), database support (SQLite), and web rendering (WebKit).
 - Application Framework: It provides highlevel building blocks and APIs used by

- developers to build Android applications, such as Activity Manager, Window Manager, and Content Providers.
- Android Runtime (ART): It is responsible for running Android apps. It compiles app code from bytecode into native instructions at install time (ahead-of-time compilation).
- Applications: These are the user-installed apps or pre-installed system apps that run on top of the framework using Java/Kotlin.

2. Common Android Vulnerabilities

• Insecure Data Storage: Sensitive information like passwords, tokens, or user data is stored in unprotected files or preferences, which can be accessed by other apps or attackers.

- Improper Access Control: App components like Activities or Services are left exposed to other apps, allowing unauthorized access or functionality misuse.
- Insecure Communication: Apps transmit sensitive data over unencrypted channels (like HTTP), making it vulnerable to manin-the-middle attacks.

3. Tools for Testing Android Applications

- APKTool: A reverse engineering tool used to decompile and recompile Android APK files. It helps analyze and modify app resources and code.
- MobSF (Mobile Security Framework): An automated tool that performs static and dynamic security analysis of Android apps to detect vulnerabilities.

Practical Implementation