In this task, we should find functions which have similar functions between two versions of Line App.

Because the functions of Line App are stable, so we can assume that though the structure of App has changed, the function unit—in other words—the classes will have similar contents with changed names.

So, I use the Const String and Const Variable to help me locate the similar classes.

For example, we use jadx-gui to reverse the Apk.

"com.linecorp.linepay.tw.biz.main.a\$d.onCompleteCreate(jp.naver.toybox.drawablefactory.l,jp.naver.toybox.drawablefactory.e,boolean)"

```
aa aaVar = aa.f50496c;
           if (aa.l()) {
                        dVar.f100602a = "http://img-pay.line-apps-beta.com/app/images/temp-tw-ipass-card-1.b.303030
           CharSequence charSequence = (String) dVar.f100602a;
           if (!(charSequence == null || n.a(charSequence))) {
                        this.j.a(this.n, (String) dVar.f100602a, new d(this, dVar));
}
0 = 10, 0, 3, 0 = 0.000 \ln 0.000 \ln 0.000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.00000 \ln 0.00000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.0000 \ln 0.00000 \ln 0.0000 \ln 0.000
public static final class d implements jp.naver.toybox.drawablefactory.j {
           /* renamed from: a reason: collision with root package name */
           final /* synthetic */ a f50812a;
           /* renamed from: b reason: collision with root package name */
           final /* synthetic */ x.d f50813b;
           public final void onCancelCreate(jp.naver.toybox.drawablefactory.l lVar, jp.naver.toybox.drawak
           public final void onFailCreate(jp.naver.toybox.drawablefactory.l lVar, jp.naver.toybox.drawable
           public final void onPrepareCreate(jp.naver.toybox.drawablefactory.l lVar, jp.naver.toybox.drawa
           d(a aVar, x.d dVar) {
                        this.f50812a = aVar;
                        this.f50813b = dVar;
           public final void onCompleteCreate(jp.naver.toybox.drawablefactory.l lVar, jp.naver.toybox.draw
                        this.f50812a.k.setVisibility(8);
```

the function has a const string which contents is <a href="http://img-pay.line-apps-beta.com/app/images/temp-tw-ipass-card-1.b.303030.xhdpi.png">http://img-pay.line-apps-beta.com/app/images/temp-tw-ipass-card-1.b.303030.xhdpi.png</a> around it. We can search for the string in v9.22.2 apk.



Then we can easily find the corresponding class called "k.a.b.a.a.c.c", then find the similar code structure and features, we can make sure the corresponding function is "k.a.b.a.a.c.c\$c.a(j.a.f.f.l,j.a.f.f.e,boolean)".

```
- G C1087c
   ு ச<sub>ac</sub>
   ... & b z
    --- & C1087c(c, z) void
    --- o a(l, e, Exception)
    <sup>…</sup> ● a(l, e, boolean) void
   • b(l, e) void
...⊙ d
⊕...⊙ e
....⊙ f
⊕...⊙ g
⊕ ⊙ i
...⊙ j
<u></u>⊕... ⊙ k
⊕ • G 1
.... ⊙ m
 ····• a MoneyTextView
 ····• b TextView
┈° c ImageView
 ····• d TextView
 ····• e DImageView
 ····• • f ImageView
 ····• g ImageView
 ···• h TextView
 ... ĕ i b
 • f3465j i0
 •• f3466k boolean
  ூ் m PayMainBalanceView$d
  ° c(Context, 1, PayMainBalanceView$d) void
  ● a(Context) Activity
  ⊸⊌ a(b) void
 "⊌ b(String) void
 " @ dispose() void
 <sup>…</sup>● isDisposed() boolean
 -⊌ 1() void
 --⊌ o() void
  ⊌ p() void
 ⊸⊌ setBalanceText(String) void
```

By the way, we should realize that some variable type has changed definition and should be re-located.