

# WELLCOME



## How to secure apiKeys used on apps with support of iCloudKit

# ApiKeys Management on apps

- Hard coded ApiKeys in source code



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- Don't Store ApiKeys On-Device

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- ✗ The act of compilation transforms human-readable text into machine-executable binary, leaving no trace of the secret. (No really)

# Hard coded ApiKeys in source code

Using a reverse-engineering tool like **Radare2**, that secret is plainly visible from inside the compiled executable.

```
[0x100005a38]> q
pedro@iMac-de-Pedro-141 radare2 % r2 /Users/pedro/Desktop/UnSplash_sample\ 24-6-23,\ 16.26.xarchive/Products/Applications/UnSplash_sample
-- 99 bugs, take one down pass it around. 100 bugs...
[0x100005eb0]> iz
[Strings]
nth paddr vaddr len size section type string
0 0x00017aa4 0x100017aa4 11 12 2.__TEXT.__const ascii ContentView
1 0x00017bc4 0x100017bc4 9 10 2.__TEXT.__const ascii DataModel
2 0x00017cf0 0x100017cf0 9 10 2.__TEXT.__const ascii PhotoView
3 0x00017d96 0x100017d96 9 10 2.__TEXT.__const ascii \e %,4=AFI
4 0x00017da4 0x100017da4 8 9 2.__TEXT.__const ascii \e %,4=AF
5 0x00017e1c 0x100017e1c 12 13 2.__TEXT.__const ascii UnplashPhoto
6 0x00017e48 0x100017e48 4 5 2.__TEXT.__const ascii User
7 0x00017e6c 0x100017e6c 5 6 2.__TEXT.__const ascii Links
8 0x00017e90 0x100017e90 4 5 2.__TEXT.__const asciiUrls
9 0x0001802c 0x10001802c 10 11 2.__TEXT.__const ascii CodingKeys
10 0x000185e4 0x1000185e4 13 14 2.__TEXT.__const ascii UnplashClient
11 0x00018688 0x100018688 13 14 2.__TEXT.__const ascii PhotosPreview
12 0x000186e0 0x1000186e0 15 16 2.__TEXT.__const ascii UnSplash_sample
13 0x00018700 0x100018700 18 19 2.__TEXT.__const ascii UnSplash_sampleApp
14 0x000187b0 0x1000187b0 12 13 2.__TEXT.__const ascii NSURLSession
15 0x000187c0 0x1000187c0 18 19 2.__TEXT.__const ascii HTTPDataDownloader
16 0x000187f4 0x1000187f4 12 13 2.__TEXT.__const ascii UnplashError
17 0x00018894 0x100018894 15 16 2.__TEXT.__const ascii PhotoDetailView
0 0x00018a13 0x100018a13 4 5 3.__TEXT.__cstring ascii slug
1 0x00018a18 0x100018a18 10 11 3.__TEXT.__cstring ascii created_at
2 0x00018a23 0x100018a23 10 11 3.__TEXT.__cstring ascii updated_at
3 0x00018a2e 0x100018a2e 11 12 3.__TEXT.__cstring ascii promoted_at
4 0x00018a3a 0x100018a3a 5 6 3.__TEXT.__cstring ascii width
5 0x00018a40 0x100018a40 6 7 3.__TEXT.__cstring ascii height
6 0x00018a47 0x100018a47 5 6 3.__TEXT.__cstring ascii color
7 0x00018a4d 0x100018a4d 9 10 3.__TEXT.__cstring ascii blur_hash
8 0x00018a57 0x100018a57 11 12 3.__TEXT.__cstring ascii description
9 0x00018a63 0x100018a63 15 16 3.__TEXT.__cstring ascii alt_description
10 0x00018a73 0x100018a73 4 5 3.__TEXT.__cstring ascii urls
11 0x00018a78 0x100018a78 5 6 3.__TEXT.__cstring ascii links
12 0x00018a7e 0x100018a7e 4 5 3.__TEXT.__cstring ascii user
13 0x00018a83 0x100018a83 4 5 3.__TEXT.__cstring ascii self
14 0x00018a88 0x100018a88 4 5 3.__TEXT.__cstring ascii html
15 0x00018a8d 0x100018a8d 8 9 3.__TEXT.__cstring ascii download
16 0x00018acf 0x100018acf 8 9 3.__TEXT.__cstring ascii download_location
17 0x00018ab6 0x100018ab6 4 5 3.__TEXT.__cstring ascii full
18 0x00018abb 0x100018abb 7 8 3.__TEXT.__cstring ascii regular
19 0x00018ac3 0x100018ac3 5 6 3.__TEXT.__cstring ascii small
20 0x00018ac9 0x100018ac9 5 6 3.__TEXT.__cstring ascii thumb
21 0x00018acf 0x100018acf 8 9 3.__TEXT.__cstring ascii small_s3
22 0x00018ad8 0x100018ad8 4 5 3.__TEXT.__cstring ascii name
23 0x00018ae0 0x100018ae0 16 17 3.__TEXT.__cstring ascii twitter_username
24 0x00018b00 0x100018b00 24 25 3.__TEXT.__cstring ascii https://api.unsplash.com
25 0x00018b20 0x100018b20 64 65 3.__TEXT.__cstring ascii 9657b2982d538
26 0x00018b70 0x100018b70 22 23 3.__TEXT.__cstring ascii yyyy-MM-dd'T'HH:mm:ssZ
27 0x00018b90 0x100018b90 31 32 3.__TEXT.__cstring ascii _TtC15UnSplash_sample9DataModel
28 0x00018bb0 0x100018bb0 7 8 3.__TEXT.__cstring ascii _photos
29 0x00018bb9 0x100018bb9 6 7 3.__TEXT.__cstring ascii client
30 0x00018bc0 0x100018bc0 4 5 3.__TEXT.__cstring ascii page
31 0x00018bd0 0x100018bd0 42 43 3.__TEXT.__cstring ascii Contradictory frame constraints specified.
32 0x00018c00 0x100018c00 36 37 3.__TEXT.__cstring ascii _TtC15UnSplash_sample13UnplashClient
33 0x00018c25 0x100018c25 13 14 3.__TEXT.__cstring ascii $defaultActor
34 0x00018c34 0x100018c34 4 5 3.__TEXT.__cstring ascii host
35 0x00018c39 0x100018c39 13 14 3.__TEXT.__cstring ascii apiKeyUnplash
36 0x00018c47 0x100018c47 10 11 3.__TEXT.__cstring ascii downloader
37 0x00018c60 0x100018c60 36 37 3.__TEXT.__cstring ascii _TtC15UnSplash_sample13PhotosPreview
38 0x00018c90 0x100018c90 132 133 3.__TEXT.__cstring ascii Accessing Environment-<s>'s value outside of being installed on a Vie
0 0x00018d20 0x100018d20 15 16 5.__TEXT.__objc_methname ascii dateFromString:
1 0x00018d30 0x100018d30 13 14 5.__TEXT.__objc_methname ascii initWithData:
```

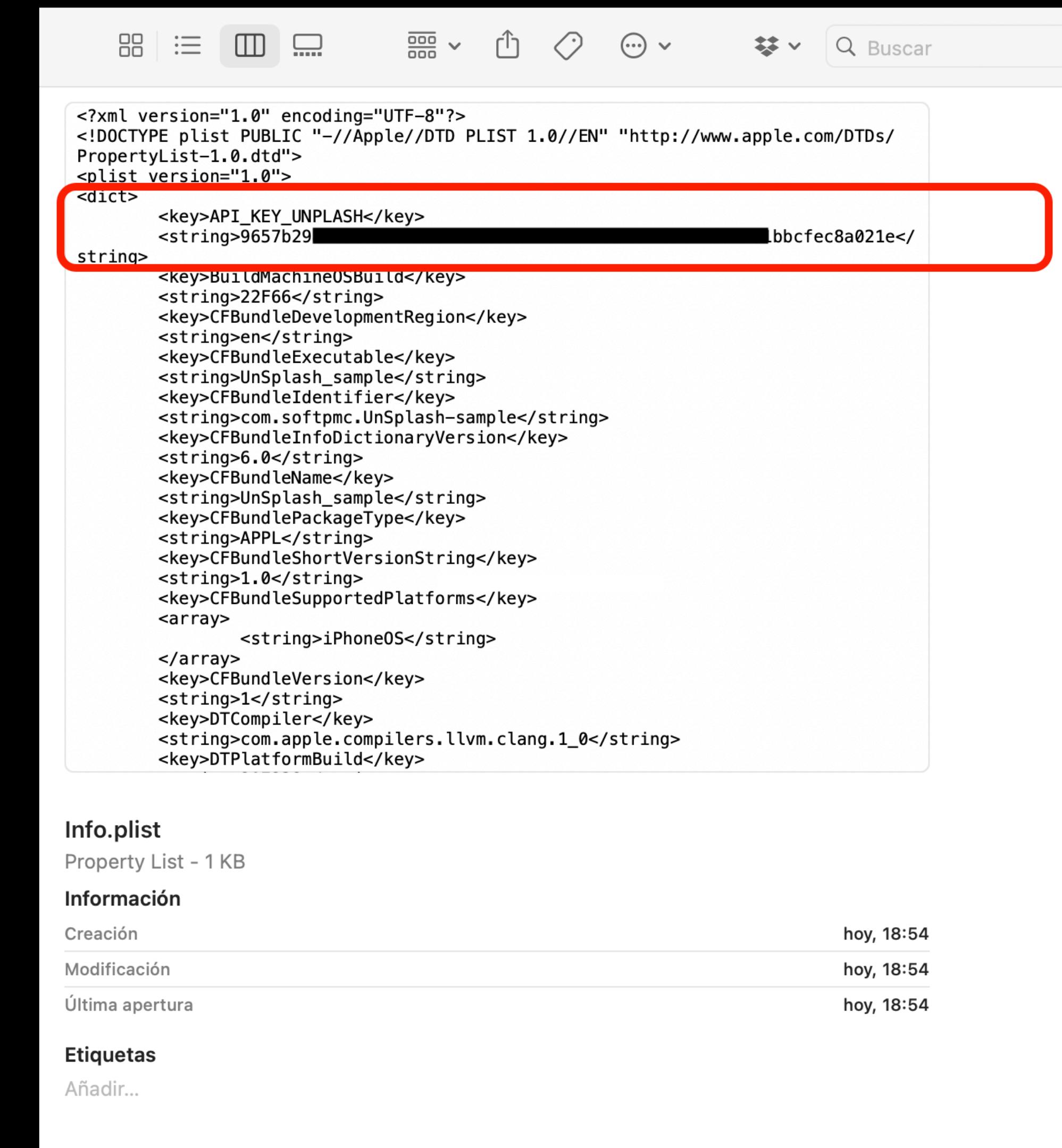
# Using Xcode Configuration and Info.plist

- ✓ Easy implementation
- ✓ They won't forme part of your source
- ✓ Can't be retrieved using a reverse-engineering tool

But .....

# Using Xcode Configuration and Info.plist

The Info.plist file is used to store our apiKeys!. And is easily accesible from the app payload



The screenshot shows the Xcode Project Navigator with the 'Info.plist' file selected. The file content is displayed in XML format, showing various key-value pairs for the application's metadata. A red box highlights the section where the API key is stored:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<dict>
    <key>API_KEY_UNPLASH</key>
    <string>9657b29[REDACTED]bbcfec8a021e</string>
    <key>BuildMachineOSBuild</key>
    <string>22F66</string>
    <key>CFBundleDevelopmentRegion</key>
    <string>en</string>
    <key>CFBundleExecutable</key>
    <string>UnSplash_sample</string>
    <key>CFBundleIdentifier</key>
    <string>com.softpmc.UnSplash-sample</string>
    <key>CFBundleInfoDictionaryVersion</key>
    <string>6.0</string>
    <key>CFBundleName</key>
    <string>UnSplash_sample</string>
    <key>CFBundlePackageType</key>
    <string>APPL</string>
    <key>CFBundleShortVersionString</key>
    <string>1.0</string>
    <key>CFBundleSupportedPlatforms</key>
    <array>
        <string>iPhoneOS</string>
    </array>
    <key>CFBundleVersion</key>
    <string>1</string>
    <key>DTCompiler</key>
    <string>com.apple.compilers.llvm.clang.1_0</string>
    <key>DTPlatformBuild</key>
```

Below the XML content, the 'Info.plist' file is shown in the 'Información' (Information) pane, listing its creation, modification, and last access dates as 'hoy, 18:54'.

# Obfuscate ApiKeys using Encryption

- ✓ More secure than previous options.
- ✗ They will forme part of your source
- ✗ Using a reverse-engineering tool, that obfuscate apiKey is plainly visible as well as the salt used for obfuscation.

# Don't Store ApiKeys On-Device

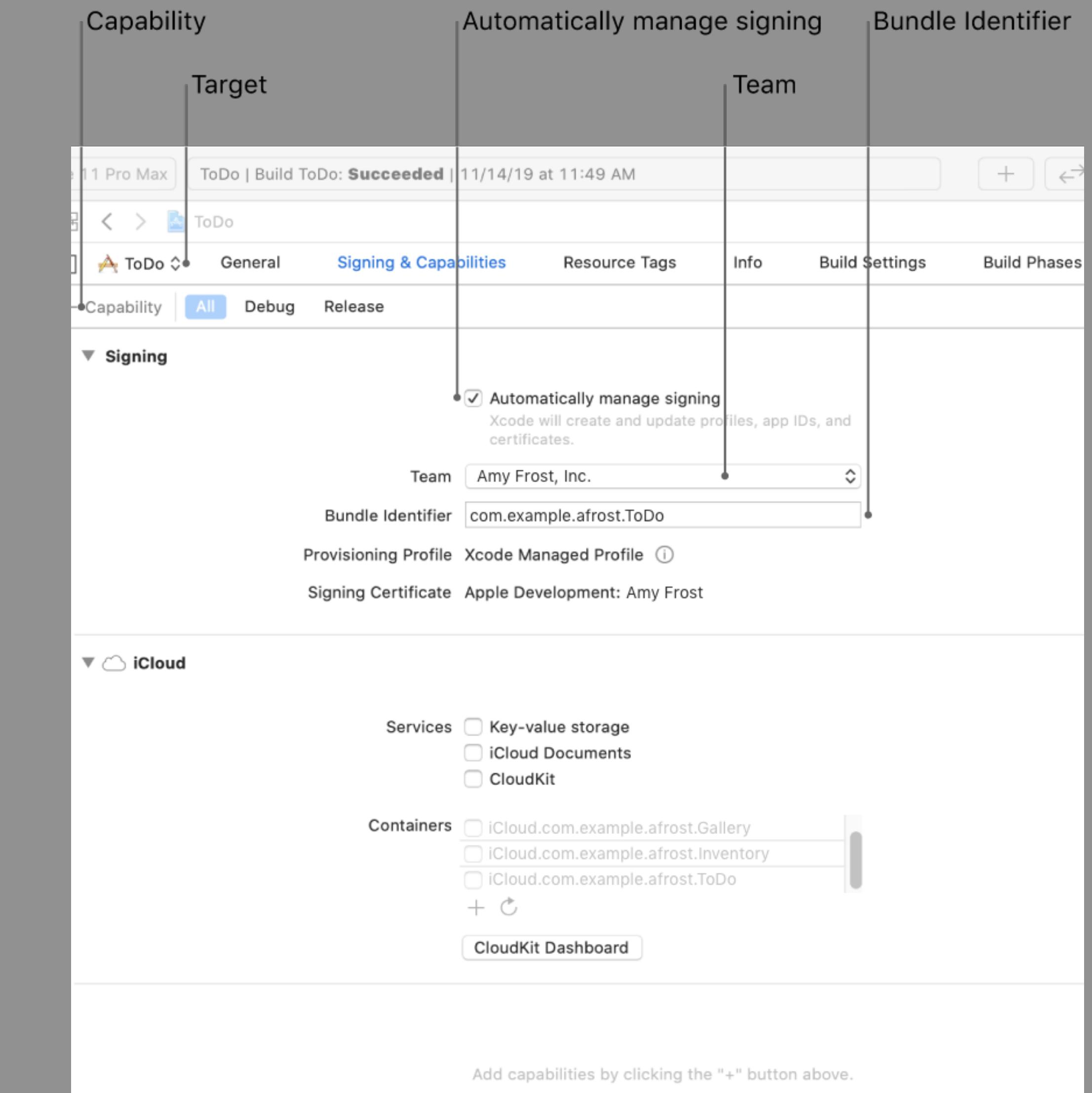
- ✓ More secure than previous options.
- ✓ They won't forme part of your source
- ✓ Can't be retrieved using a reverse-engineering tool

# Don't Store ApiKeys On-Device

- Store them on the server
- No server? Maybe some Apple services can help us:
  1. **On-Demand Resources**
  2. **Background Updates:** Using silent APNS
  3. **CloudKit Database:** Set apiKeys in a database in your CloudKit Dashboard

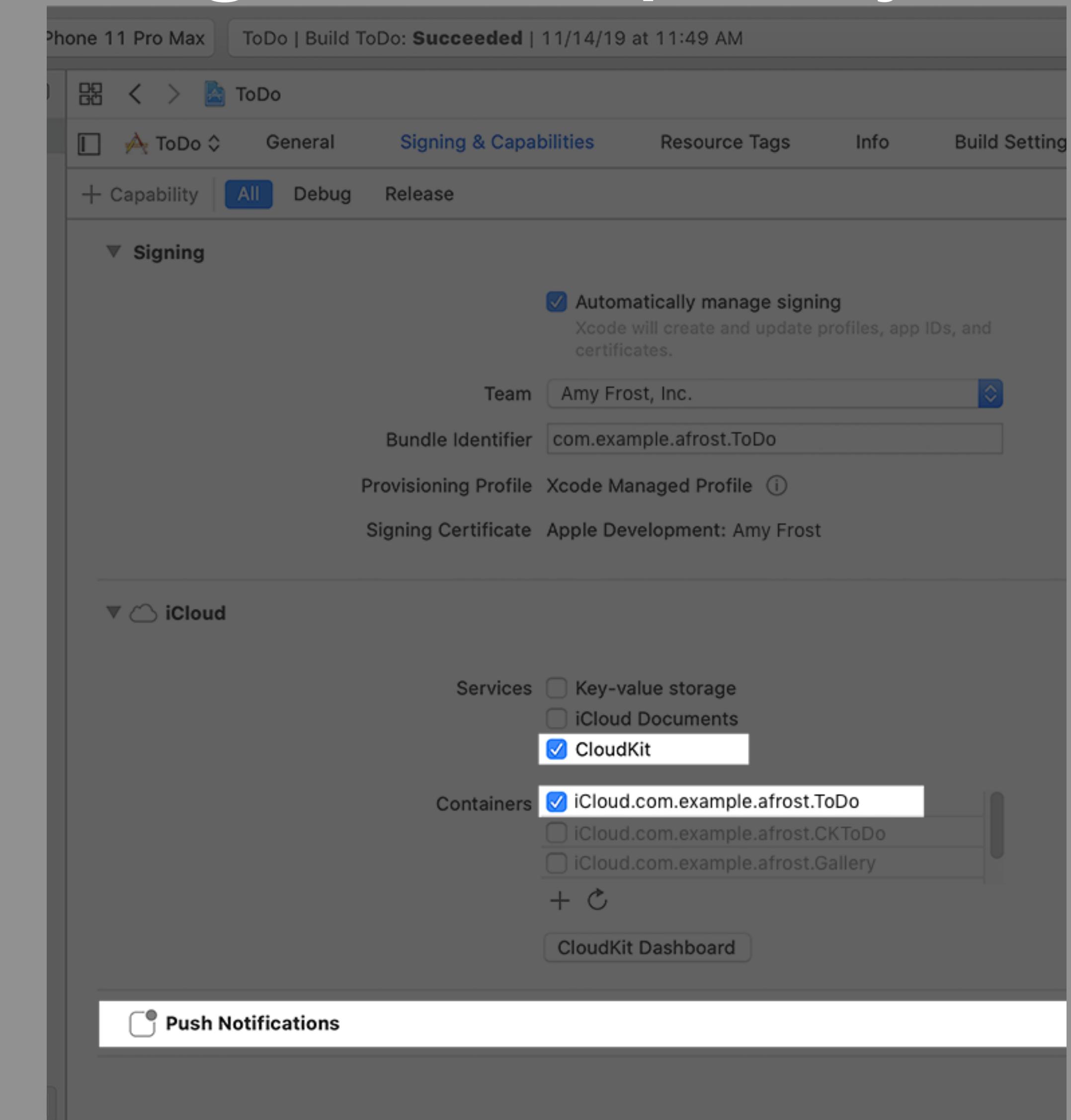
# Using CloudKit as storage for ApiKeys

- Add the iCloud Capability to Your Xcode Project



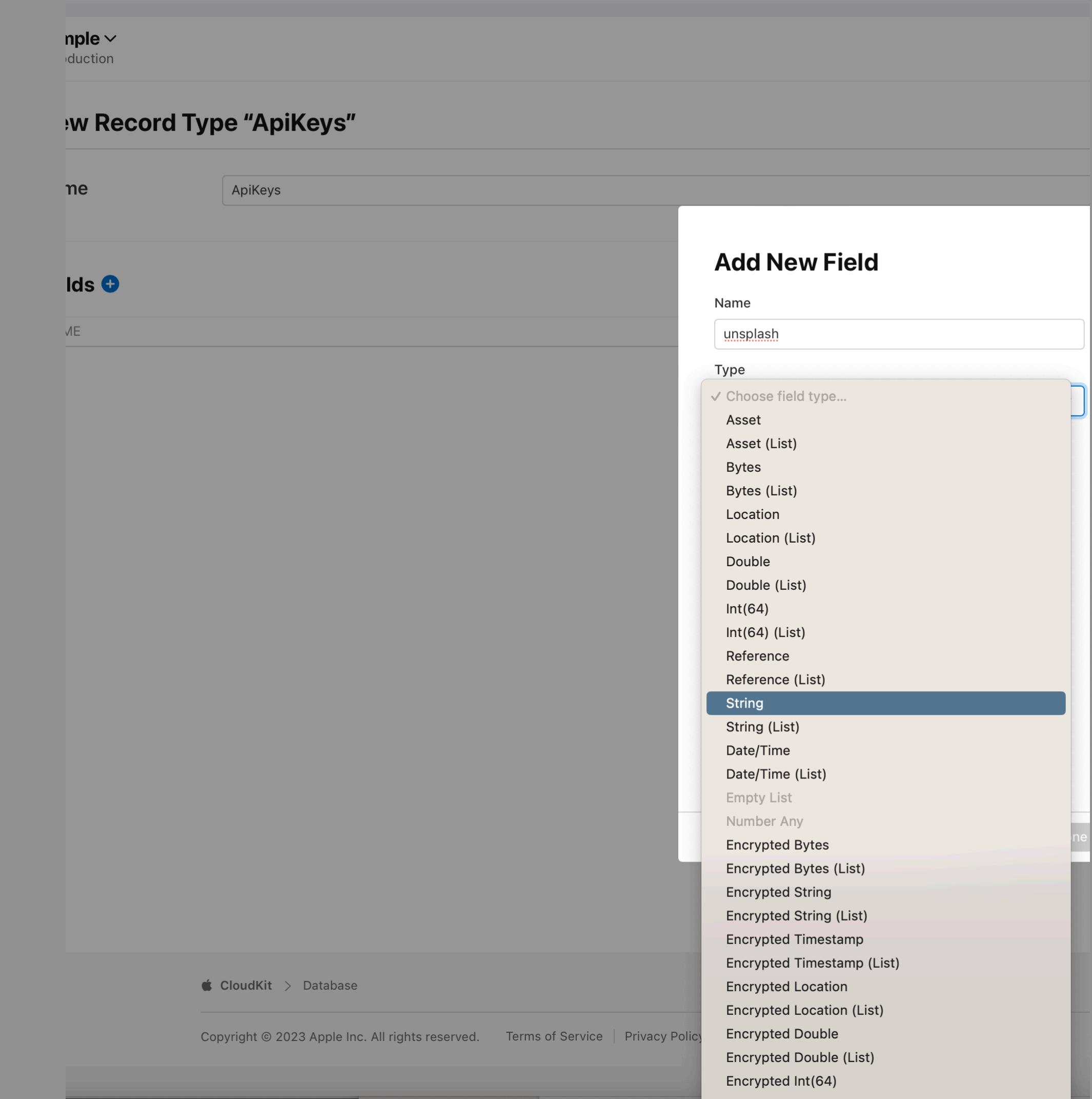
# Using CloudKit as storage for ApiKeys

- Create Your Container
- Select or Create an iCloud Account for Development



# Using CloudKit as storage for ApiKeys

- In Consosle, we create a new Record type
- We give it a name for example “ApiKeys” and add a new field. We’ll named “unplash”
- Set RecordName an field as queryables
- Add a new record item with the apiKey value



# Using CloudKit as storage for ApiKeys

- Now with make use of CloudKit to retrieve the apiKey:

```
let apiKeyRecordID = CKRecord.ID(recordName: ckRecordId)
let publicDatabase = CKContainer.default().database(with: .public)

let record = try await publicDatabase.record(for: apiKeyRecordID)
let key = record[ckField] as? String
```

ckRecordId. The id of record we have created in iCloud console before  
ckField. The name of record field que want to retrieve “unsplash”

- The apikey can be stored in Keychain using **Secure Enclave** as an added layer of protection

# Using CloudKit as storage for ApiKeys



DEMO

# Using CloudKit as storage for ApiKeys

ONE MORE THING

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- We should protect the app from the called it “MAN IN THE MIDDLE”
- It’s easiest to capture the app network traffic using a proxy between the app and the server
- We can use a tool as **Charles** to do it
- We will use SSL Pinning, to protect app from “MAN IN THE MIDDLE”

# SSL Pinning

- Certificate or a Hash from Public Key of this can be used for pinning
- Certificate can be drag ad from from Safari to a folder in Finder

# SSL Pinning

- Create Hash Key:

```
openssl s_client -servername servername -connect servername:443 | openssl x509 -pubkey -noout | openssl pkey -pubin -outform der | openssl dgst -sha256 -binary | openssl enc -base64
```

Example

```
openssl s_client -servername api.unsplash.com -connect api.unsplash.com:443| openssl x509 -pubkey -noout | openssl pkey -pubin -outform der | openssl dgst -sha256 -binary | openssl enc -base64
```

xYGlcA+pIzAH9M7nNK5YeIX5qcAryQ+tbkKmBL+o4X0=X0=

- Alternatively **Qualys SSL Labs** can be used

# SSL Pinning

- For pinning Certificate we'll use URLSession delegate function:

```
func urlSession(_ session: URLSession, task: URLSessionTask,  
didReceive challenge: URLAuthenticationChallenge) async ->  
(URLSession.AuthChallengeDisposition, URLCredential?)
```

- Validate certificate or hash of public key and let continue requests only if validation is success

# Certificate Pinning



DEMO

# LINKS

[Unsplash](#)

[NSHister secrets](#)

[Radare](#)

[CloudKit overview](#)

[Secure Enclave documentation](#)

[KeychainPasswordItem](#) Keychain helper SPM

[Charles](#)

[Qualys SSL Labs](#)

# Using CloudKit as storage for ApiKeys

## QUESTIONS?

# Using CloudKit as storage for ApiKeys

THAT IS ALL  
Thanks