**Google Demanded App Developers to Fix Vulnerabilities in 275,000 Android Apps in Last Two Years**

Google has been pressurizing developers to fix security flaws in over 275,000 Android apps on its Play Store over the past two years. In most of these cases, the insecure apps were threatened to be blocked for future updates if mobile app security is not ensured.

As a part of Google’s App Security Improvement (ASI) program developed in 2014, Google scans all the apps on its Play Store for known vulnerabilities. If a known security issue is discovered in an app after the scan, the app developer is notified via an email and also alerted on the Google Play Developer Console.

Initially, the apps would only be scanned for embedded Amazon Web Services (AWS) credentials as it used to be a prevalent problem of that time. Being exposed to AWS credentials could result in serious compromises of cloud servers that stored all user content. Afterwards, the scan also checked for embedded Keystore files that hold public and private cryptographic keys used for securing connections or encrypting data.

When the ASI program was started, developers were only notified of the security flaws but were not under any pressure to fix them. In 2015, Google started scanning a wide range of issues and also started giving deadlines to the developers to deliver mobile app security. Along with the notification, Google also sends complete detail of the vulnerability and provides guidance on how to fix it. If developers do not fix the issue by the mentioned deadline they may be disallowed to release new update for their apps.

As a move towards strengthening mobile app security, Google put checks on six vulnerabilities in 2015, all with patching deadlines; and 17 in 2016, out of which 12 were given time limit to fix the issues. These included many issues such as development frameworks and advertising SDKs, insecure third-party libraries and insecure implementation of Android Java interfaces and classes.

Till April last year, the ASI program made possible the patching of 100,000 mobile apps. The number has increased threefold since then, with 90,000 developers patching security flaws in over 275,000 apps.