

# Introduction to iOS Penetration Testing

Confidence 20/05/2016 | Sławomir Kosowski



# About Me

- Working as Mobile and Web pentester
- Focused on iOS
- Previously worked on wide range of security projects
- Educational background in Telecommunications

<https://www.linkedin.com/in/skosowski>

# Introduction

How many iOS developers do we have here?

How many of you are actually writing in Swift?

Any pentesters?

Android folks?

# Agenda

## What we will cover:

- Introduction to iOS
- Basics of Objective-C runtime
- Setting up testing environment
- Fundamentals of app testing
  - Focus on black-box testing

## What we will **not** cover:

- Jailbreak development
- Swift
- White box testing / code review
- Webapp pentesting

# Introduction to iOS

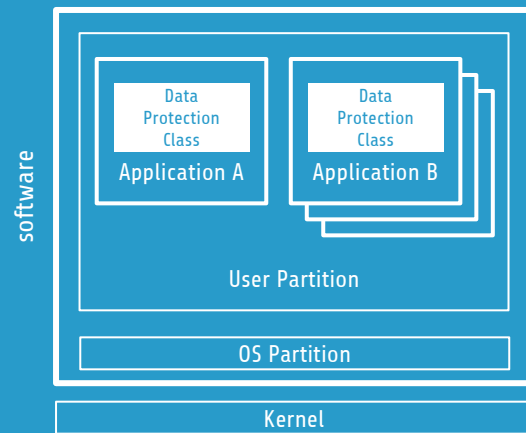
- Mobile operating system from Apple
- Based on XNU kernel from Darwin OS (Unix)
- iOS is closed-source with some exceptions\*
- Applications written in Objective-C (and Swift)
- Cocoa Touch – main API for iOS handling user interaction

\* <https://opensource.apple.com>

# Introduction to iOS security model

Apple controls both hardware and software to provide end-to-end security, with following key features:

- Secure Boot Chain
- Secure Enclave (and Touch ID)
- Encryption and Data Protection
- Trusted Code Execution
- Network Security



# Keychain

- Stores sensitive data such as passwords, certificates, tokens, etc.
- Is implemented as SQLite database
- Application can access only items in its `keychain-access-group`
- Can be arbitrarily read on a jailbroken device using `keychain-dumper`

# Application Sandbox

- iOS Sandbox derives from TrustedBSD MAC framework
- Each third-party application runs as `mobile` user
- Only a few system daemons/apps run as `root`
- Application can access only its own files and data
- IPCs are very limited



# Objective-C

- Superset of C, adding object-oriented functionality
  - This means you can include C code in your apps
- Based on Smalltalk language, supporting message passing, dynamic typing and infix notation
- Uses *interface* and *implementation* file
  - Think about .h and .cpp files in C++

# Objective-C

Objective-C is using infix notation with arguments listed after colon:

```
[Object method:argument]
```

```
[NSString stringWithString:@"Confidence2016"]
```

# Class vs Instance Methods

- Class method can be called on its own
- Instance method must use instance of an object

```
@interface MyClass : NSObject
```

```
+ (void)aClassMethod;
```

```
- (void)anInstanceMethod;
```

```
@end
```

```
[MyClass aClassMethod];
```

```
MyClass *object = [[MyClass alloc] init];
```

```
[object anInstanceMethod];
```

# Objective-C – Message Passing

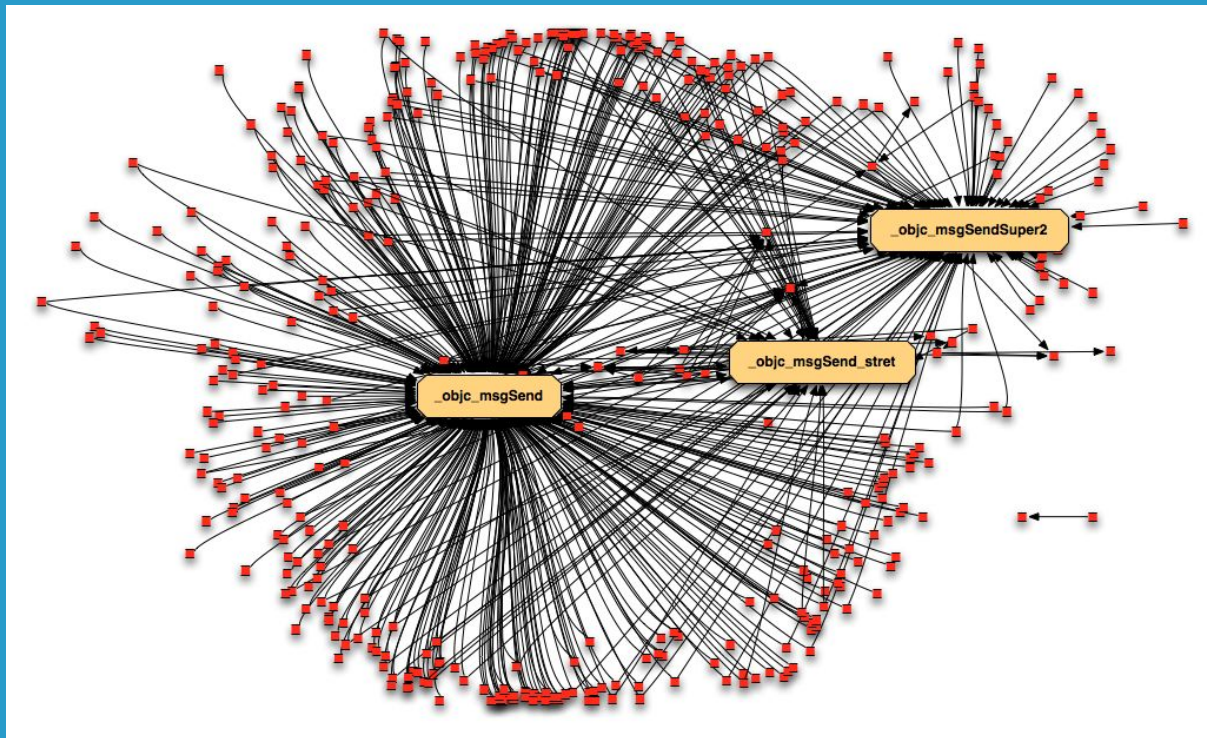
When you pass method, a special function `objc_msgSend()` is called:

```
SaySomething *saySomething = [ [ SaySomething alloc ] init ];  
[ saySomething say: @"Hello, world!" ];  
[ saySomething release ];
```

Which gets translated into C calls:

```
objc_msgSend(  
    objc_msgSend(  
        objc_msgSend(  
            objc_msgSend(  
                objc_getClass("SaySomething"), NSSelectorFromString(@"alloc")),  
                NSSelectorFromString(@"init")),  
                NSSelectorFromString(@"say:"), @"Hello, world!"),  
                NSSelectorFromString(@"release:"));
```

# Objective-C Call Graph



Source: <http://blog.zynamics.com/2010/04/27/objective-c-reversing-i>

# Objective-C Runtime

- Objective-C runtime is written in C and assembly
- Very interesting subject on its own!
- Calls are cached so that subsequent messages are dispatched quicker
- Decision on which method will be called is resolved dynamically
- This is called Method Swizzling
- It will help us during black-box testing and runtime manipulation

Read more:

<https://mikeash.com/pyblog/friday-qa-2009-03-20-objective-c-messaging.html>

<http://cocoasamurai.blogspot.com/2010/01/understanding-objective-c-runtime.html>

[http://www.friday.com/bbum/2009/12/18/objc\\_msgsend-part-1-the-road-map/](http://www.friday.com/bbum/2009/12/18/objc_msgsend-part-1-the-road-map/)

# **Introduction to Application Analysis**

# Static Binary Analysis

- IDA Pro
- Hopper (demo closing after 30 minutes)
- class-dump
- otool
- strings



# Runtime Manipulation

## 1. Cypcript

- a. injects into process and enables to manipulate the runtime with interactive console
- b. supports mixed Objective-C and Javascript syntax

## 2. Frida

- a. injects Javascript V8 engine into process runtime
- b. can inject a hook into starting process**

# Runtime Manipulation – Cont'd

## 3. Debugger

- a. Apple moved from GCC and GDB to LLVM and LLDB
- b. GDB is fully supported until iOS7
- c. iOS8 and onwards uses LLDB
- d. Some key features are still missing in LLDB
  - i. `info mach-regions`
  - ii. Symbols from stripped ObjC Mach-O binary are not loaded in LLDB

# Setting up Pentesting Lab

- Bare minimum is one iDevice, e.g. iPad running iOS 8.x
  - Recommended at least two or more iDevices
- You will need to Jailbreak it
- Ideally grab another pair of iPads/iPhones running older iOS for any legacy apps
- OS X and XCode is very useful, but not mandatory
- Alternatively, grab your favourite Linux

## Setting up Pentesting Lab – Cont'd

- Beware: if you fail to JB your device correctly you can restore it **and upgrade** with iTunes
- Semi-restore might be handy if your JB fails: <https://semi-restore.com/>
- **No possibility to downgrade iOS version**

# Jailbreaking

- Get appropriate jailbreak (Pangu or TaiG) – straightforward for iOS < 9.2
- This will install Cydia – the alternative application store as well as couple of useful services
- From Cydia install `aptitude` and `openssh`
- Install additional packages with `aptitude`

# Jailbreaking - cont'd

- SSH to your iDevice
  - Two users are `root` and `mobile`
  - Default password: `alpine`
- Install additional packages with `aptitude`

```
inetutils          odcc tools
syslogd            cycrypt
less              sqlite3
com.autoppear.installipa  adv-cmds
class-dump         bigbosshackertools
com.ericasadun.utilities
```



# Install Frida

- Check install guide: [www.frida.re/docs/ios](http://www.frida.re/docs/ios)
- Basically add <https://build.frida.re> to Cydia repo
- Then install Frida with Cydia

```
~ $ sudo pip install frida
~ $ frida-trace -i "recv*" Twitter
recvfrom: Auto-generated handler: ../recvfrom.js
Started tracing 21 functions.
1442 ms    recvfrom()
# Live-edit recvfrom.js and watch the magic!
5374 ms    recvfrom(socket=67, buffer=0x252a618,
length=65536, flags=0, address=0xb0420bd8,
address_len=16)
```

# IPA file and Binary

- IPA file is simply a ZIP archive
  - Think of APK but for iOS
  - Contains all relevant files like binary itself, graphics, certificates, default data, etc.
- For static analysis, the Mach-O Binary is interesting
- Usually it contains two architectures ARM7(s) and ARM64
- You probably want to stick to 32-bit as long as you can...

Read more about Mach-O File Format:

<https://developer.apple.com/library/mac/documentation/DeveloperTools/Conceptual/MachORuntime/index.html>



# Important File Location

You can find system applications in `/Applications`

For all the rest use `installipa`:

```
iOS8-jailbreak:~ root# installipa -l
```

```
me.scan.qrcodereader
```

```
iOS8-jailbreak:~ root# installipa -i me.scan.qrcodereader
```

```
Bundle: /private/var/mobile/Containers/Bundle/Application/09D08A0A-0BC5-423C-8CC3-FF9499E0B19C
```

```
Application: /private/var/mobile/Containers/Bundle/Application/09D08A0A-0BC5-423C-8CC3-FF9499E0B19C/QR Reader.  
app
```

```
Data: /private/var/mobile/Containers/Data/Application/297EEF1B-9CC5-463C-97F7-FB062C864E56
```

# Usual Test Approach

1. Obtain IPA file; do binary checks
2. Bypass jailbreak detection (if present)
3. Bypass certificate pinning (if present)
4. Inspect HTTP(S) traffic – usual web app test
5. Abuse application logic by runtime manipulation
6. Memory forensics
7. Check for local data storage (caches, binary cookies, plists, databases)
8. Check for client-specific bugs, e.g. SQLi, XSS
9. Other checks like: logging to ASL with NSLog, application screenshots, no app backgrounding

# Binary Encryption

- Each app in Apple AppStore uses FairPlay DRM, hence is encrypted
  - You must decrypt it before doing static analysis
- Easiest way to do it is to use `clutch`
- Alternatively you can use `l1db` and dump process memory once encrypted
  - Broadly documented in the Internet
- If you are doing a pentest, you will get most likely unencrypted IPA file

# Binary Security Features

- **ARC** – Automatic Reference Counting – memory management feature
  - adds `retain` and `release` messages when required
- **Stack Canary** – helps preventing buffer overflow attacks
- **PIE** – Position Independent Executable – enables full ASLR for binary

All of above are currently set by default in XCode.

# Binary Checks – PIE

```
$ unzip DamnVulnerableiOSApp.ipa
```

```
$ cd Payload/DamnVulnerableiOSApp.app
```

```
$ otool -hv DamnVulnerableiOSApp
```

```
DamnVulnerableiOSApp (architecture armv7):
```

```
Mach header
```

| magic                                 | cputype | cpusubtype | caps | filetype | ncmds | sizeofcmds | flags                      |
|---------------------------------------|---------|------------|------|----------|-------|------------|----------------------------|
| MH_MAGIC                              | ARM     | V7         | 0x00 | EXECUTE  | 38    | 4292       | NOUNDEFS DYLDLINK TWOLEVEL |
| WEAK_DEFINES BINDS_TO_WEAK <b>PIE</b> |         |            |      |          |       |            |                            |

```
DamnVulnerableiOSApp (architecture arm64):
```

```
Mach header
```

| magic                                 | cputype | cpusubtype | caps | filetype | ncmds | sizeofcmds | flags                      |
|---------------------------------------|---------|------------|------|----------|-------|------------|----------------------------|
| MH_MAGIC_64                           | ARM64   | ALL        | 0x00 | EXECUTE  | 38    | 4856       | NOUNDEFS DYLDLINK TWOLEVEL |
| WEAK_DEFINES BINDS_TO_WEAK <b>PIE</b> |         |            |      |          |       |            |                            |

# Binary Checks – SSP

```
$ otool -Iv DamnVulnerableIOSApp | grep stack
```

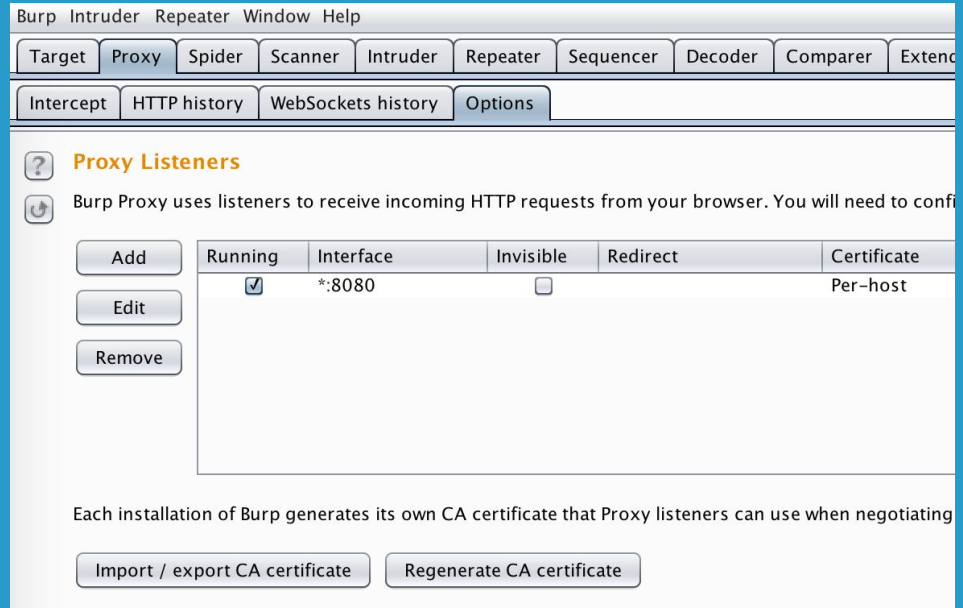
```
0x0046040c 83177 ___stack_chk_fail
0x0046100c 83521 _sigaltstack
0x004fc010 83178 ___stack_chk_guard
0x004fe5c8 83177 ___stack_chk_fail
0x004fe8c8 83521 _sigaltstack
0x000000001004b3fd8 83077 ___stack_chk_fail
0x000000001004b4890 83414 _sigaltstack
0x00000000100590cf0 83078 ___stack_chk_guard
0x000000001005937f8 83077 ___stack_chk_fail
0x00000000100593dc8 83414 _sigaltstack
```

# Binary Checks – ARC

```
$ otool -Iv DamnVulnerableIOSApp | grep release
```

```
0x0045b7dc 83156 ___cxa_guard_release  
0x0045fd5c 83414 _objc_autorelease  
0x0045fd6c 83415 _objc_autoreleasePoolPop  
0x0045fd7c 83416 _objc_autoreleasePoolPush  
0x0045fd8c 83417 _objc_autoreleaseReturnValue  
0x0045ff0c 83441 _objc_release  
[SNIP]
```

# Setting up Burp





# Jailbreak Detection – Common Methods

- Check existence of additional files, e.g.: `/bin/bash`
- Check API calls like:
  - `fork()` – forbidden on non-JB devices
  - `system(NULL)` returns 0 on non-JB and 1 on JB devices
- Check if `cydia://` URL scheme is registered

Read more:

<https://www.trustwave.com/Resources/SpiderLabs-Blog/Jailbreak-Detection-Methods/>

# Bypassing JB detection

1. The easy way: `xcon`
2. More challenging:
  - a. Debugger/Binary patching
  - b. Frida
  - c. Cycrypt

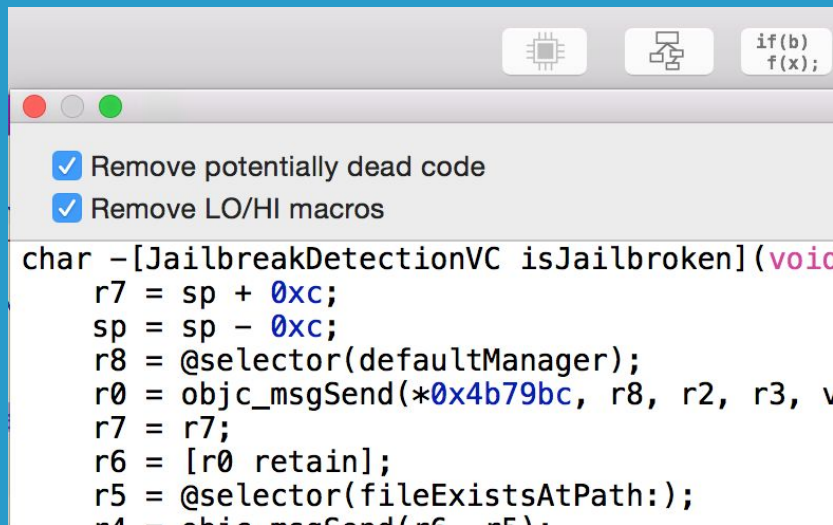
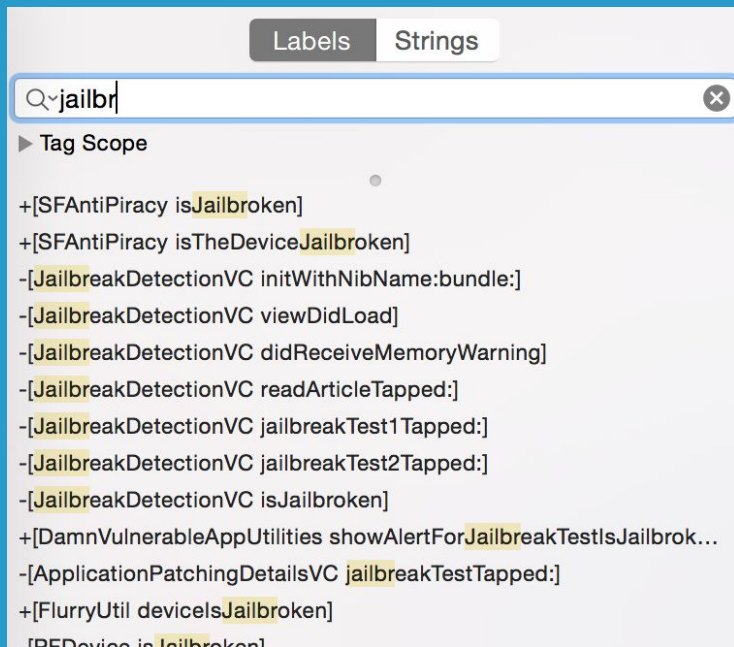
# Getting Info with Class-dump

```
iOS8-jailbreak:~ root# lipo -thin armv7 DamnVulnerableIOSApp -output DVIA32
```

```
iOS8-jailbreak:~ root# class-dump DVIA32
```

```
@interface FlurryUtil : .  
/DVIA/DVIA/DamnVulnerableIOSApp/DamnVulnerableIOSApp/YapDatabase/Extensions/Views/Internal/  
{  
}  
+ (BOOL)appIsCracked;  
+ (BOOL)deviceIsJailbroken;
```

# Hopper – Disassembling



# Cycript

```
iOS8-jailbreak:~ root# cycript -p 12345
cy# [SFAntiPiracy isTheDeviceJailbroken]
true
cy# a=choose(JailbreakDetectionVC)
[]
cy# a=choose(JailbreakDetectionVC)
[#"<JailbreakDetectionVC: 0x14ee15620>"]
cy# [a[0] isJailbroken]
True
```

## Menu Jailbreak Detection

Some developers do a check for a jailbroken device and allow the application to function only if it isn't. Your task is to run this application on a jailbroken device and fool the application into thinking it is not jailbroken.

**Device is Jailbroken**

Ok

Jailbreak Test 1

# Cycript

```
cy# [a[0] isJailbroken]
true
cy# JailbreakDetectionVC.prototype.
isJailbroken=function(){return false}
cy# [a[0] isJailbroken]
false
```

## Menu Jailbreak Detection

Some developers do a check for a jailbroken device and allow the application to function only if it isn't. Your task is to run this application on a jailbroken device and fool the application into thinking it is not jailbroken.

**Device is Not Jailbroken**

Ok

Jailbreak Test 1

# Frida – Method Tracing

1. Install Frida on your workstation and iDevice
2. Connect iDevice to USB
3. Use `frida-trace`

```
$ frida-trace -U -f /Applications/DamnVulnerableIOSApp.app/DamnVulnerableIOSApp -m "[JailbreakDetectionVC isJailbroken]:"
```

4. This creates JS hook with `onEnter` and `onLeave` callback functions:

```
onLeave: function (log, retval, state) {  
  console.log("Function [JailbreakDetectionVC isJailbroken] originally returned:"+ retval);  
  retval.replace(0);  
  console.log("Changing the return value to:"+retval);  
}
```

# Frida - Method Tracing - Output

```
$ frida-trace -U -f /Applications/DamnVulnerableIOSApp.app/DamnVulnerableIOSApp -m "-  
[JailbreakDetectionVC isJailbroken]:"
```

```
Instrumenting functions...
```

```
`...
```

```
-[JailbreakDetectionVC isJailbroken]: Loaded handler at ".  
/__handlers__/__JailbreakDetectionVC_isJailbroken_.js"
```

```
Started tracing 1 function. Press Ctrl+C to stop.
```

```
Function [JailbreakDetectionVC isJailbroken] originally returned:0x1
```

```
Changing the return value to:0x0
```

```
/* TID 0x303 */
```

```
6890 ms -[JailbreakDetectionVC isJailbroken]
```

```
Function [JailbreakDetectionVC isJailbroken] originally returned:0x1
```

```
Changing the return value to:0x0
```

```
22475 ms -[JailbreakDetectionVC isJailbroken]
```



# Testing for Certificate Pinning

Gradually relax requirements for server certificate, and check if traffic is successfully proxied through Burp on each stage:

1. Set Burp in proxy settings, make sure that SSL Killswitch is disabled and that Burp Profile is **\*not\*** installed → **no certificate validation**
2. Install Burp Profile (certificate) → **no certificate pinning**
3. Enable SSL Killswitch → **certificate pinned**
4. Bypass certificate pinning manually

# Bypassing Certificate Pinning

- Killswitch: <https://github.com/ISECPartners/ios-ssl-kill-switch>
- Bypassing OpenSSL cert pinning with cypriat: <https://www.nccgroup.trust/us/about-us/newsroom-and-events/blog/2015/january/bypassing-openssl-certificate-pinning-in-ios-apps/>

## Other tips:

- Certificate is often bundled in the application- look for .der or .pem
- Class-dump binary looking for strings like X509 or Cert
- Look for the following methods in the binary: NSURLSession, CFStream, AFNetworking

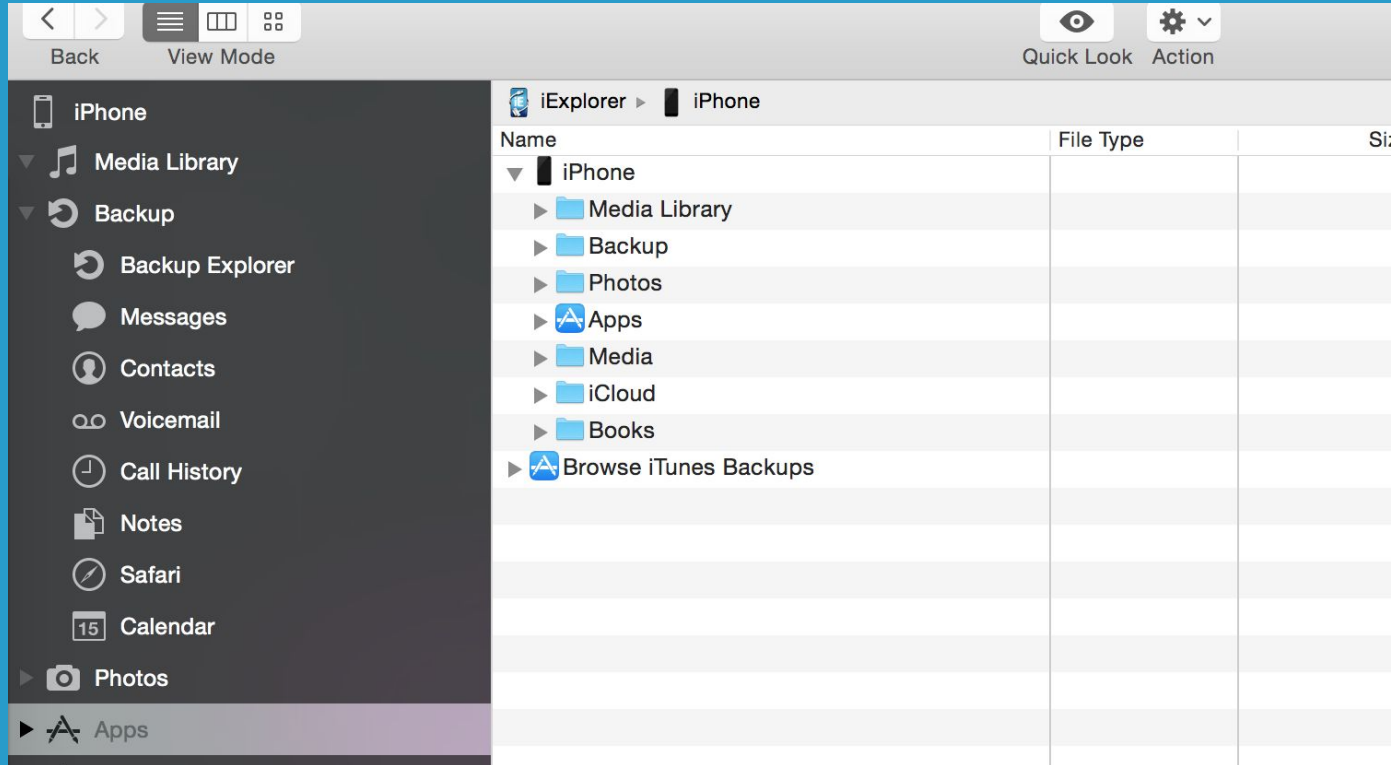
# Investigating Local Storage

1. Check app Data directory `/private/var/mobile/Containers/Data/Application/<app Bundle>`
  - a. `.db` - using SQLite - check with `sqlite3`
  - b. `plist`s
2. `NSUserDefaults`
  - a. `/User/Library/Preferences/`
  - b. `/<app>/Library/Preferences/`
3. Keychain protection class
  - a. `fileDP` tool\*

# Investigating Local Storage – Cont'd

4. Application screenshots
  - a. `/private/var/mobile/Containers/Data/Application/<BundleID>/Library/Caches/Snapshots/`
5. WebView caching
  - a. `/User/Library/Caches/*/Cache.db`
  - b. `/Library/Caches/*/Cache.db`
6. Forensic approach:
  - a. `ls -lR --full-time` before application install, after install and after first use `diff` the results and check any files that changed
  - b. use `strings` on any binary/unidentified file formats
  - c. check for WAL files that may contain uncommitted DB transactions

# iExplorer



# Introspy



Traced Calls

Potential Findings

Show / Hide

Show All

Hide All

DataStorage

Crypto

Network

IPC

Misc

1: CFBundleURLTypes CFBundleURLSchemes

2: CFBundleURLTypes CFBundleURLSchemes

Arguments:

```
{
  "CFBundleURLName": "com.path.path",
  "CFBundleURLScheme": "path",
  "CFBundleURLIsPrivate": "nil"
}
```

Return Value:

3:NSUserDefaults boolForKey:

Arguments:

```
{
  "defaultName": "NSWriteOldStylePropertyLists"
}
```

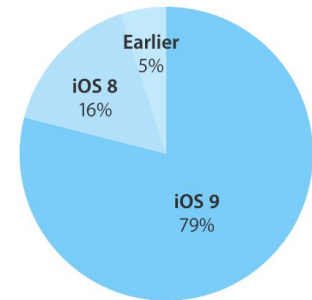
Return Value:

false

# Closing Thoughts – Threat Modelling

- Server-side bugs (LFI, SQLi, RCE) are still among most impactful
- Device data leakage is only meaningful on JB or NB devices without passcode
  - Starting from iPhone 5s the Secure Enclave protects from easy passcode bruteforcing
- Simple passcode might be an issue (1234, 0000, etc.)
- User may choose to wipe device after 10 attempts

79% of devices are using iOS 9.



As measured by the App Store on March 7, 2016.

# Closing Thoughts – Pentester's Perspective

- iOS is an interesting, fast-moving ecosystem
- The iOS platform is pretty solid, but app design or implementation flaws will remain
- Moving from webapp to mobile testing is a good way to get into native (OS) security
  - This requires broad knowledge on: APIs, OS, ARM assembly, Objective C, RE



# Closing Thoughts – Pentester's Perspective

- Keep up with new technologies:
  - Apple Pay
  - Health Kit
  - Yearly release of new iOS
- Lots of tools and materials for iOS < 8, but not so many for recent iOSes
- Debugger, decompiler, Frida and Mobile Substrate are your friends!

# Closing Thoughts – Mobile App Security Landscape

- iOS is maturing – both from hardware and software perspective
  - Look at: Secure Enclave, Touch ID, Swift
- Still, common application flaws include:
  - home-grown crypto
  - security by obscurity
  - design flaws
  - trusting user input because “it cannot be changed”

# Q&A

or drop me a line: [me@skosowski.com](mailto:me@skosowski.com)

# Interprocess Communication

- URL handlers, e.g. `mailto://`
  - open another app using its URL handler with:

```
[[UIApplication sharedApplication] openURL:myURL];
```

- sender can be authenticated :)
- URL scheme can be hijacked :(

*Note: If more than one third-party app registers to handle the same URL scheme, there is currently no process for determining which app will be given that scheme. – Apple's Documentation*

Read more:

<https://developer.apple.com/library/ios/documentation/iPhone/Conceptual/iPhoneOSProgrammingGuide/Inter-AppCommunication/Inter-AppCommunication.html>

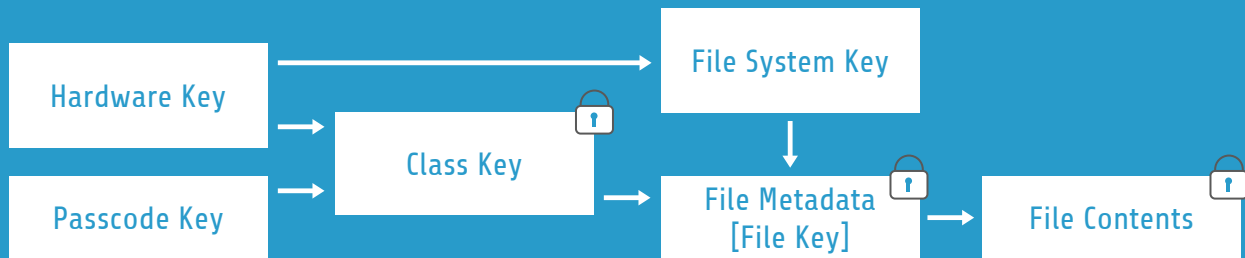
# Interprocess Communication

- Universal Links introduced in iOS 9
  - solve problems of `openURL`
  - no unregistered schemes – working over `https://`
- App Extensions introduced in iOS 8
  - are installed with host application and can communicate through extension points:  
Actions, Custom Keyboards, Document Providers, Photo Editing, Sharing, Today Widgets

Read more:

<https://developer.apple.com/library/ios/documentation/General/Conceptual/AppSearch/UniversalLinks.html>

# File Data Protection



# Secure Boot Chain

- Only Apple signed code is run on iDevice
- You need developer's account to write and run your apps
- Each level of boot is checked for a valid signature



# Secure Boot Chain – Jailbreak

- Jailbreak permits running self-signed code
- It does not break Application Sandbox
- Usually several exploits are chained to perform jailbreak
- Look for: TaiG, Pangu, redsn0w





# Protection Classes

| Availability       | File Data Protection                                 | Keychain Data Protection                        |
|--------------------|--|---|
| When Unlocked      | NSFileProtectionComplete                             | kSecAttrAccessibleWhenUnlocked                  |
| When Locked        | NSFileProtectionCompleteUnlessOpen                   | N/A   |
| After First Unlock | NSFileProtectionCompleteUntilFirstUserAuthentication | kSecAttrAccessibleAfterFirstUnlock              |
| Always             | NSFileProtectionNone                                 | kSecAttrAccessibleAlways                        |
| Passcode Enabled   | N/A  | kSecAttrAccessibleWhenPasscodeSetThisDeviceOnly |