1. Dex 加载流程

Vm->native->dalvik_system_DexFile->openDexFile openDexFile, 读取内存中的 Dex 文件数据并加载 Dalvik dalvik system DexFile openDexFile bytearray

```
free(outputName);

RETURNLPTK(DexOrJar);

Particles "Ballvik h"
include "Ballvik h"
include "native/Intern
halberIxtension
DexOrJar

fileName
oisDer
obsylofre
oplanfile
planfile
planfile
planfile
planfile
blankenpDemOrJar
hanbenpDemOrJar
```

- 1) 转换存储的 dex 格式为执行的 dex 格式 dvmRawDexFileOpenArray(pBytes, length, &pRawDexFile) //将 byte 数据转换成 Android 可以加载的数据
- 2) 添加到 gDvm 中 addToDexFileTable(pDexOrJar);

脱壳点之一的函数: dvmDexFileOpenPartial

```
DexPrepare.cpp

DemDex* powmDex = NULL;
bool result = false;
const char* msgStr = "???";

/* if the DEX is in the wrong byte order, swap it now */
if (dexSwapAndVerify(addr, len) != 0)

goto +bail;

revriteDex
include (rib h)
portion revriteDex
include (rib h)
goto +bail;

/*

** Now that the DEX file can be read directly, create a DexFile struct
** for it.

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- 2. 壳实现加载流程
 - 1) 内存中解密 dex 函数
 - 2) 将 dex 存储结构转换为执行结构
 - 3) 添加到 gDvm 中 部分壳是自己实现了该功能,部分壳是调用系统的函数,一般这里可以作为一个脱 壳点
 - 4) 抹去 dex 存储结构中的有效数据
- 3. 脱壳思路

dvmHashTableLookup(gDvm userDexFiles, hash, pDexOrJar, hashcmpDexOrJar, true); 加载后的 Dex 数据会添加到 userDexFiles 哈希表中,通过遍历 userDexFiles 获取到当前 所有已经加载的 Dex 文件数据

