

Mobile Security

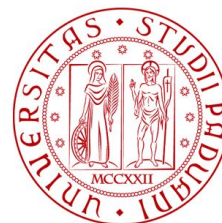
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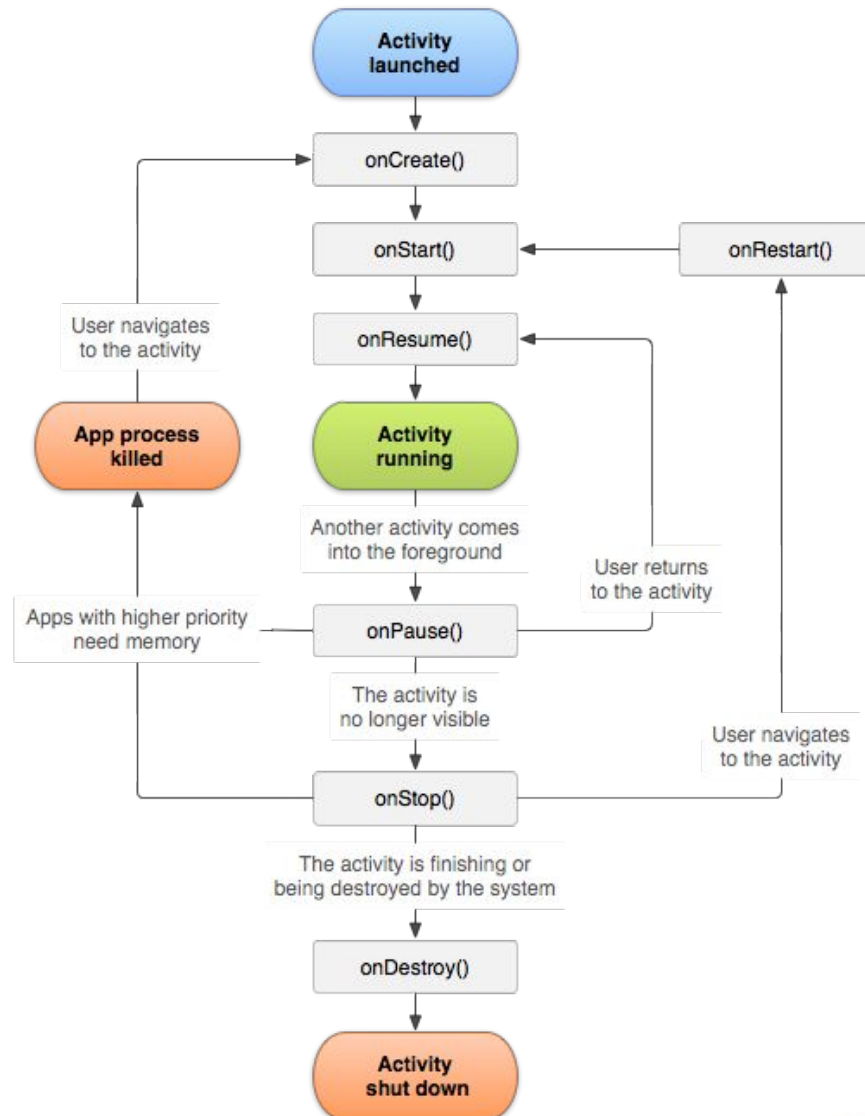
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DIPARTIMENTO
MATEMATICA



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A.X

```
Intent i = new Intent(...);  
int requestCode = 400;  
startActivityForResult(i,  
requestCode);
```

B.Y

```
onCreate() {  
    Intent resInt = new Intent();  
    ...  
    setResult(Activity.RESULT_OK, resInt);  
    finish();  
}
```

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    Intent resInt = new Intent();  
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    finish();  
}
```

```
onActivityResult(int requestCode, int resultCode, Intent data) {  
    // check requestCode and resultCode  
    ...  
}
```

- Three types of services:
 - Background
 - Foreground
 - Bound
- Full docs: [link](#)

- To start a service
 - `Intent i = new Intent(...);`
 - **intent MUST be an explicit intent (for security reasons)**
 - `startService(i)`
- How to get back a reply?
 - No analogous of `startActivityForResult`
 - There are some ways, but the easiest is via broadcast intents

Why not a problem for activities?
Chooser dialog!

- It performs an operation that isn't directly noticeable by the user
- Start with `startService()`
- `startService()` → `S.onCreate()` → `S.onStartCommand()`

- It performs an operation that is noticeable to the user
- Start with `startService()` + `startForeground()` (from the service's `onCreate`)
- `startService()` → `S.onCreate()` → `S.onStartCommand()`

- A service is bound when an app *binds* to it by calling `bindService()`
- You can have client/server IPC-based interaction
- `bindService()` → `S.onCreate()` → `S.onBind()`

Three Ways of Implementing Services



- Local Service (intra-app)
- Using a Messenger
- Using AIDL

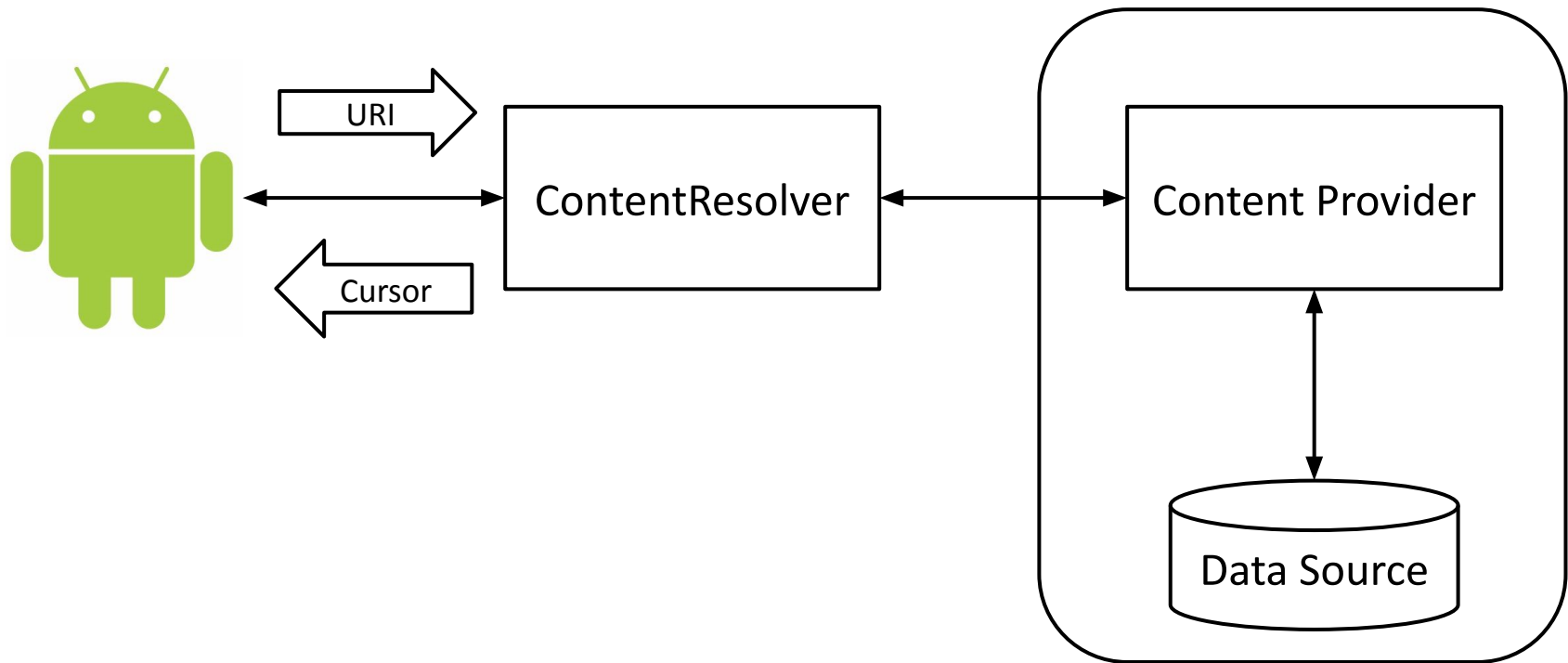
- Client → service communications
- If the service needs to send back a message, the client needs to create a Messenger in the client.
- Have fun: [link](#)

- To send an intent around the system aka "broadcast"
 - `sendBroadcast(intent)`
- Relevant broadcast receivers will be woken up

- Via manifest + intent filter
- At run-time (only for broadcast receivers!)

```
MyReceiver customRec = new MyReceiver();  
IntentFilter intFil = new IntentFilter("com.some.action");  
registerReceiver(customRec, intFil);
```

- Sometimes it is required to share data across applications. This is where content providers become very useful



- **Browser**
 - Browser bookmarks, browser history
- **CallLog**
 - Missed calls, call details
- **Contacts**
 - Contact details
- **MediaStore**
 - Media files
- **Settings**
 - Device settings and preferences

```
adb shell content query --uri content://com.android.contacts/contacts
```


How to Make an App's Data Public?



- Two options
 - You can create your own content provider (extending `ContentProvider` class) or
 - You can add the data to an existing provider — if there's one that controls the same type of data and you have permission to write to it

- Two options
 - You can create your own content provider (extending `ContentProvider` class) or
 - You can add the data to an existing provider — if there's one that controls the same type of data and you have permission to write to it
- All content providers implement a common interface for
 - Querying the provider and returning results
 - Adding
 - Altering
 - Deleting
- How a content provider actually stores its data under the cover is up to its designer

- Content providers expose their data as a simple table (like in a database) model
 - Each row is a record and each column is data of a particular type and meaning
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content://	com.android.contacts/	contacts/	100
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- A query returns a set of zero or more records
- The retrieved data is exposed by a Cursor object that can be used to iterate backward or forward through the result set
 - You can use Cursor object only to read the data
 - To add, modify, or delete data, you must use a ContentResolver object