

Android Mobile Pentest 101

© tsug0d, September 2018

Lecture 10.6 – Creating Exploit: Broadcast Receivers

Goal: Understand broadcast receivers component

Introduction

- This lecture will help you understand basic broadcast receivers

What's Broadcast Receivers

- Android BroadcastReceiver is a dormant component of android that listens to system-wide broadcast events or intents.
- Broadcast Receivers simply respond to broadcast messages from other applications or from the system itself
- These messages are sometime called events or intents
- Unlike activities, android BroadcastReceiver doesn't contain any user interface.

Let's code

- There are many ways to setup Broadcast Receivers, you should google for it, I will introduce the method that I always do (for demo purpose, since we are hacker, not developer 😊)

Let's code

- We're going to define the broadcast receivers which listen for AirPlane Mode On/off
- We defined the class Broadcast, extends from BroadcastReceiver

```
class Broadcast extends BroadcastReceiver {  
    @Override  
    public void onReceive(Context context, Intent intent) {  
        Log.d(Broadcast.class.getSimpleName(), "Air Plane mode");  
    }  
}
```

- Then we create its object in onCreate(), It will listen for intent AIRPLANE_MODE, means when user turn on/off the airplane mode on phone, the receiver will receive the intent and log it in logcat

```
broadcast = new Broadcast();  
IntentFilter filter = new IntentFilter("android.intent.action.AIRPLANE_MODE");  
registerReceiver(broadcast, filter);
```

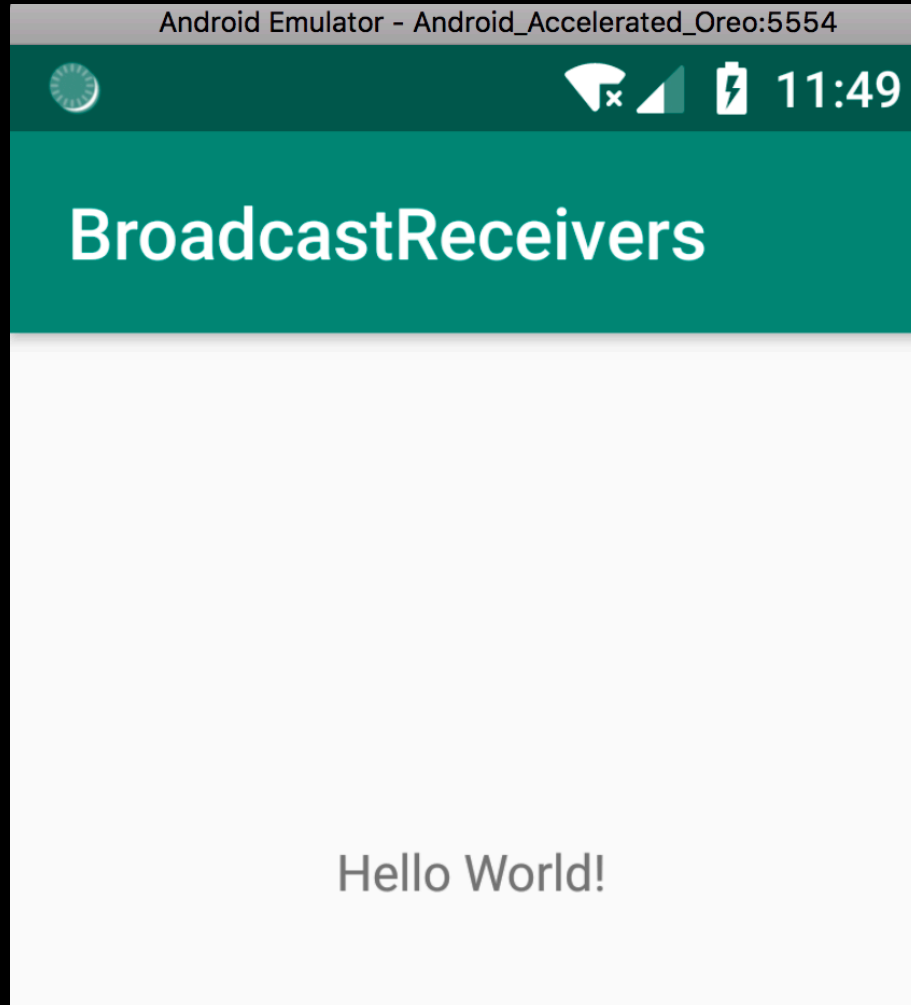
Let's code

- Code may look like:

```
public class MainActivity extends AppCompatActivity {  
  
    private Broadcast broadcast;  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
        broadcast = new Broadcast();  
        IntentFilter filter = new IntentFilter( action: "android.intent.action.AIRPLANE_MODE");  
        registerReceiver(broadcast, filter);  
    }  
  
    @Override  
    protected void onStop() {  
        super.onStop();  
        unregisterReceiver(broadcast);  
    }  
}  
  
class Broadcast extends BroadcastReceiver {  
    @Override  
    public void onReceive(Context context, Intent intent) {  
        Log.d(Broadcast.class.getSimpleName(), msg: "Air Plane mode");  
    }  
}
```

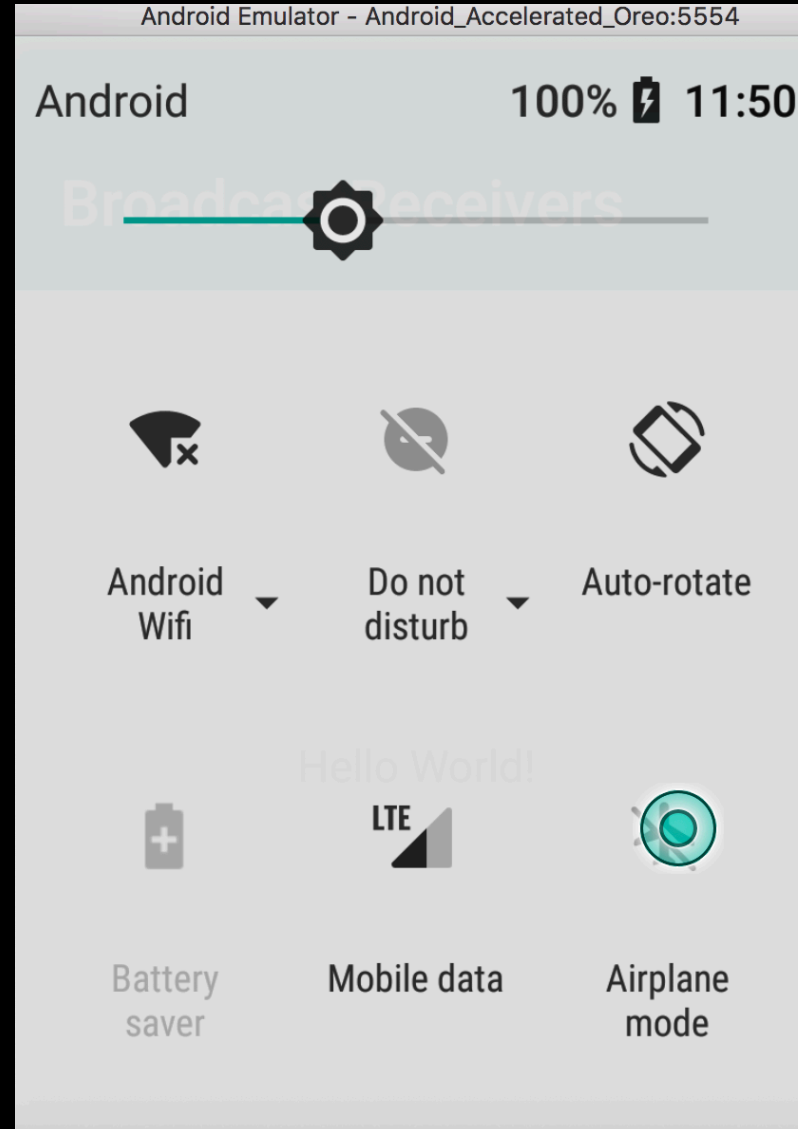
Let's code

- Run our code



Let's code

- Try click on/off AirPlane Mode on phone



Let's code

- In logcat:

```
3/com.example.broadcastreceivers D/OpenGLRenderer: HWUI GL Pipeline
3/com.example.broadcastreceivers I/zygote: android::hardware::configs
3/com.example.broadcastreceivers I/OpenGLRenderer: Initialized EGL, v
3/com.example.broadcastreceivers D/OpenGLRenderer: Swap behavior 1
3/com.example.broadcastreceivers W/OpenGLRenderer: Failed to choose c
3/com.example.broadcastreceivers D/OpenGLRenderer: Swap behavior 0
3/com.example.broadcastreceivers D/EGL_emulation: eglCreateContext: 0
3/com.example.broadcastreceivers D/EGL_emulation: eglMakeCurrent: 0xa
3/com.example.broadcastreceivers D/EGL_emulation: eglMakeCurrent: 0xa
2/com.example.broadcastreceivers D/Broadcast: Air Plane mode
2/com.example.broadcastreceivers D/Broadcast: Air Plane mode
2/com.example.broadcastreceivers D/Broadcast: Air Plane mode
2/com.example.broadcastreceivers D/Broadcast: Air Plane mode
```

- Grab full code at:

<https://github.com/tsug0d/AndroidMobilePentest101/blob/master/lab/MainActivity.java> BroadcastReceivers