Running Flowdroid

Step 1) get apk file and android sdk

The easiest way to do this is install android studio. AndroidStudio will automatically give you the android sdk. You will have to make note of where the path is as you will need a projects directory when running the tool. It will default to something like: C:\Users\lemon\AppData\Local\Android\Sdk\platforms

Once you’ve done that the next step is to grab the apk file. This can be done by using android studio to build and find the apk. A guide for this can be found at <https://www.educative.io/edpresso/extracting-an-apk-file-from-android-studio>.

Step 2)

Flowdroid is very easy to run at a command line level. First download soot-infoflow-cmd-2.9.0-jar-with-dependencies.jar from <https://github.com/secure-software-engineering/FlowDroid/releases>. This will allow you to run on the command line level using java -jar soot-infoflow-cmd-2.9.0-jar-with-dependencies.jar -a <APK File> -p <Android JAR folder> -s <SourcesSinks file>. Apk file is the generated apk for the app you want to run against discussed in part 1, android jar file is the path to the sdk discussed in part 1, and the sourcesinks is a txt file you must make that details what would be considered a leak. It is easiest to just use theirs to start (<https://github.com/secure-software-engineering/FlowDroid/blob/develop/soot-infoflow-android/SourcesAndSinks.txt>).

That’s it! For a more detailed guide, visit <https://github.com/secure-software-engineering/FlowDroid>.

The expected output should look something like:

A screenshot of a computer

Description automatically generated with medium confidence



And there should be additional output inside a sootOutput folder.