

Lab 2: patching the bytecode from app of Lab1

It allows to modify any part of the code, e.g. 2 lines in the middle of a function, and without a rooted device. Whereas hooking only allows to see input/outputs or overloading a full method.

- Intro: [slides 16-17-18](#)
- Download apktool.jar from <https://bitbucket.org/iBotPeaches/apktool/downloads/> (or install with instructions at <https://ibotpeaches.github.io/Apktool/install/>)
- Make sure you have Java installed
- `java -jar apktool_2.7.0.jar d app1.apk`
- Look at smali code in app1/smali
- Open app1.apk with jadx
- Think about one line of code you would like to add in a specific location
- With Android studio, create a new “No activity” application called Dummy
- In this app, include only the line of code you would like to add in app1.apk
- Build it in as an apk with Build menu/ Build bundle(s)/Build APK(s)
- Click Locate to find app-debug.apk
- `java -jar apktool_2.7.0.jar d app-debug.apk`
- Look at smali code in dummy/smali_*
- Find where is your class and your corresponding line(s) of code
- Manually merge your smali class of app-debug in app1
 - Find in app1 the smali file and location where to inject your code
 - Copy paste the relevant section of your smali code at this location
 - Adapt variable names if needed
- In app1 folder, launch “apktool b .” to build your patched apk
- Result is in dist subfolder
- Open dist1/app1.apk with jadx and verify if your code insertion looks OK
 - If not OK, try again editing smali/rebuild APK (and so on)
- When patched apk code finally looks OK in jadx, signature is required
- Generate a dummy signature key with
`keytool -genkey -v -keystore patch.keystore -alias patch -keyalg RSA -keysize 2048 -validity 10000`
- Sign patched apk with
`jarsigner -verbose -sigalg SHA1withRSA -digestalg SHA1 -keystore patch.keystore app1.apk patch`
- Now it's time to test in the emulator
- Find adb tool location: cf Lab1
- Run command: `./adb install -r app1.apk` (and check status message is successful)
- Launch app from the UI of the emulator
- Check that your extra code is executed and allows to steal the secret