

Android Security & Exploitation



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Reversing Android apps

Application Reversing

Baksmali

- Smali Decompiler
- Converts dex to smali
- `java -jar baksmali.jar classes.dex`
- <https://code.google.com/p/smali/downloads/list>

Smali

- Another tool to convert back .smali files to original form
- Everything wrapped in APKTool
- Simple Exercise

Hands-on with Smali

- Syntax is loosely based on Jasmin's/Dedexer's syntax
- Less overhead and easier to {de|re} compile dex files
- “Hello World” in smali

Smali

- Smali representation of

```
Object blah = null;  
blah.toString();
```

- Becomes

```
const v0,0 //initialize the first local register to null or 0  
invoke-virtual{v0}, Ljava/lang/Object ;-> toString()
```

Smali

- There are two naming schemes for registers - the normal v naming scheme and the p naming scheme for parameter registers
- v0 - the first local register
- v1 - the second local register
- v2 or p0 - the first parameter register
- v3 or p1 - the second parameter register

APKTool

- Wrapper around smali and baksmali
- `apktool d appname.apk`
- `apktool b foldername/ appname.apk`

APKTool

- COCON CTF
- Find out the secret key

Other way of Reversing

- Two Approaches
 - Apktool (Smali and baksmali)
 - JD-GUI + Dex2Jar
- Other decompilers : JADx, JEB etc.

Dex2Jar + JD-GUI

- `./d2j-dex2jar.sh appname.apk`
- Open the `.jar` file in JD-GUI

Early Android Licensing code

LicenseValidator.smali constants

```
.field private static final ERROR_CONTACTING_SERVER:I = 0x101
.field private static final ERROR_INVALID_PACKAGE_NAME:I = 0x102
.field private static final ERROR_NON_MATCHING_UID:I = 0x103
.field private static final ERROR_NOT_MARKET_MANAGED:I = 0x3
.field private static final ERROR_OVER_QUOTA:I = 0x5
.field private static final ERROR_SERVER_FAILURE:I = 0x4
.field private static final LICENSED:I = 0x0
.field private static final LICENSED_OLD_KEY:I = 0x2
.field private static final NOT_LICENSED:I = 0x1
```

LicenseValidator.smali verify

```
.sparse-switch
0x0 -> :sswitch_d3
0x1 -> :sswitch_de
0x2 -> :sswitch_d3
0x3 -> :sswitch_11d
0x4 -> :sswitch_f3
0x5 -> :sswitch_101
0x101 -> :sswitch_e5
0x102 -> :sswitch_10f
0x103 -> :sswitch_116
.end sparse-switch
```