

ABUSING WEB  
APIS THROUGH  
SCRIPTED  
ANDROID  
APPLICATIONS



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- Barracuda Labs Principle Researcher
- Studying Malicious Messaging (Email/Social Networks/etc)
- Data/Trend Analysis in Security

**@ramblinpeck**

**@barracudalabs**

## **Past Lives**

- SCADA, Snort Jockey, Reverser (not so past?), Assessment Work

# SESSION ROADMAP

- Brief overview of android/dalvik vm
- Reversing an apk
- Disassembly and static analysis
- Dynamic Analysis
- Control/scripting for our own usage

*Do the dumb thing first and build on the work of smarter people.*

# twacebook

- Hot social app that I want to spam a part of
- Great web interface, great api once we have a few hundred thousand accounts, but protected



# SOLUTION

- People are too worried about “friction” to put many safeguard/throttling into mobile apps
- Create our own client that mimics mobile app for api purposes.
- Lets target android

# ASSUMPTIONS AND HOPES

- Twfacebook has a well documented API thats protected using Oauth
- We'll probably need to extract some keys
- They probably use their own api for android app

**BUILD ON EXISTING TOOLS**



# INTERCEPTING APP COMMUNICATIONS

- Need to MitM to be able to view tx/rx
- Proxydroid
  - <https://github.com/madeye/proxydroid>  
(<https://github.com/madeye/proxydroid>)
  - Run all/some of android traffic through our proxy
- SSL
  - The developers at Twacebook aren't idiots



- Create and add a cert to your testing device
  - Easy, and writeups all over so won't detail, basics for 2.x devices:

```
$ adb pull /system/etc/security/cacerts.bks  
$ keytool ...  
$ adb push cacerts.bks /system/etc/security
```

- Gotchas
  - Make sure you have the right version of bouncycastle otherwise things break in not-fun ways
  - Different/easier procedures on Android 4.0+ devices

# BURP PROXY

- Invisible proxying, generates cert on demand, but you have to provide hostname
- Look at dns requests/guess hostnames to tell burp to use for generated certs
- Done automatically in 1.4.12 release

**<http://releases.portswigger.net/2012/08/v1412.html>**

**(<http://releases.portswigger.net/2012/08/v1412.html>)**

# INTERCEPTED TRAFFIC

```
POST /create_account HTTP/1.1
Content-Type: application/x-www-form-urlencoded
Content-Length: 296
Accept-Encoding: gzip,deflate
User-Agent: TwacebookAndroidApp(build 6294, v1.8.64)
Host: mobileapi.twacebook.com
Connection: Keep-Alive
Cache-Control: no-cache
```

```
auth_consumer_key=40iq0gCcXqfwwqoa02D7nQ
oauth_nonce=0437A32D733151CABA3A06A12243CD0A
oauth_signature_method=HMAC-SHA1
oauth_timestamp=1340141019
oauth_version=1.0
x_auth_mode=client_auth
x_auth_password=f00bar%24
```

x\_auth\_username=jimbo

oauth\_signature=v%2FVnCJrsg9D07Zdy%2F8dPSapv8s%3D

# OAUTH

- Consumers requests a consumer key and consumer secret from provider
- End users allow provider to grant a token and token secret to consumer to make requests on their behalf
- Signs requests (HMAC-SHA1 usually) with consumer secret & token secret

# MORE OAUTH

- Users don't have to give their password to third party apps

**Thats good**

- Providers get to restrict apps accessing their api to only (honest) approved ones, essentially DRM

**Thats bad**

- Designed and works well for server ← → server

**Thats good**



- Used extensively for mobile/desktop apps

**Thats just everyone fooling themselves**





# DISASSEMBLY AND DECOMPILED

Apktool <http://code.google.com/p/android-apktool/>

[\(http://code.google.com/p/android-apktool/\)](http://code.google.com/p/android-apktool/)

- Decodes apks
- Nice wrapper for smali/baksmali
- In theory should allow for some nice debugging..

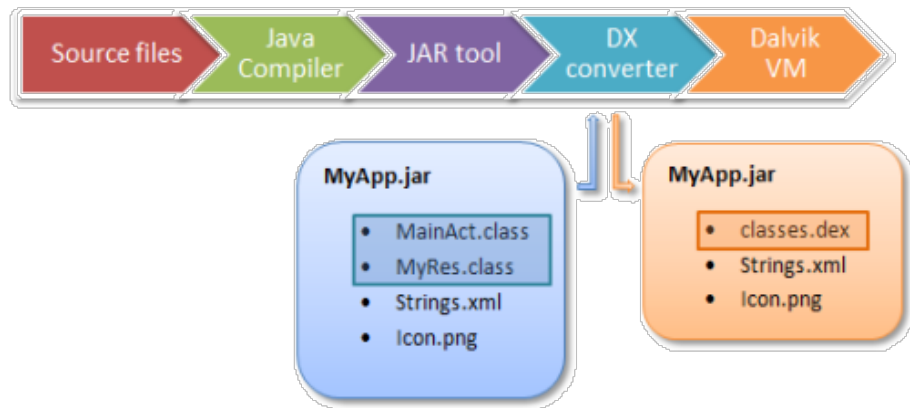
JD-GUI <http://java.decompiler.free.fr/?q=jdgui>

[\(http://java.decompiler.free.fr/?q=jdgui\)](http://java.decompiler.free.fr/?q=jdgui)

- dex2jar first
- not compilable source, sometimes misleading, good for general idea

# ABOUT ANDROID

Runs within a Dalvik application virtual machine



# DALVIK

- Register based machine
- Optimized for low memory environments
- Runs dex files
  - Deduped
  - Dalvik instruction set instead of standard JVM
- Smali bytecode



# SMALI

```
class public final Lcd;
super Ljava/lang/Object;
# static fields
.field public static final a:Lcd;

.method constructor
init
()V
.locals 2
const/4 v1, 0x0
const/4 v0, 0x0
invoke-direct {p0, v1, v0, v1}, Lcd;-
init
(Laa;ILjava/lang/String;)V
return-void
.end method
```



# DECIPHERING SMALI

- Register based machine
  - Parameters are stored in p0...pX
  - Local registers v0...vY where
  - Last X local registers are identical to parameter registers
- Registers store 32-bit values
  - 64-bit values (J, long, and D, double primitives) are stored in 2 registers

# PRIMITIVES

**V**void - can only be used for return types

**Z**boolean

**B**byte

**S**short

**C**char

**l**int

**J**long (64 bits)

**F**loat

**D**ouble (64 bits)

**L**objects. You'll see in the form of "Lpackage/name/ObjectName"

# FUNCTION DECLARATIONS

```
method private static a  
(  
  Lorg/apache/http/client/methods/HttpRequestBase;  
  Laa;  
  J  
  Ljava/lang/String;  
  Ljava/lang/String;  
)Ljava/lang/String;
```

# FUNCTION DECLARATIONS

```
method private static a #name and type  
(  
  Lorg/apache/http/client/methods/HttpRequestBase; #p0  
  Laa; #p1  
  J #p2 + #p3  
  Ljava/lang/String; #p4  
  Ljava/lang/String; #p5  
)Ljava/lang/String; #return type
```

# OPCODES

move-result vx

return-object vx

invoke-direct parameters , methodcall

invoke-static parameters , methodcall

...

Many more, great reference:

**[http://pallergabor.uw.hu/androidblog/dalvik\\_opcodes.html](http://pallergabor.uw.hu/androidblog/dalvik_opcodes.html)**

**([http://pallergabor.uw.hu/androidblog/dalvik\\_opcodes.html](http://pallergabor.uw.hu/androidblog/dalvik_opcodes.html))**





# BACK TO TARGETED CODE

```
const-string p1, "OAuth realm=\"%s\",  
oauth_version=\"%s\", oauth_nonce=\"%s\",  
oauth_timestamp=\"%s\", oauth_signature=\"%s\",  
oauth_consumer_key=\"%s\", oauth_signature_method=\"%s\""  
new-array p3, p3, [Ljava/lang/Object;  
...  
const/4 p2, 0x4  
aput-object p0, p3, p2  
const/4 p0, 0x5  
aput-object p4, p3, p0  
...  
invoke-static {p1, p3}, Ljava/lang/String;-  
>format(Ljava/lang/String;  
[Ljava/lang/Object;)Ljava/lang/String;  
move-result-object p0
```



# BACK TO TARGETED CODE

```
const-string p1, "OAuth realm=\"%s\",
oauth_version=\"%s\", oauth_nonce=\"%s\",
oauth_timestamp=\"%s\", oauth_signature=\"%s\",
oauth_consumer_key=\"%s\", oauth_signature_method=\"%s\""
new-array p3, p3, [Ljava/lang/Object; #create array
...
const/4 p2, 0x4
aput-object p0, p3, p2 #filling array
const/4 p0, 0x5
aput-object p4, p3, p0
...
invoke-static {p1, p3}, Ljava/lang/String;-
>format(Ljava/lang/String;
[Ljava/lang/Object;)Ljava/lang/String; #filling in string
move-result-object p0
```

```
invoke-static {p0, p5, v0}, Lcd;-> a(  
Ljava/lang/String;  
Ljava/lang/String;  
Ljava/lang/String;)Ljava/lang/String;  
move-result-object p0
```

```
invoke-virtual {v0, v1}, Ljava/lang/String;-
>getBytes(Ljava/lang/String;)[B
    move-result-object v0
    new-instance v1, Ljavax/crypto/spec/SecretKeySpec;
    const-string v2, "HmacSHA1"
    invoke-direct {v1, v0, v2},
Ljavax/crypto/spec/SecretKeySpec;-><init>
([Ljava/lang/String;)V
    invoke-static {v0}, Ljavax/crypto/Mac;-
>getInstance(Ljava/lang/String;)Ljavax/crypto/Mac;
...
    invoke-virtual {v0, v1}, Ljavax/crypto/Mac;-
>init(Ljava/security/Key;)V
    const-string v1, "UTF8"
    invoke-virtual {p0, v1}, Ljava/lang/String;-
>getBytes(Ljava/lang/String;)[B
    move-result-object v1
    invoke-virtual {v0, v1}, Ljavax/crypto/Mac;-
```

```
>doFinal([B][B  
    move-result-object v0
```

# AND FROM JD-GUI

```
private static String a(String paramString1, String
paramString2, String paramString3)
{
    if (paramString3 == null);
    while (true)
    {
        try
        {
            str1 = "";
            SecretKeySpec localSecretKeySpec = new
SecretKeySpec((ch.a(paramString2) + "&" +
ch.a(str1)).getBytes("UTF8"), "HmacSHA1");
            Mac localMac = Mac.getInstance("HmacSHA1");
            localMac.init(localSecretKeySpec);
            String str3 = ch.a(new
String(cc.a(localMac.doFinal(paramString1.getBytes("UTF8")))),
```

```
"UTF8")));
    str2 = str3;
    return str2;
}
catch (InvalidKeyException
localInvalidKeyException)
{
    str2 = "";
    continue;
}
catch (NoSuchAlgorithmException
localNoSuchAlgorithmException)
{
    str2 = "";
    continue;
}
catch (UnsupportedEncodingException
localUnsupportedEncodingException)
{
    String str2 = "";
    continue;
}
String str1 = paramString3;
```



}

}

# LOOK SIMILAR?

2 Answers

active

oldest

votes



```
public String computeHmac(String baseString, String key)
    throws NoSuchAlgorithmException, InvalidKeyException, IllegalStateException, U
{
    Mac mac = Mac.getInstance("HmacSHA1");
    SecretKeySpec secret = new SecretKeySpec(key.getBytes(), mac.getAlgorithm());
    mac.init(secret);
    byte[] digest = mac.doFinal(baseString.getBytes());
    return Base64.encode(digest);
}
```

share | improve this answer

answered Aug 14 '10 at 22:42



Jaroslav Záruba

723 ● 4 ● 15

feedback

# AGAIN, DUMB THING FIRST

Printf debugging

```
const-string v2, "SECRETKEY , v0"  
invoke-static {v2, v0}, Landroid/util/Log;-  
>d(Ljava/lang/String;Ljava/lang/String;)I  
invoke-virtual {v0, v1}, Ljava/lang/String;-  
>getBytes(Ljava/lang/String;)[B  
move-result-object v0  
new-instance v1, Ljavax/crypto/spec/SecretKeySpec;  
const-string v2, "HmacSHA1"  
invoke-direct {v1, v0, v2},  
Ljavax/crypto/spec/SecretKeySpec;-  
init  
    ([BLjava/lang/String;)V
```

Rebuild the apk and run it

```
$ apktool b twacebook.apk twacebook_new.apk
```

# EXAMING THE LOGS

```
$ adb shell  
$ adb logcat
```

```
...
```

```
"SECRETKEY , v0 -  
I7PW5lgEkgMrqP0dxIj1o6llAbFdXHhVjFnvUsg1g"
```

SUCCESS?

# ERROR, INVALID SIGNATURE

Sadness → Confusion → Realization

Twfacebook devs have been especially sneaky, passing the returned  
signed to another method

Custom hash/encoding? No clue but its ugly

```
.method public final a([BIIILjava/io/OutputStream;)I
  .locals 9

  const/4 v8, 0x0

  rem-int/lit8 v0, p3, 0x3

  sub-int v1, p3, v0

  move v2, v8

  :goto_0
  add-int/lit8 v3, v1, 0x0

  if-ge v2, v3, :cond_0

  aget-byte v3, p1, v2
```



```
and-int/lit16 v3, v3, 0xff

add-int/lit8 v4, v2, 0x1

aget-byte v4, p1, v4
and-int/lit16 v4, v4, 0xff

add-int/lit8 v5, v2, 0x2

aget-byte v5, p1, v5

and-int/lit16 v5, v5, 0xff

iget-object v6, p0, Ll;->a:[B

ushr-int/lit8 v7, v3, 0x2

and-int/lit8 v7, v7, 0x3f

aget-byte v6, v6, v7

invoke-virtual {p4, v6}, Ljava/io/OutputStream;-
>write(I)V
```

```
iget-object v6, p0, Ll;->a:[B
```

```
shl-int/lit8 v3, v3, 0x4
```

```
ushr-int/lit8 v7, v4, 0x4
```

```
or-int/2addr v3, v7
```

```
and-int/lit8 v3, v3, 0x3f
```

```
aget-byte v3, v6, v3
```

```
invoke-virtual {p4, v3}, Ljava/io/OutputStream;-  
>write(I)V
```

```
iget-object v3, p0, Ll;->a:[B
```

```
shl-int/lit8 v4, v4, 0x2
```

```
ushr-int/lit8 v6, v5, 0x6
```

```
or-int/2addr v4, v6
```

```
and-int/lit8 v4, v4, 0x3f

aget-byte v3, v3, v4

invoke-virtual {p4, v3}, Ljava/io/OutputStream;
>write(I)V

iget-object v3, p0, L1;->a:[B

and-int/lit8 v4, v5, 0x3f

aget-byte v3, v3, v4

invoke-virtual {p4, v3}, Ljava/io/OutputStream;
>write(I)V

add-int/lit8 v2, v2, 0x3

goto :goto_0

:cond_0
packed-switch v0, :pswitch_data_0
```

```
:goto_1
:pswitch_0
div-int/lit8 v1, v1, 0x3

mul-int/lit8 v1, v1, 0x4

if-nez v0, :cond_1

move v0, v8

:goto_2
add-int/2addr v0, v1

return v0

:pswitch_1
add-int/lit8 v2, v1, 0x0

aget-byte v2, p1, v2

and-int/lit16 v2, v2, 0xff
```

```
ushr-int/lit8 v3, v2, 0x2
```

```
and-int/lit8 v3, v3, 0x3f
```

```
shl-int/lit8 v2, v2, 0x4
```

```
and-int/lit8 v2, v2, 0x3f
```

```
iget-object v4, p0, Ll;->a:[B
```

```
aget-byte v3, v4, v3
```

```
invoke-virtual {p4, v3}, Ljava/io/OutputStream;-  
>write(I)V
```

```
iget-object v3, p0, Ll;->a:[B
```

```
aget-byte v2, v3, v2
```

```
invoke-virtual {p4, v2}, Ljava/io/OutputStream;-  
>write(I)V
```

```
iget-byte v2, p0, Ll;->b:B
```

```
    invoke-virtual {p4, v2}, Ljava/io/OutputStream;-  
>write(I)V
```

```
    iget-byte v2, p0, L1;->b:B
```

```
    invoke-virtual {p4, v2}, Ljava/io/OutputStream;-  
>write(I)V
```

```
    goto :goto_1
```

```
:pswitch_2
```

```
    add-int/lit8 v2, v1, 0x0
```

```
    aget-byte v2, p1, v2
```

```
    and-int/lit16 v2, v2, 0xff
```

```
    add-int/lit8 v3, v1, 0x0
```

```
    add-int/lit8 v3, v3, 0x1
```

```
    aget-byte v3, p1, v3
```

```
and-int/lit16 v3, v3, 0xff
ushr-int/lit8 v4, v2, 0x2
and-int/lit8 v4, v4, 0x3f
shl-int/lit8 v2, v2, 0x4
ushr-int/lit8 v5, v3, 0x4
or-int/2addr v2, v5
and-int/lit8 v2, v2, 0x3f
shl-int/lit8 v3, v3, 0x2
and-int/lit8 v3, v3, 0x3f
iget-object v5, p0, L1; ->a:[B
aget-byte v4, v5, v4
```

```
    invoke-virtual {p4, v4}, Ljava/io/OutputStream;-  
>write(I)V  
  
    iget-object v4, p0, L1;->a:[B  
  
    aget-byte v2, v4, v2  
  
    invoke-virtual {p4, v2}, Ljava/io/OutputStream;-  
>write(I)V  
  
    iget-object v2, p0, L1;->a:[B  
  
    aget-byte v2, v2, v3  
  
    invoke-virtual {p4, v2}, Ljava/io/OutputStream;-  
>write(I)V  
  
    iget-byte v2, p0, L1;->b:B  
  
    invoke-virtual {p4, v2}, Ljava/io/OutputStream;-  
>write(I)V  
  
    goto :goto_1
```



```
:cond_1
const/4 v0, 0x4

goto :goto_2

:pswitch_data_0
.packed-switch 0x0
    :pswitch_0
    :pswitch_1
    :pswitch_2
.end packed-switch
.end method
```

## JD-GUI Output

```
public final int a(byte[] paramArrayOfByte, int
paramInt1, int paramInt2, OutputStream paramOutputStream)
{
    int i = paramInt2 % 3;
    int j = paramInt2 - i;
    for (int k = 0; k < j + 0; k += 3)
    {
        int i9 = 0xFF & paramArrayOfByte[k];
        int i10 = 0xFF & paramArrayOfByte[(k + 1)];
        int i11 = 0xFF & paramArrayOfByte[(k + 2)];
        paramOutputStream.write(this.a[(0x3F & i9 >>> 2)]);
        paramOutputStream.write(this.a[(0x3F & (i9 << 4 |
i10 >>> 4))] );
        paramOutputStream.write(this.a[(0x3F & (i10 << 2 |
i11 >>> 6))] );
        paramOutputStream.write(this.a[(i11 & 0x3F)]);
    }
}
```

```
}
int i4;
switch (i)
{
case 0:
default:
    i4 = 4 * (j / 3);
    if (i != 0)
        break;
case 1:
case 2:
}
for (int i5 = 0; ; i5 = 4)
{
    return i5 + i4;
    int i6 = 0xFF & paramArrayOfByte[(j + 0)];
    int i7 = 0x3F & i6 >>> 2;
    int i8 = 0x3F & i6 << 4;
    paramOutputStream.write(this.a[i7]);
    paramOutputStream.write(this.a[i8]);
    paramOutputStream.write(this.b);
    paramOutputStream.write(this.b);
    break;
}
```

```
int m = 0xFF & paramArrayOfByte[(j + 0)];
int n = 0xFF & paramArrayOfByte[(1 + (j + 0))];
int i1 = 0x3F & m >>> 2;
int i2 = 0x3F & (m << 4 | n >>> 4);
int i3 = 0x3F & n << 2;
paramOutputStream.write(this.a[i1]);
paramOutputStream.write(this.a[i2]);
paramOutputStream.write(this.a[i3]);
paramOutputStream.write(this.b);
break;
}
}
```

SAD PANDA



IS SAD

# BUT WAIT, JRUBY?

Ruby interpreter implemented in Java

Allows calling java functions/libraries from ruby

And thankfully, dex are just another kind of jar

```
$ unzip twacebook.apk
```

```
$ d2j-dex2jar.sh classes.dex -o twacebook.jar
```

```
require 'java'  
require './jars/twacebook.jar'  
require './jars/android.jar'  
  
java_import 'cc' do |classname|  
  "Obfuscater"  
end  
  
obs_arr = Obfuscater.a(byte_arr)  
signature = String.from_java_bytes(obs_arr)
```





# ITTERATING UP

```
require 'java'  
require './jars/twfacebook.jar'  
require './jars/android.jar'  
  
java_import 'ab' do |classname|  
  "User"  
end  
  
java_import 'cc' do |classname|  
  "ApiFactory"  
end  
  
social_bot = ApiFactory.register_new_user(<name>,  
<email>)  
  
social_bot.post_update("Posting from a JRUBY")
```

BUT HOW TO GET REALISTIC SOCIAL  
BOTS?

**Stereotyping**

# BUILD ON OPEN DATA SOURCES

- US Census data
  - Last Name -> Ethnicity Mapping
- Facebook Data Dump circa 2010
  - Profile links -> pictures
  - Names to mix and match
- Mash up with scripts

# REALISTIC INTERESTS

Pick a random sample of suggested users to follow from the services

Get "interest" areas from there.

Services give you the corpus of for your own filtering

# EARNING REPORT OF SELLING FAKE FOLLOWERS BUSINESS

Forget malware distributing and spam

20k Followers sell for \$30-\$80



# twfacebook

A few thousand puppet accounts closer to an advertorial social world...



# EXPANDING

Opens up reuse of APK code for scripting

Testing frameworks for android apps in ruby?

Great for dynamic analysis during reversing, easily test assumptions with rapid smali->build->run.

And of course bypassing anything you don't want to deal with...

Almost certainly some bugs/inconsistencies. Find them. Have fun





# Thank you Blackhat USA

Your ideas, thoughts and questions

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