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AGENDA (1) MOBILE MALWARE

- Mobile Landscape
- Desktop Malware vs Mobile Malware
- Android Security Model
- iOS Security Model
- Malware Types
- Malware Analysis Techniques

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AGENDA (2) MOBILE APP SECURITY

- Web Threats vs Mobile Threats
- Mobile Security Testing
- OWASP Top Ten Mobile





Mobile Landscape

- Location-independent (mobile)
- "Always online" and traceable
- Consumerization devices are built for personal use
- Focus on functionality and design rather than security
- Raise of sensitive use cases for mobile apps



 $https://www.owasp.org/images/0/04/Security_Testing_Guidelines_for_mobile_Apps_-_Florian_Stahl\%2BJohannes_Stroeher.pdf$



Desktop Malware vs Mobile Malware

 Mobile operating systems have stronger security measures than desktop (unless you jailbreak your phone...)

BUT

There are more mobile devices than PCs!



Desktop Malware vs Mobile Malware

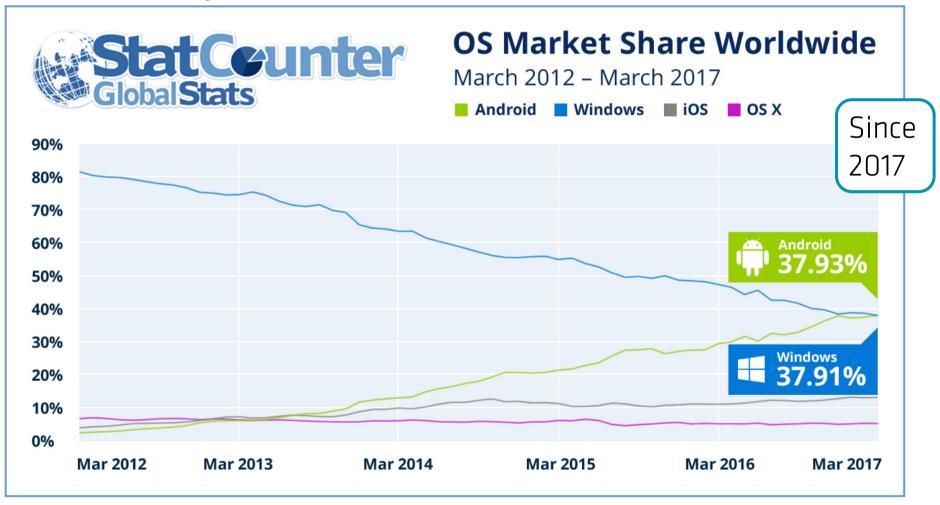


Since 2011

http://www.businessinsider.com/smartphone-bigger-than-pc-market-2011-2?IR=T



Desktop Malware vs Mobile Malware



http://qs.statcounter.com/press/android-overtakes-windows-for-first-time

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Mobile Malware

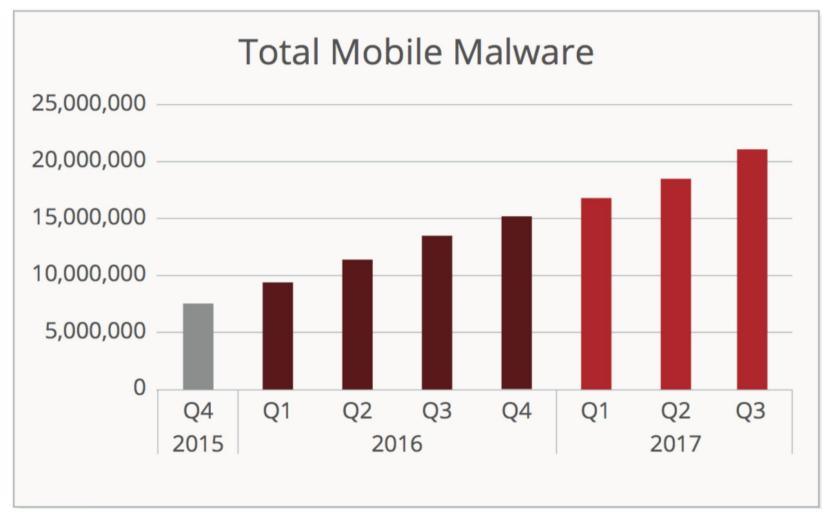


2012: first malware found in both Android Google Play and iOS App Store

https://securelist.com/blog/incidents/33544/find-and-call-leak-and-spam-57/



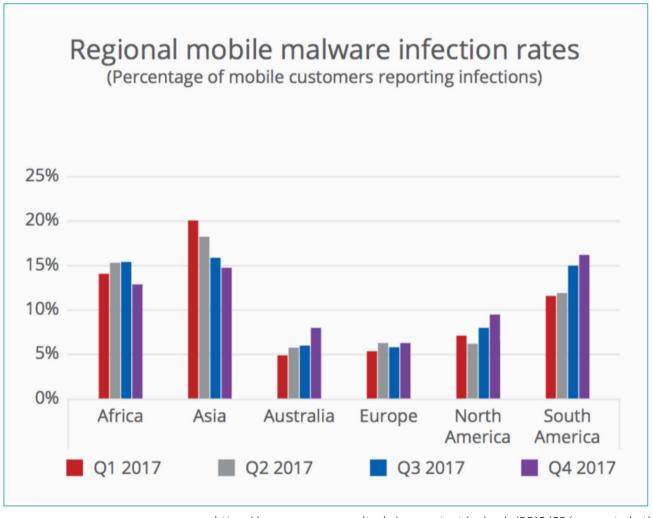
Total Mobile Malware



https://www.mcafee.com/cn/resources/reports/rp-mobile-threat-report-2018.pdf



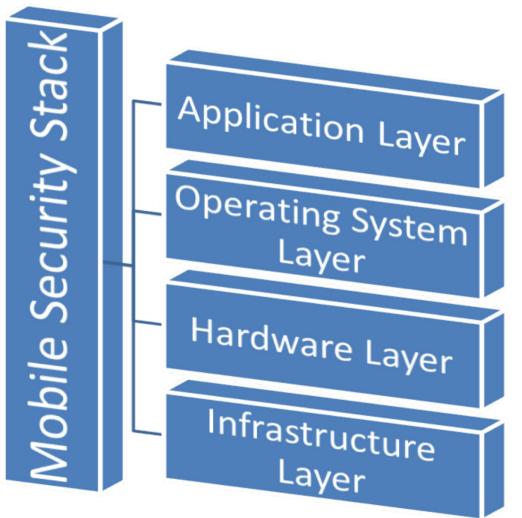
Mobile Malware Distribution



https://www.avency-security.de/wp-content/uploads/2018/03/rp-quarterly-threats-mar-2018-1.pdf



The Mobile Code Security Stack



Upper layers rely on the security of lower layers

https://www.veracode.com/security/mobile-code-security



Infrastructure Layer

- <u>Cellular network</u>: responsibility of cellular voice and data carriers and infrastructure providers
- Security of the protocols in use. Examples:
 - o code division multiple access protocol (CDMA)
 - o global system for mobile communications (GSM)
 - o global positions systems (GPS)
 - o short messaging systems (SMS)
 - o multimedia messaging systems (MMS)
- Flaws or vulnerabilities discovered at this tier are generally effective across multiple platforms, multiple carriers and multiple handset providers

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Infrastructure Layer

• Signalling System No. 7
(SS7): a set of telephony signaling protocols developed in 1975, which is used to set up and tear down most of the world's public switched telephone network (PSTN) telephone calls



http://www.theregister.co.uk/2017/05/03/hackers_fire_up_ss7_flaw https://en.wikipedia.org/wiki/Signalling_System_No._7



Hardware Layer

- End user premise equipment, generally in the form of a smartphone or tablet style mobile device: typically under the direct control of the user
- Managed and used by the operating system
- Security flaws or vulnerabilities discovered at this layer typically affect all end users who use a particular piece of hardware or individual hardware component

Hardware Layer

QuadRooter: New Android Vulnerabilities in Over 900 Million Devices

by Adam Donenfeld, Check Point Mobile Research Team

posted 2016/08/07

2016



Check Point today disclosed details about a set of four vulnerabilities affecting 900 million Android smartphones and tablets that use Qualcomm® chipsets. The Check Point mobile threat research team, which calls the set of vulnerabilities QuadRooter, presented its findings in a session at DEF CON 24 in Las Vegas.

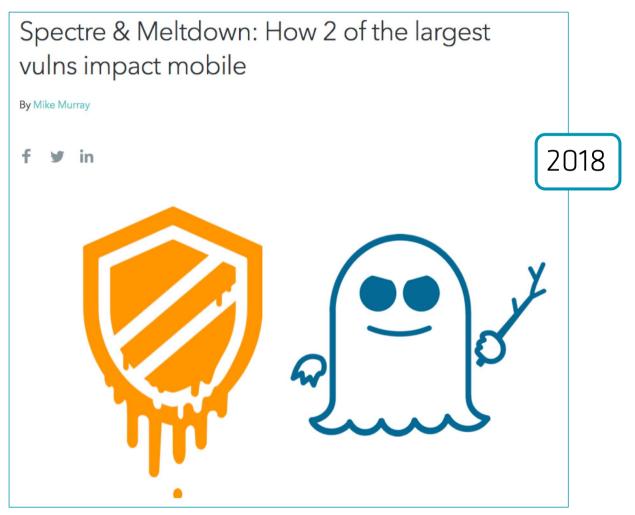
What is QuadRooter?

QuadRooter is a set of four vulnerabilities affecting Android devices built using Qualcomm chipsets. Qualcomm is the world's leading designer of LTE chipsets with a 65% share of the LTE modem baseband market. If any one of the four vulnerabilities is exploited, an attacker can trigger privilege escalations for the purpose of gaining root access to a device.

http://blog.checkpoint.com/2016/08/07/quadrooter/



Hardware Layer



https://blog.lookout.com/spectre-meltdown-vulnerabilities-mobile



Operating System Layer

- Operating system: software running on a device that allows communications between the hardware and the application tiers
- Provides access to its resources via the publishing of application programming interfaces
- If an operating system flaw is discovered, the entire installed base of that particular operating system version will likely be vulnerable

Operating System Layer

iOS Trustjacking – A Dangerous New iOS Vulnerability

During our RSA Conference presentation today (Wednesday, April 16, 2018 | 9:15 AM PST | Moscone North 21), Adi Sharabani and myself disclosed a new iOS vulnerability which represents a new class of multi-device attacks

Intro

2018

An iPhone user's worst nightmare is to have someone gain persistent control over his/her device, including the ability to record and control all activity without even needing to be in the same room. In this blog post, we present a new vulnerability called "Trustjacking", which allows an attacker to do exactly that.

This vulnerability exploits an iOS feature called iTunes Wi-Fi sync, which allows a user to manage their iOS device without physically connecting it to their computer. A single tap by the iOS device owner when the two are connected to the same network allows an attacker to gain permanent control over the device. In addition, we will walk through past related vulnerabilities and show the changes that Apple has made in order to mitigate them, and why these are not enough to prevent similar attacks.

https://www.symantec.com/blogs/feature-stories/ios-trustjacking-dangerous-new-ios-vulnerability



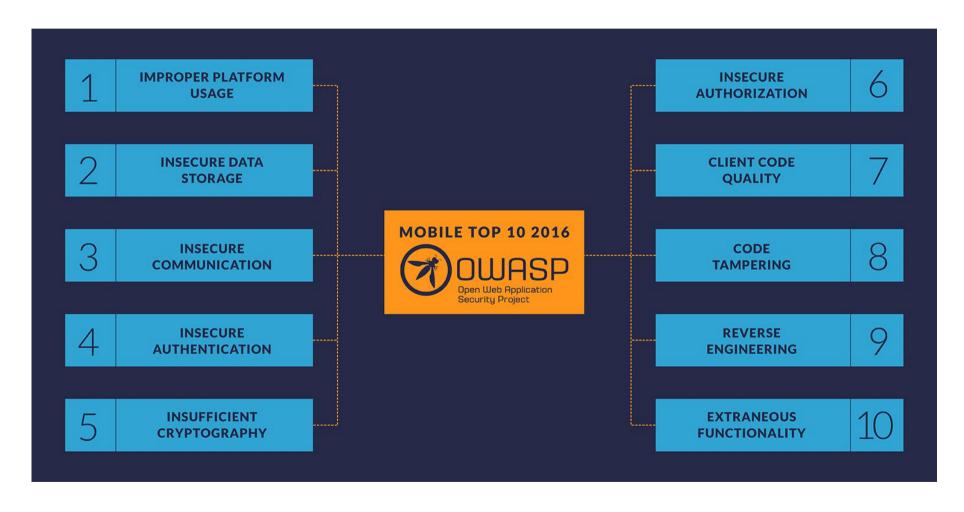
Application Layer

- <u>Application</u>: running processes that utilize application programming interfaces provided by the operating system layer as an entry point into the rest of the stack
- Typical flaws similar to computer application flaws. Examples:
 - o buffer overflows
 - o insecure storage of sensitive data
 - o improper cryptographic algorithms

 The result of exploitation of application layer security flaws can range from elevated operating system privilege to exfiltration of sensitive data



Application Layer



https://www.owasp.org/index.php/Mobile_Top_10_2016-Top_10



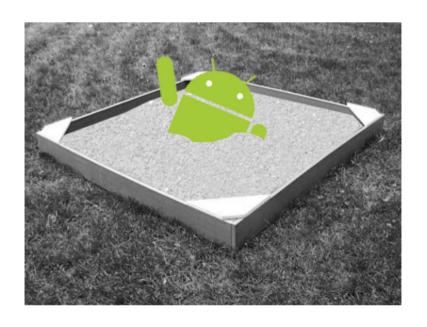
Mobile OS security models



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Android/iOS security model – app execution sandbox

- Similar mechanism in both Android and iOS
- Each app is housed in a <u>virtual sandbox</u>
 - Every app has access only to its own data and code, and as far as it knows, it's the only thing running on that device
 - Apps are able to access photos and location only if the device owner gives permission
 - An app can make its data available to other selected apps via well defined mechanisms



https://www.slideshare.net/anushatuke1/android-sandbox

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Android sandbox

- Apps written in C/Java
- Every app executes in its own VM
- Every app has its own unique Linux UID
 - o Assigned by the OS at install time
- System apps have a larger sandbox
- Every app has a private directory, in which it has exclusive read/write privileges \rightarrow /data/data/<appName>/
- App data may be saved in a shared memory area, accessible by any other app → /sdcard/

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iOS sandbox

- Apps written in Objective-C/Swift
- Apps are ARM-compiled, no VM
- 2 system users:
 - o Mobile: \rightarrow all the apps execute with this UID
 - o Root
- Systems apps do not execute inside a sandbox
- Non-system apps can only access their own private directory → /var/mobile/Containers/Data/Application/<appld>



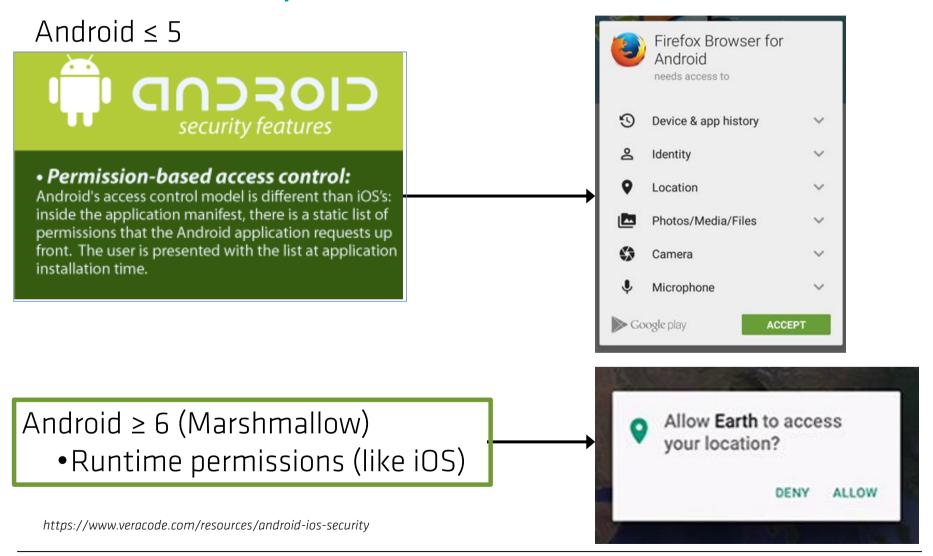
iOS – permissions



https://www.veracode.com/resources/android-ios-security



Android - permissions

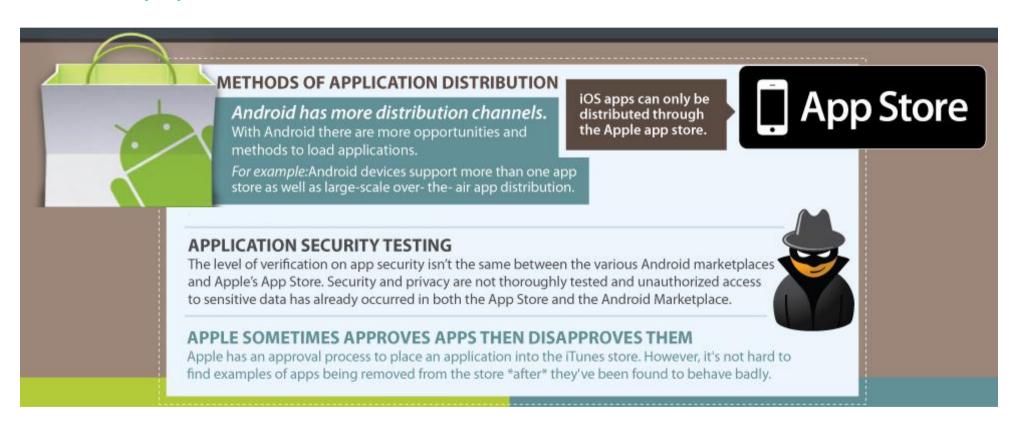


Android/iOS security model – application signing

- Only signed applications can execute
- Android:
 - o Apps can be signed directly by the developer
- iOS:
 - o Apps downloaded from the AppStore are signed only by Apple
 - o Apps signed by a developer can execute if:
 - The user explicitly accepts it
 - Or the developer has an Enterprise Certificate



Android/iOS security model – application distribution



https://www.veracode.com/resources/android-ios-security

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Android - Security-Enhanced Linux (SELinux)

Since Android 4.3

Mandatory Access Control (MAC) on top of Linux users



Limited capabilities even for root



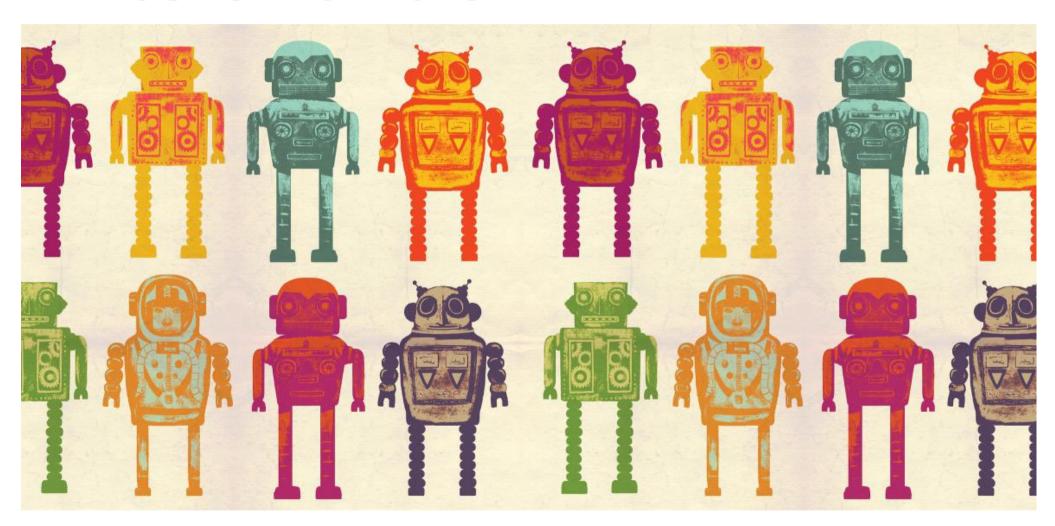


Limited capabilities even for malware that gains root privileges!

https://selinuxproject.org/



Mobile Malware



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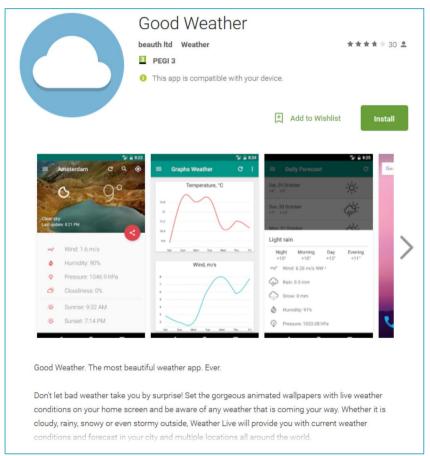
Mobile Malware

- Malicious software that targets mobile devices by causing the collapse of the system and loss or leakage of confidential information
- Who uses it:
 - o Crime → Money
 - o Government → Espionage
- Typical distribution → disguised as innocuous apps via:
 - o App stores
 - o Websites



Disguise





https://www.welive security.com/2017/02/22/sunny-chance-stolen-credentials-malicious-weather-app-found-google-play/discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-malicious-weather-app-found-google-play-discountials-maliciou



Infection Methods

- Desktop typical infection method:
 - o browser-based exploit
- Mobile infection methods:
 - WiFi Man in the Middle: the user connects to a malicious WiFi hotspot, which can try to intercept communications and install malicious apps
 - Distribution via application markets: distributing mass malware via application markets
 - Physical compromise: Hardly an occurrence on PCs, these are much more significant on the mobile

Sandbox escape Android LevelDropper (2016)

- Silently gains root access using publicly known exploits
- Installs other apps on the device

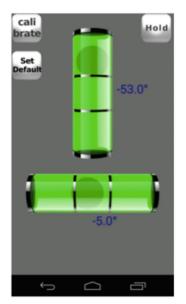








Figure 1. LevelDropper running

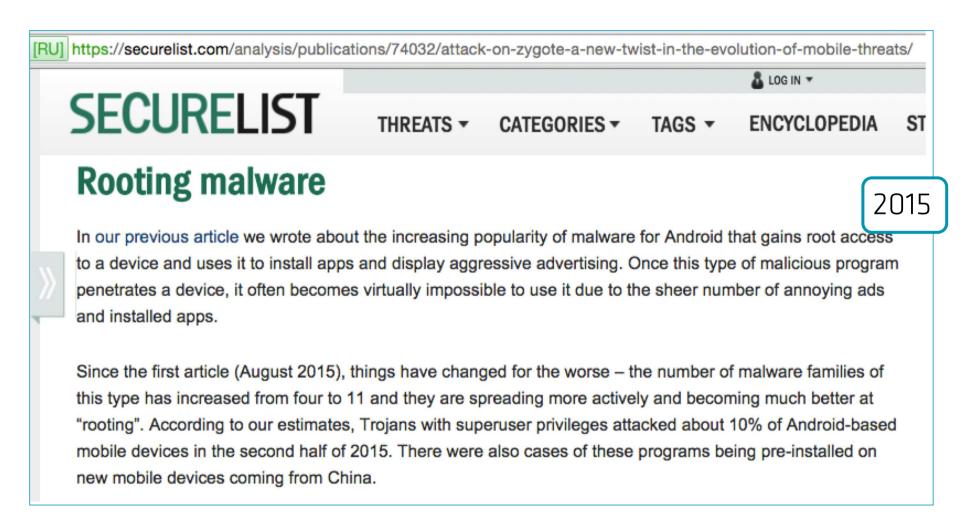
Figure 2. Shortly after opening, automatically opens

Figure 3. Closing LevelDropper, a blank LocationServices browser we see a new application installed

Figure 4. Without warning, this screen pops up. It appears to be the game installed without our knowledge

https://bloq.lookout.com/leveldropper

Rooting Malware



Rooting Malware

Trends of the year

Rooting malware: no surrender

2017

For the last few years, rooting malware has been the biggest threat to Android users. These Trojans are difficult to detect, boast an array of capabilities, and have been very popular among cybercriminals. Their main goal is to show victims as many ads as possible and to silently install and launch the apps that are advertised. In some cases, the aggressive display of pop-up ads and delays in executing user commands can render a device unusable.

Rooting malware usually tries to gain super-user rights by exploiting system vulnerabilities that allow it to do almost anything. It installs modules in system folders, thus protecting them from removal. In some cases – Ztorg, for example –

https://securelist.com/mobile-malware-review-2017/84139/

Sandbox escape - Android StageFright (2015)

- Attacker sends MMS with malicious code to victim's device
- When the device receives the MMS (before the user opens it):
 - o The Hangouts app automatically process that video so it's ready for viewing as soon as you open the message
 - The malicious code runs
 instantaneously leveraging OS
 vulnerabilities in video
 processing libraries
 - Malware runs with privileged permissions!



https://blog.zimperium.com/wp-content/uploads/2015/09/stagefrightExploit2.png

Sandbox escape - iOS Pegasus (2016)

- Silently jailbreaks the device using zero-day exploits
- And then:
 - o Reads text messages
 - o Tracks calls
 - o Collects passwords
 - Traces the phone location
 - Gathers information from apps including (but not limited to):



iMessage, Gmail, Viber, Facebook, WhatsApp, Telegram and Skype

https://blog.kaspersky.com/pegasus-spyware/14604/ https://en.wikipedia.org/wiki/Pegasus_(spyware)

Sandboxed malware – iOS XcodeGhost (2015)

- Because of the slow download speed from Apple Servers,
 Chinese iOS developers used to download Xcode from third party websites
- Attackers distributed compromised
 Xcode versions on file hosting websites
- Malware embeds itself in every app compiled with the modified Xcode
- Malware collects user data and sends it to attacker's server





http://www.redmondpie.com/apple-posts-xcodeghost-malware-faq-will-alert-users-who-installed-infected-apps/



Spyware

- Spyware monitors user's activity, records location and lifts critical information, such as usernames and passwords for email accounts or e-commerce sites.
- In many cases, spyware is packaged with other seemingly benign software and quietly collects data in the background

Spyware – Android Skygofree (2018)

- Tracks the location of the device
- Turns on audio recording when the owner is in a certain place
- surreptitiously connects to a Wi-Fi network controlled by the attackers
- monitors popular apps such as Facebook Messenger, Skype, Viber, and WhatsApp



https://www.kaspersky.com/blog/skygofree-smart-trojan/20717/



Ransomware

 Ransomware "locks out" important user data such as documents, photos and videos typically by encrypting this information and then demanding a ransom be paid to the malware makers

Spyware + Ransomware = Energy Rescue (2017)

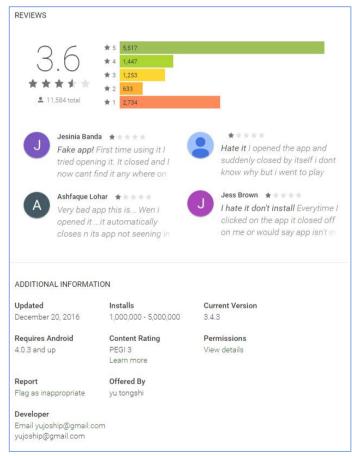
- Was downloadable on Google Play!
- Spyware:
 - o Steals contacts
 - o Steals SMS messages
- Ransomware
 - Asks the user to become a device administrator
 - o User answers YES...
 - Malware locks the device and displays a message demanding payment



http://blog.checkpoint.com/2017/01/24/charger-malware/

Spyware + Ransomware = Energy Rescue (2017)

You need to pay for us, otherwise we will sell portion of your personal information on black market every 30 minutes. WE GIVE 100% GUARANTEE THAT ALL FILES WILL RESTORE AFTER WE RECEIVE PAYMENT WE WILL UNLOCK THE MOBILE DEVICE AND DELETE ALL YOUR DATA FROM OUR SERVER! TURNING OFF YOUR PHONE IS MEANINGLESS, ALL YOUR DATA IS ALREADY STORED ON OUR SERVERS! WE STILL CAN SELLING IT FOR SPAM, FAKE, BANK CRIMF etc... We collect and download all of your personal data. All information about your social networks, Bank accounts, Credit Cards. We collect all data about your friends and family.



http://blog.checkpoint.com/2017/01/24/charger-malware/



Adware

- Aggressive pop-ups and data collection
- "malvertising" code that can infect and root your device, forcing it to download specific adware types and allowing attackers to steal personal information

Adware - iOS Muda (2015)

- Designed for jailbroken devices
- Distributed via Cydia
- Once installed:
 - Displays advertisements over apps and in notification bar
 - Asks to user to install other promoted apps



https://gist.github.com/secmobi/257166bb21d0a650fc93

Adware - Android Judi (2017)

- Infected 36.5 million
 Android devices
- More than 41 malicious
 Android applications from a Korean company on
 Google Play Store
- adware programused to generate fraudulent clicks to generate revenue from advertisements



https://thehackernews.com/2017/05/android-adware-malware.html



SMS Trojan / WAP clicker

- SMS trojans wreak financial havoc by sending SMS messages to premium-rate numbers across the world, racking up users' phone bills
- WAP clickers open Web pages that have WAP billing and click buttons that initiate payments while the user suspects nothing



SMS Trojan / WAP clicker – Android Xafekopy (2017)



Android/Xafekopy.D!tr



Android/Xafekopy.D!tr is classified as a trojan.

A trojan is a type of malware that performs activites without the user's knowledge. These activities commonly include establishing remote access connections, capturing keyboard input, collecting system information, downloading/uploading files, dropping other malware into the infected system, performing denial-of-service (DoS) attacks, and running/terminating processes.

The Fortinet Antivirus Analyst Team is constantly updating our descriptions. Please check the FortiGuard Encyclopedia regularly for updates.

https://fortiguard.com/encyclopedia/virus/7425560



Banking Trojan

 Banking trojans intercept text messages that include financial information and then send a copy of the text message through email or other means, giving cybercriminals all the information they need to infiltrate financial accounts

Banking TrojanAndroid Faketoken (2017)

- Impersonates the interfaces of taxi-booking apps
- Intercepts all phone calls
- Overlays legitimate app Uis with its own screen, asking for credit card data
- Intercepts all incoming SMS messages



https://www.kaspersky.com/blog/faketoken-trojan-taxi/18002/



Botnet Zombie

- Can gain complete access to the device and its contents
- Communicates with and receives instructions from one or more command and control servers (C&C)
- Every smartphone infected is added to a network of mobile bots (mobile botnet) managed by a cybercriminal called the botmaster
- Usage:
 - o DDoS attacks
 - o Advertising campaigns
 - 0 ...

Botnet Zombie – Android RottenSys (2018)

- Comes preinstalled with phones shipped from a particular chinese mobile devices distributor
- Comes initially with no malicious components and doesn't immediately start any malicious activity
- Communicate with its command-and-control servers to get the actual malicious code



https://thehackernews.com/2018/03/android-botnet-malware.html



Malware Analysis





(Mobile) malware analysis techniques



- Signature-based analysis
- Behavioral analysis
 - o Static analysis
 - o Dynamic analysis
 - o Forensic analysis



Signature-based analysis

How it works:

- o A new malware comes up somewhere
- o Analyst calculates a hash of the malware package and updates antivirus database
- o Antivirus is installed on the Google/Apple servers: every time an app is submitted by a developer it calculates the app package hash
- o Antivirus is installed on a device: every time an app is installed it calculates the app package hash

Limitations:

- o Can't detect never-before-seen malware
- o Can't detect variations of known malware



- Analyst defines what is a malicious behavior:
 - o i.e.: an app may be malicious if it reads all the SMS messages and uploads them to a server
- App code analysis:
 - o Analyst tries to understand what the app does
 - o Analyst checks if what the app does follows a malicious behavior
- Pros:
 - o Can detect never-before-seen malware and variations of known malware
- Cons:
 - o May produce false positives



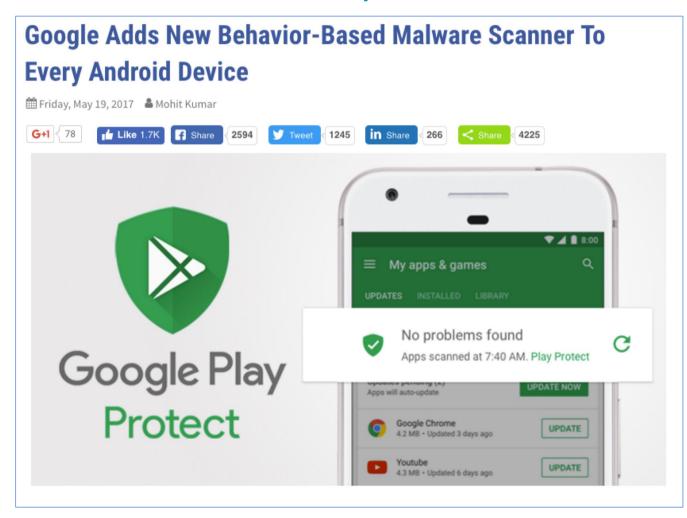
Static Analysis

- App in a non-runtime context
- App re-engineering
- Static Code Review

Dynamic Analysis

- Live network communications interception
- App in a runtime context
- Dynamic Code Review
- Live code mod





2017

http://thehackernews.com/2017/05/google-play-protect-android.html



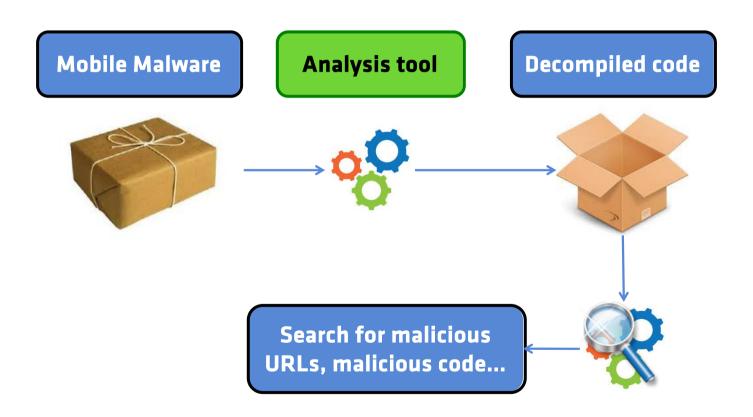


2018

https://www.av-test.org/en/antivirus/mobile-devices/android/september-2017/



Static Analysis





Disassemble/decompile code

Android Disassembly

ART bytecode → Smali code (Android "assembly")



Android Decompilation

ART bytecode → JVM Bytecode → Java code

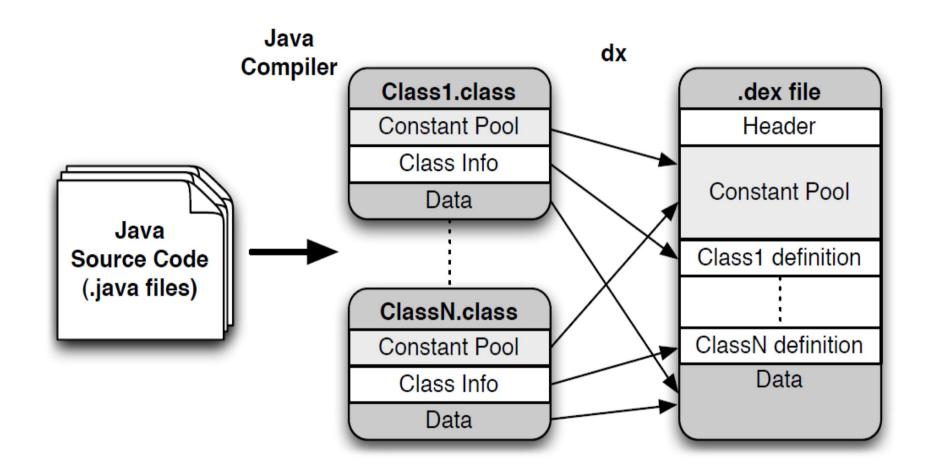
iOS Disassembly

ARM binary → Assembly → Pseudocode





Android: java → class → dex





Android disassembled vs decompiled code

```
trykov
                                  RootDetection.smali
       ru
                         root
.class public Lru/trykov/root/RootDetection;
                                                                         ApkTool:
.super Lorg/apache/cordova/CordovaPlugin;
.source "RootDetection.java"
                                                   https://ibotpeaches.github.io/Apktool/
# direct methods
method public constructor <init>()V
   .locals 0
   .prologue
   .line 17
   invoke-direct {p0}, Lorg/apache/cordova/CordovaPlugin;-><init>()V
   return-void
end method
.method private checkBuildTags()Z
   .locals 2
   .proloque
   .line 37
   sget-object v0, Landroid/os/Build;->TAGS:Ljava/lang/String;
   .line 38
   .local v0, "buildTags":Ljava/lang/String;
   if-eqz v0, :cond_0
```



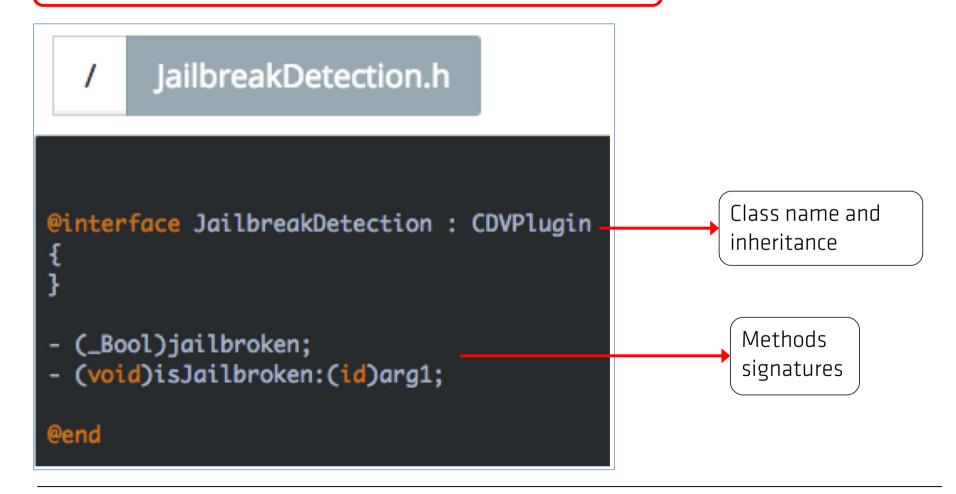
Android disassembled vs decompiled code





iOS Objective-C headers

class-dump: https://github.com/nygard/class-dump





iOS disassembled code vs decompiled pseudocode

```
Hopper:
        : ====== B E G I N N I N G
                                              0 F
                                                    PROCEDURE
        : Variables:
                                                                          https://www.hopperapp.com/
             var_1C: -28
            var 20: -32
            var 24: -36
            -[JailbreakDetection jailbroken]:
00038a08
                           {r4, r5, r6, r7, lr}
                                                                               ; Objective C Implementation defined at 0x3c8
                 push
00038a0a
                add
                            r7, sp, #0xc
00038a0c
                push.w
                           {r8, sl, fp}
00038a10
                            sp, #0xc
                sub
00038a12
                 movw
                            r0. #0x9422
                                                                               : @selector(defaultManager). :lower16:(0x3d1e
00038a16
                            r0. #0x39
                                                                               : @selector(defaultManager), :upper16:(0x3d1e
                 movt
00038a1a
                            r8, #0xa9d0
                                                                               : :lower16:(0x3d33f8 - 0x38a28)
                 movw
00038a1e
                 movt
                           r8, #0x39
                                                                               : :upper16:(0x3d33f8 - 0x38a28)
00038a22
                add
                                                                               : @selector(defaultManager)
                            r0, pc
00038a24
                 add
                           r8, pc
                                                                               ; objc_cls_ref_NSFileManager
                           sl, [r0]
                                                                               ; "defaultManager",@selector(defaultManager)
00038a26
                 ldr.w
                                                                               ; objc_cls_ref_NSFileManager,_OBJC_CLASS_$ NS
00038a2a
                ldr.w
                            r0, [r8]
00038a2e
                            r1, sl
                 mov
00038a30
                 blx
                            imp picsymbolstub4 objc msqSend
00038a34
                 mov
                            r7. r7
00038a36
                blx
                            imp picsymbolstub4 objc_retainAutoreleasedReturnValue
00038a3a
                            r6, r0
                 mov
00038a3c
                            r0, #0x9548
                                                                               ; @selector(fileExistsAtPath:), :lower16:(0x3
                 movw
00038a40
                 movt
                            r0, #0x39
                                                                               ; @selector(fileExistsAtPath:), :upper16:(0x3
                                                                               ; @"/Applications/Cydia.app", :lower16:(0x3c3
00038a44
                 movw
                            r2, #0xa5d2
```

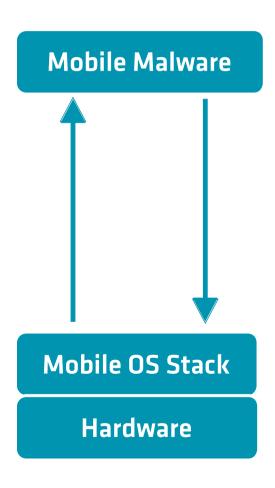


iOS disassembled code vs decompiled pseudocode

```
Hopper:
#import "JailbreakDetection.h"
                                                       https://www.hopperapp.com/
@implementation JailbreakDetection
- (_Bool)jailbroken {
   r7 = (sp - 0x14) + 0xc;
   sp = sp - 0x2c;
   r7 = r7:
   r6 = [[NSFileManager defaultManager] retain];
   r4 = [r6 fileExistsAtPath:@"/Applications/Cydia.app"];
   [r6 release]:
   if ((r4 \& 0xff) == 0x0) {
           r0 = [NSFileManager defaultManager];
           r7 = r7;
           r0 = [r0 retain];
           r6 = [r0 fileExistsAtPath:@"/Library/MobileSubstrate/MobileSubstrate.dylib"];
           [r0 release];
           if ((r6 \& 0xff) == 0x0) {
                   r0 = [NSFileManager defaultManager];
                   r7 = r7:
                   r0 = [r0 retain];
                   r6 = [r0 fileExistsAtPath:@"/bin/bash"];
```

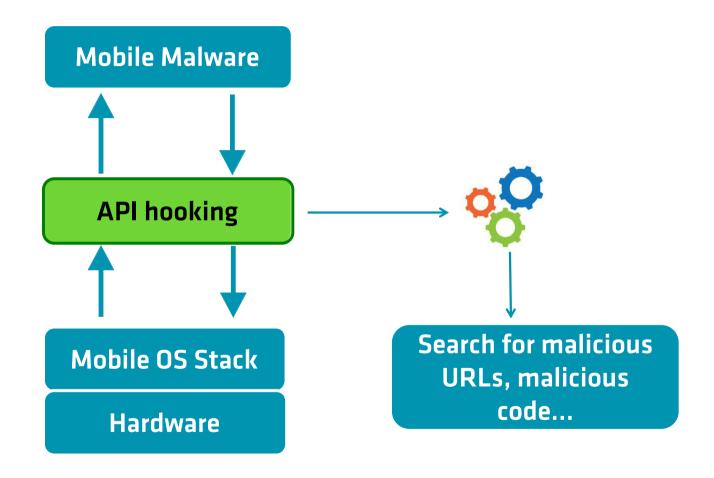


Dynamic Analysis (malware – mobile OS)



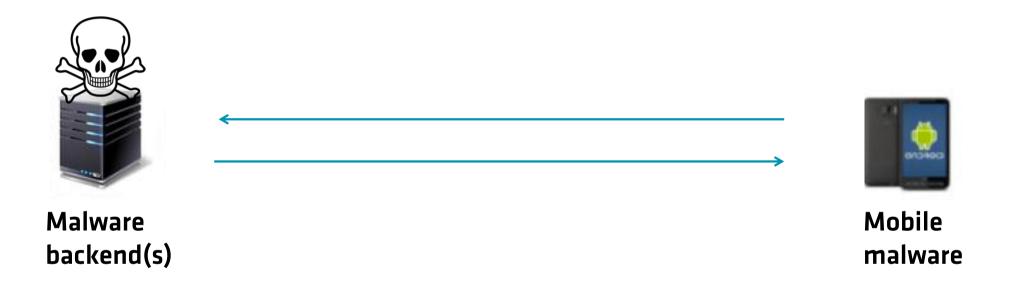


Dynamic Analysis (malware – mobile OS)



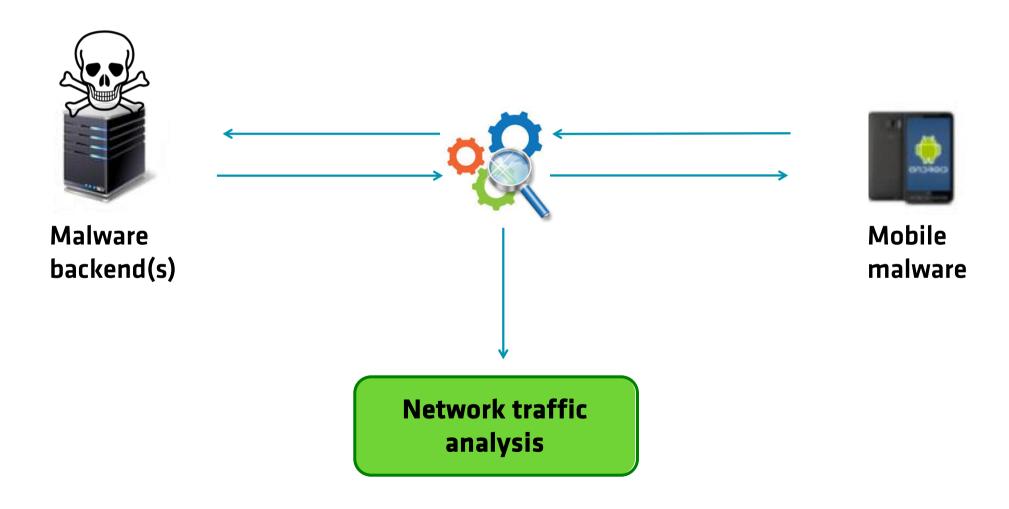


Dynamic Analysis (malware - internet)





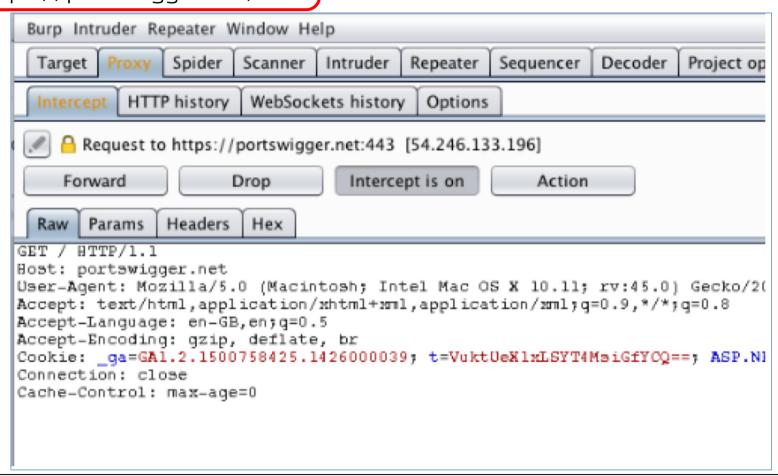
Dynamic Analysis (malware - internet)



Dynamic Analysis (malware - internet)

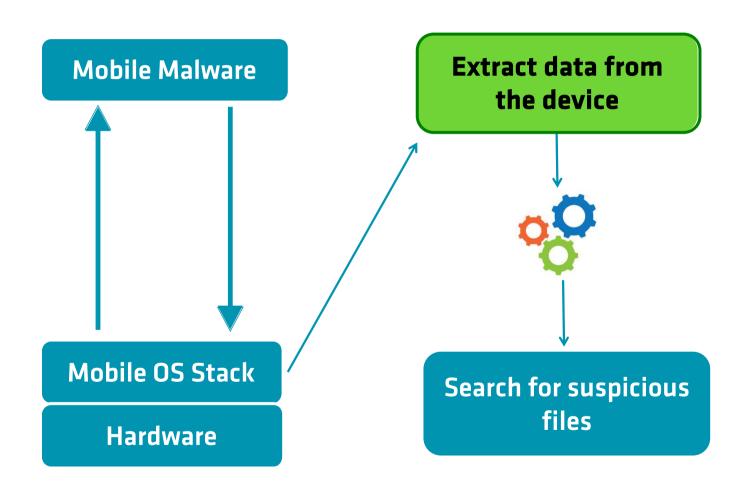
Burp Suite:

https://portswigger.net/





Forensic Analysis (malware - filesystem)



Forensic Analysis (malware - filesystem)

- Timeline analysis
 - Analyze timestamps created from in file system
- Analysis of different file types
 - o SQLite databases (Android & iOS)
 - Log files (Android & iOS)
 - o Cookies (Android & iOS)
 - Screenshots (iOS)
 - o Keyboard cache (iOS)
 - SharedPreferences (Android)
 - o Keychain (iOS)

 $https://www.owasp.org/images/0/04/Security_Testing_Guidelines_for_mobile_Apps_-_Florian_Stahl\%2B Johannes_Stroeher.pdf$



Forensic Analysis (malware - filesystem)

fsmon: https://github.com/nowsecure/fsmon

```
root@hammerhead:/ # /data/local/tmp/inotifywait -r -m /data/data
Setting up watches. Beware: since -r was given, this may take a while!
Watches established.
/data/data/com.google.android.gms/databases/ OPEN playlog.db
/data/data/com.google.android.gms/databases/ ACCESS playlog.db
/data/data/com.google.android.gms/databases/ CREATE playlog.db-wal
/data/data/com.google.android.gms/databases/ OPEN playlog.db-wal
/data/data/com.google.android.gms/databases/ ATTRIB playlog.db-wal
/data/data/com.google.android.gms/databases/ CREATE playlog.db-shm
/data/data/com.google.android.gms/databases/ OPEN playlog.db-shm
/data/data/com.google.android.gms/databases/ ATTRIB playlog.db-shm
/data/data/com.google.android.gms/databases/ MODIFY playlog.db-shm
/data/data/com.google.android.gms/databases/ MODIFY playlog.db-shm
/data/data/com.google.android.gms/databases/ ACCESS playlog.db
/data/data/com.google.android.gms/databases/ ATTRIB playlog.db
/data/data/com.google.android.gms/databases/ OPEN playlog.db
/data/data/com.google.android.gms/databases/ ACCESS playlog.db
/data/data/com.google.android.gms/databases/ OPEN playlog.db-wal
/data/data/com.google.android.gms/databases/ ACCESS playlog.db
```

https://www.nowsecure.com/blog/2016/02/18/filesystem-monitor-tool-for-ios-and-android/



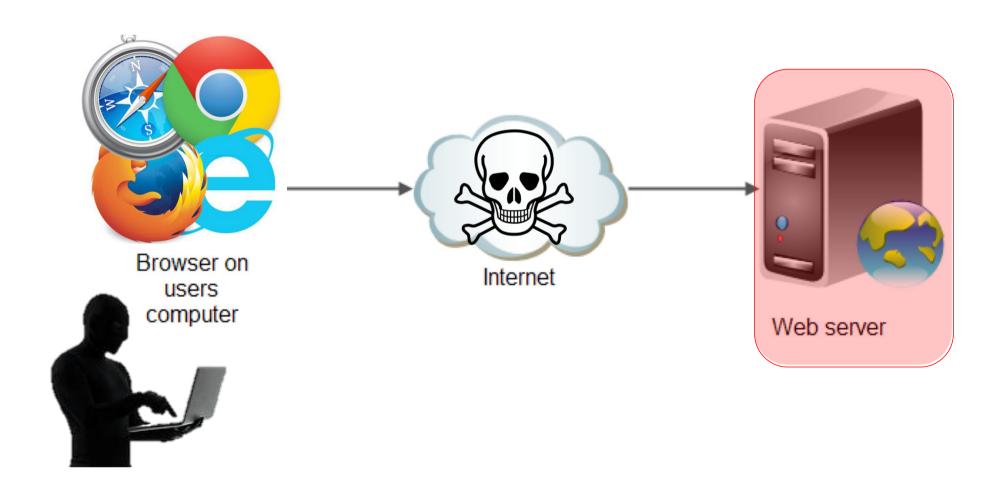


Mobile App Analysis: what and why

- By 2021 estimated devices per capita are expected to be 1.5 and mobile data traffic will reach the amount of 49 exabytes
- Mobile Apps are pervasive in our life supporting us from simple action, such as photo sharing, to more important actions, such as banking transactions.
- Security around these operations and data is crucial, making App vulnerability analysis and code review fundamental.

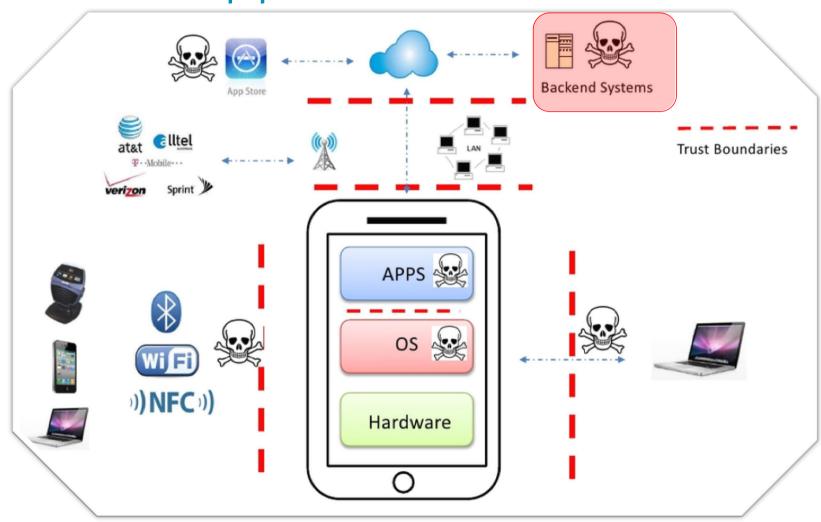
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Web App Threats



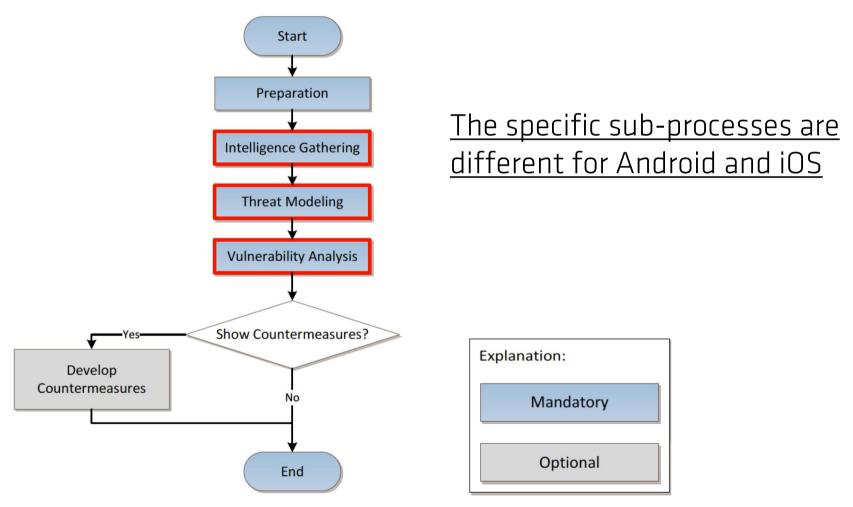


Mobile App Threats





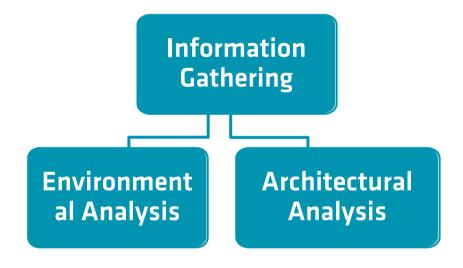
Security Testing Overview



 $https://www.owasp.org/images/0/04/Security_Testing_Guidelines_for_mobile_Apps_-_Florian_Stahl\%2B Johannes_Stroeher.pdf$

Intelligence Gathering

- Try to catch as much as possible information about the app
- Consists of 2 analysis
 - o Environmental
 - o Architectural



Consider mobile specific requirements

 $https://www.owasp.org/images/0/04/Security_Testing_Guidelines_for_mobile_Apps_-_Florian_Stahl\%2BJohannes_Stroeher.pdf$



Intelligence Gathering

- Environmental Analysis
 - Focus on the company behind the app and their business case and the relating stakeholders
 - Analyze internal processes and structures
- Architectural Analysis
 - o App (network interfaces, used data, communication with other resources, session management, jailbreak/rooting detection, ...)
 - o Runtime environment (MDM, jailbreak/rooting, os version)
 - Backend services (application server, databases, firewall, ...)

https://www.owasp.org/images/0/04/Security_Testing_Guidelines_for_mobile_Apps_-_Florian_Stahl%2BJohannes_Stroeher.pdf

Intelligence Gathering - Example

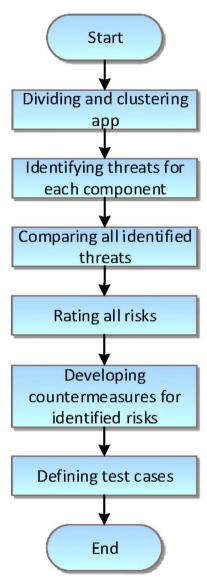
- Examples for collected information from the Architectural Analysis for an example app:
 - o User session remains until the user logs off manually
 - Financial transactions are included
 - o Runs on a jailbroken device \rightarrow no jailbreak detection
 - Provides operations on server side data for creating, reading, updating, deleting user data, items, shipping information...
 - Backend services
 - Details about the version of the running service (Apache, Wordpress...)

https://www.owasp.org/images/0/04/Security_Testing_Guidelines_for_mobile_Apps_-_Florian_Stahl%2BJohannes_Stroeher.pdf



Threat Modeling

- Identifying threats for the app specific or prepared threats (e.g. OWASP Top 10)
 - o Should be done already in the development
- Risk rating (e.g. with OWASP Risk Rating)
- Developing countermeasures (e.g. with best practices or developers guides)
- Threat Modeling makes the complete process more traceable and efficient for all participants



 $https://www.owasp.org/images/0/04/Security_Testing_Guidelines_for_mobile_Apps_-_Florian_Stahl\%2B\\ Johannes_Stroeher.pdf$

Threat Modeling - Example

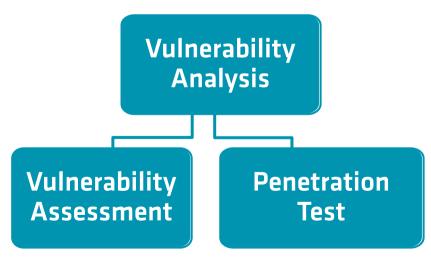
- Information from the Intelligence Gathering
 - o App provides operations on server side data
- Specific threat
 - Unauthorized reading of data on the network traffic while communicating with the backend
- Relating countermeasure
 - Implementing a secure transport layer protection (e. g. SSL, TLS)
- Relating test case
 - Try to catch and read the network traffic between the App and the backend

 $https://www.owasp.org/images/0/04/Security_Testing_Guidelines_for_mobile_Apps_-_Florian_Stahl\%2B\\ Johannes_Stroeher.pdf$



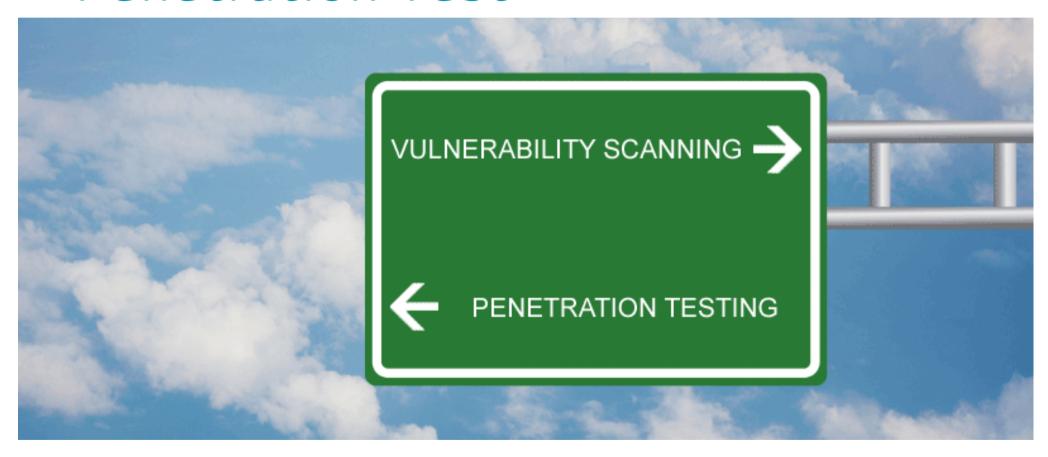
Vulnerability Analysis

- Identifying vulnerabilities in the app with the previously created test cases
- Executing test cases with techniques from 2 different categories:
 - o Vulnerability Assessment
 - Penetration Test





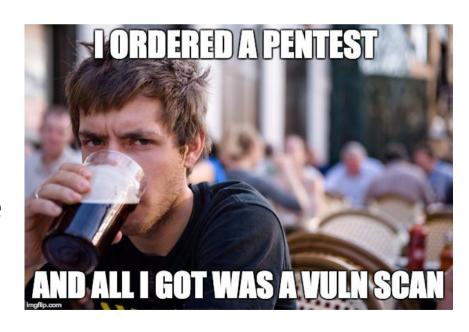
Vulnerability Assessment & Penetration Test



https://www.htbridge.com/blog/how_to_keep_your_website_safe_in_2015.html

Vulnerability Assessment vs Penetration Test

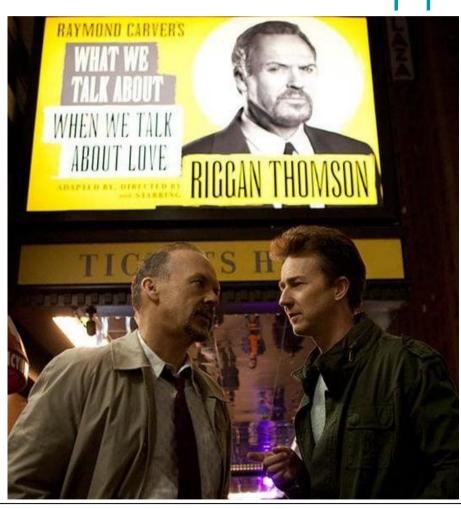
- Vulnerability Assessment (VA)
 - o Vulnerability assessments discover which vulnerabilities are possibly present, but don't try to exploit them
 - o Typically automated
- Penetration Test (PT)
 - Penetration tests simulate hacker attempts to get into a system to find exploitable flaws and measure the severity of each
 - Conducted by human beings



https://www.alienvault.com/blogs/security-essentials/penetration-testing-vs-vulnerability-scanning-whats-the-difference



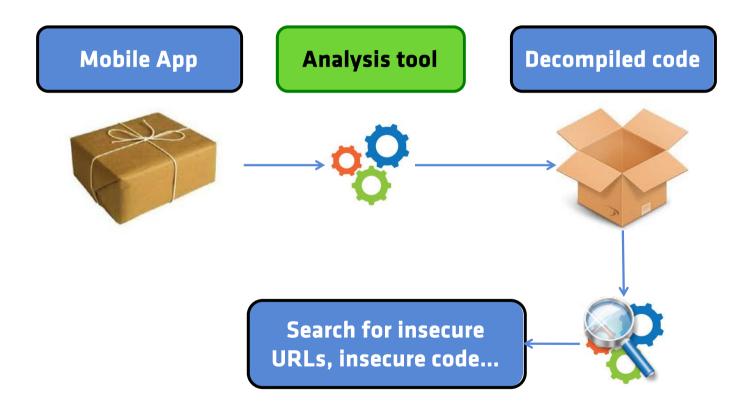
What we talk about when we talk about Mobile App VAPT



- Static analysis
- Dynamic analysis
- Forensic analysis
- OWASP Mobile Top Ten

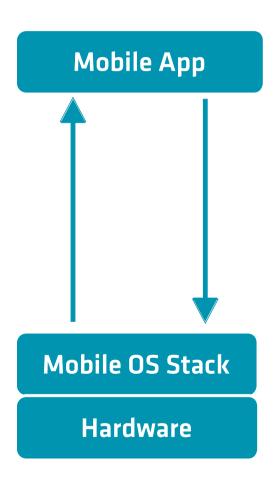


Static Analysis



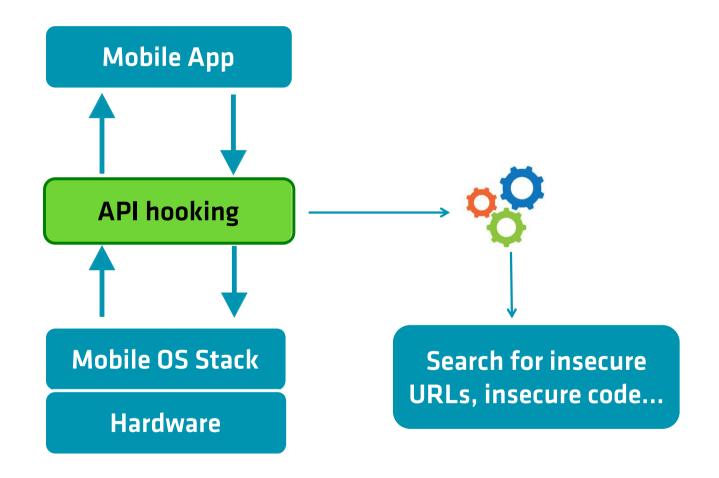


Dynamic Analysis (app – mobile OS)





Dynamic Analysis (app - mobile OS)



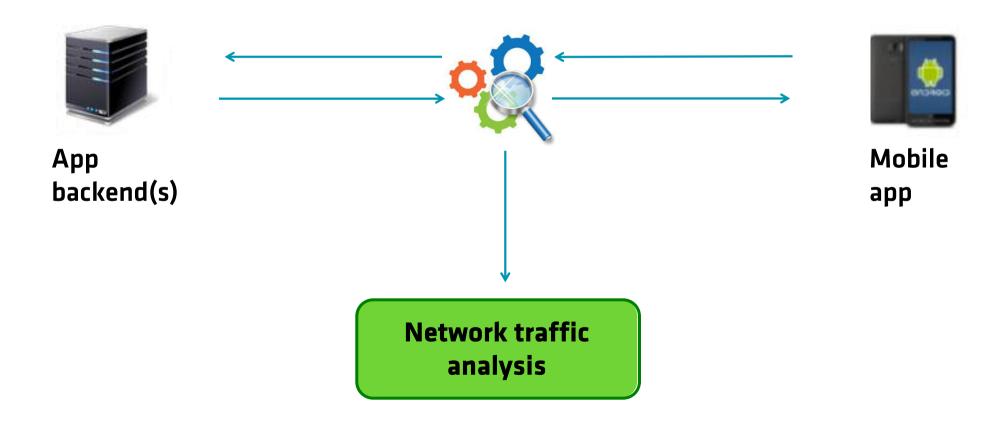


Dynamic Analysis (app - internet)



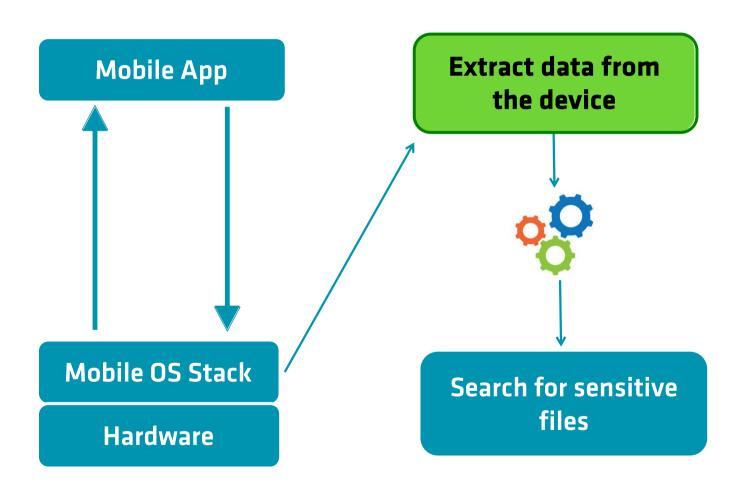


Dynamic Analysis (app - internet)





Forensic Analysis (app – filesystem)





Standard & Benchmark

OWASP Mobile Top 10 (2016)

M1 – Improper Platform Usage

M2 - Insecure Data Storage M3 - Insecure Communication

M4 - Insecure Authentication

M5 - Insufficient Cryptography

M6 - Insecure Authorization M7 - Client Code Quality M8 - Code Tampering

M9 - Reverse Engineering M10 - Extraneous Functionality



Source: OWASP Mobile Top 10 2016

M1 - Improper Platform Usage

Misuse of a platform feature or failure to use platform security controls



- Android intents
- Platform permissions
- Misuse of TouchID
- Misuse of the Keychain
- •

Even server side!

M1 – Improper Platform Usage (unintended data leakage)

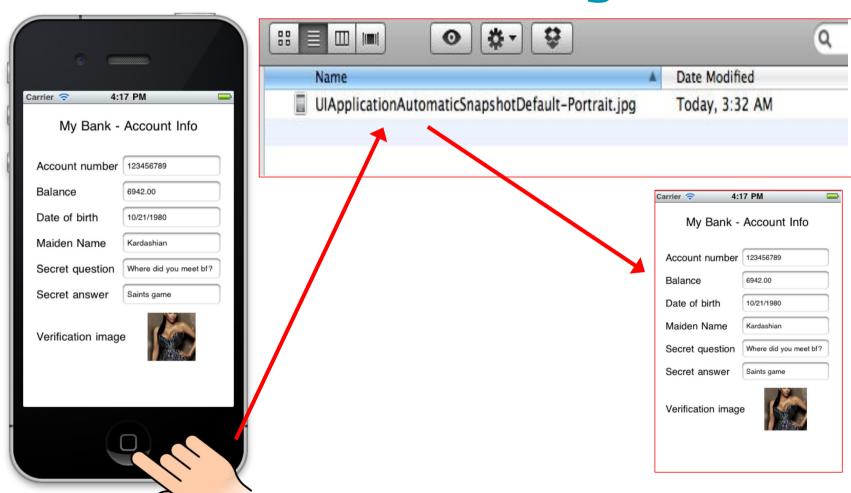
Mix of **not disabling platform features** and **programmatic flaws**.

Sensitive data ends up in unintended places:

- Logs (system, crash)
- Web caches
- Screenshots (ie: iOS backgrounding)
- Keystroke logging
- Copy/Paste buffer Caching
- Third party servers
- ...

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M1 – Improper Platform Usage (unintended data leakage - iOS)



Bologna, 24/05/2018 Copyright CryptoNet Labs srl

M1 – Improper Platform Usage (unintended data leakage - Log)

```
try {
    userInfo = client.validateCredentials(userName, password);
    if (userInfo.get("success").equals("true"))
        launchHome(v);
    else {
        Log.w("Failed login", userName + " " + password);
} catch (Exception e) {
    Log.w("Failed login", userName + " " + password);
```



M1 – Improper Platform Usage (TLS)

SSL/TLS:

No SSL, no TLSv1.0, ok TLSv1.1, TLSv1.2 Ciphers:

- No RC2, RC4, Null, Export...
- Possibly no DES
- 128+ bit ciphers
- Forward Secrecy ciphers

Use 2048-bit Private Keys

Signature: no SHA-1, ok SHA-2 family

No Client-Initiated Renegotiation

New Vulnerability Alerts!



M1 – Improper Platform Usage (CVE)

Rely on components (frameworks, libraries, products...) with known vulnerabilities.







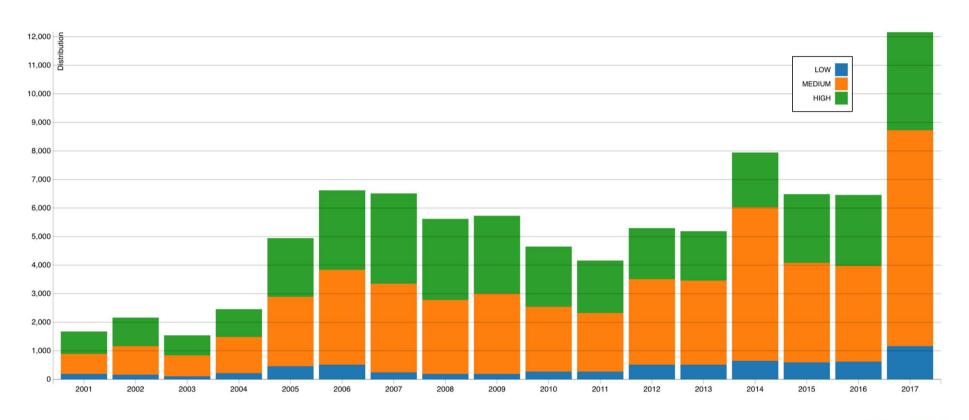
GHOST CVE-2015-0235 (Linux)



DROWN CVE-2016-0800 (OpenSSL)

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M1 – Improper Platform Usage (CVE)



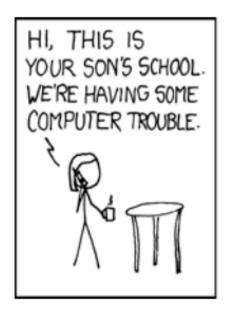


https://nvd.nist.gov/vuln-metrics/visualizations/cvss-severity-distribution-over-time

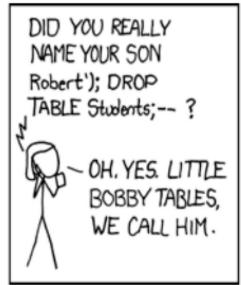
M1 – Improper Platform Usage (server side injection)

Untrusted data is sent to an **interpreter** as part of a command or query.

The data can trick the interpreter into **executing unintended commands** or **accessing data** without proper authorization.





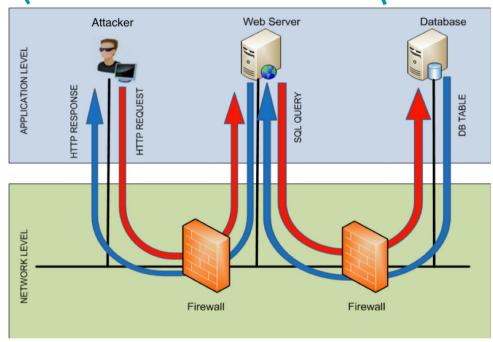




https://xkcd.com/327/

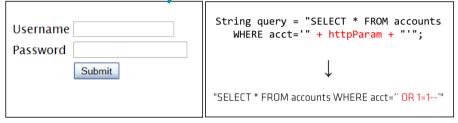
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M1 – Improper Platform Usage (server side SQL injection)



Account Summary

Acct:5424-6066-2134-4334 Acct:4128-7574-3921-0192 Acct:5424-9383-2039-4029 Acct:4128-0004-1234-0293



- 1. Application presents a form to the attacker
- 2. Attacker sends an attack in the form data
- 3. Application forwards attack to the database in a SQL query
- 4. Database runs query containing attack and sends results back to application
- 5. Application processes data as normal and sends results to the user

M1 – Improper Platform Usage

<u>Impact</u>



- Unauthorized access to sensitive data
- Unauthorized actions by malicious users

Recommendations



- Be aware of the technologies you are using
 - o On the device
 - o On the backend

M2 - Insecure Data Storage

Sensitive data stored on the device in cleartext:



- Usernames
- Authentication tokens
- Passwords
- Cookies
- •

M2 - Insecure Data Storage (Android)

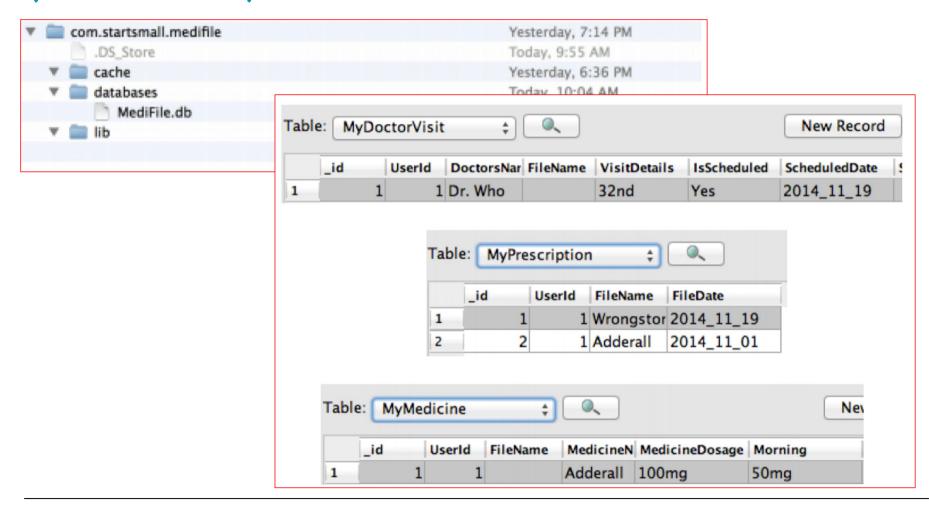
Writing files with poor permissions:

- Files on /data/data/APP/ with:
 MODE_WORLD_READABLE or
 MODE_WORLD_WRITEABLE
- Files stored on sdcard
- Allows any app to read or write these files

```
# pwd
/data/data/com.skype.raider
# ls -al files
                                  58 2012-08-30 14:44 .flurryagent.-4991a840
       --- app 54
                 app 54
drwxrwxrwx app 54
                 app 54
                                      2012-08-30 14:39 appsec.labs
rwxrw rw- app_54
                 app_54
                                  16 2012-08-30 12:02 csf
                                    0 2012-08-30 12:02 shared.lck
rwxrw rw- app 54
                   app_54
                   app_54
                                55432 2012-08-30 15:06 shared.xml
rwxrw rw- app 54
 rwxrwxrwx app 54
                   app 54
                              2559052 2012-08-30 12:02 skypekit
```



M2 – Insecure Data Storage (Android)



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M2 - Insecure Data Storage

<u>Impact</u>

- Data loss, in the best case, for one user
- In the worst case, for many users

- Store ONLY what is absolutely required
- Never use public storage areas (ie: SD card)
- Never make files publicly readable or writeable
- Use your platforms data security APIs
- Make sure you're calling them appropriately



Complete lack of encryption for transmitted data (HTTP...).

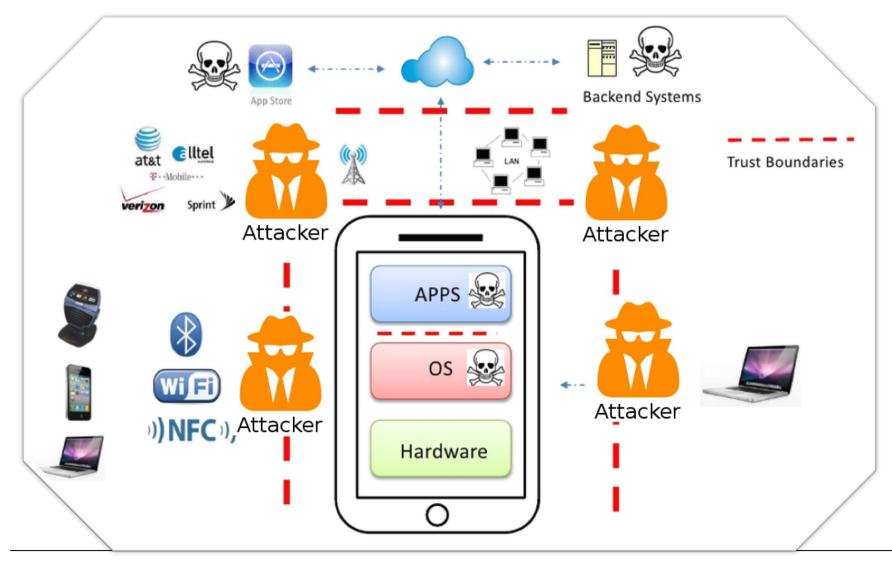


Weakly encrypted data in transit (SSLv3, TLSv1.0...)

Strong encryption, but ignoring security warnings:

- Ignoring certificate validation errors
- Falling back to plain text after failures



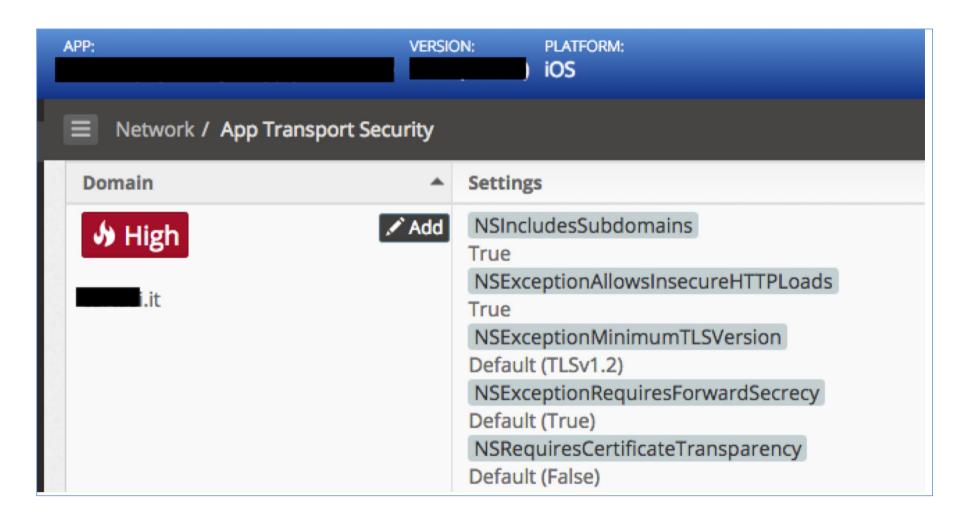


M3 – Insecure Communication (Android)

Esempio di classe, ottenuta dalla decompilazione dell'apk, che annulla la verifica dell'hostname:



M3 - Insecure Communication (iOS)



<u>Impact</u>

- Man-in-the-middle attacks:
 - o Loss of confidentiality
 - o Tampering

- Ensure that all sensitive data leaving the device is encrypted:
 - o This includes data over carrier networks, WiFi, and even NFC
- When security exceptions are thrown, it's generally for a reason...DO NOT ignore them!





HTTPS Validation:



- does the subject (CN) of the certificate match the destination selected by the client?
- is the signing CA a trusted CA?
- is the signature correct?
- is the certificate valid in terms of its time of expiry?
- additionally, revocation of a certificate and its corresponding certificate chain should be checked

It's always a good idea not to use libraries written by us:

Pay attention to the configuration parameters!

Certificate Pinning:

- Hard-code in the client the certificate known to be by the server
 - o A mobile App only needs to connect to a small set of servers
 - o Mobile is the ideal platform to implement certificate pinning
- Pin the server's certificate itself
 - o Takes the CA system out of the equation
- Pin the CA certificate used to sign the server's certificate
 - o Limit trust to certificates signed by one CA or a small set of CAs

M4 - Insecure Authentication

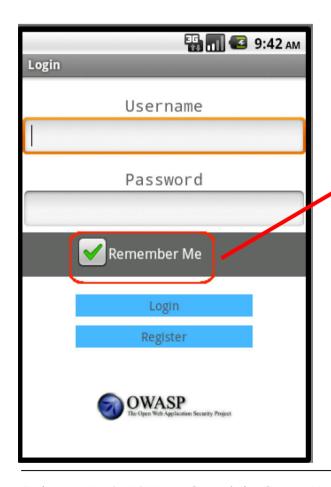
Authentication issues:

- part architecture
- part mobile
 - o Credentials storage
 - o Rely on immutable, potentially compromised values (IMEI, IMSI, UUID...)
 - o Short passwords due to usability
 - 0 ...





M4 - Insecure Authentication



M4 - Insecure Authentication

Mobile apps often use session tokens to maintain state over stateless protocols like HTTP or SOAP:

- 1. Client authenticates with the backend server. In the request it attaches the Device ID
- 2. Gets a session token in response The server considers the Device ID as a session token
- 3. Token Device ID is added to all requests sent to the server
- 4. Server can enforce authentication and authorization
- 5. Other apps read the Device ID and impersonate the user

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M4 - Insecure Authentication

<u>Impact</u>

Unauthorized access



- If possible, perform authentication server-side
- "Remember Me" functionality should never store a user's password on the device (store a revocable timelimited token)
- If client-side storage of data is required, the data will need to be encrypted using an encryption key that is securely derived from the user's login credentials

M5 - Insufficient Cryptography

Broken implementations using strong crypto libraries



Custom, easily defeated crypto implementations

Misconceptions:

- Encoding != encryption
- Obfuscation != encryption
- Serialization != encryption



M5 – Insufficient Cryptography (Android)

```
Hard
                                                     coded
                                                     key
byte[] input = "somedata".getBytes()
byte[] keyBytes = "SDF$%$1KSF23".getBytes();
SecretKeySpec key = new SecretKeySpec(keyBytes, "DES");
Cipher cipher = Cipher.getInstance("DES/ECB/PKCS7Padding", "BC");
cipher.init(Cipher.ENCRYPT MODE, key);
byte[] cipherText = new byte[eipher.getOutputSixe(input.length)];
int ctLength = cipher.update(input, 0, input.length, cipherText, 0);
ctLength += cipher.doFinal(cipherText, ctLength);
                                                            Bad
  Bad
                                                            crypto
  algorithm
                                                            mode
```

M5 - Insufficient Cryptography

<u>Impact</u>

- Loss of confidentiality of data
- Circumvent business logic



- Storing the key with the encrypted data negates everything
- Use your platforms APIs or well-known third party libraries
 - o Make sure you're calling them appropriately



M6 - Insecure Authorization

Authorization issues:

- part architecture
- part mobile
 - o Rely on immutable, potentially compromised values (IMEI, IMSI, UUID...)
 - o Rely on secret parameters
 - 0 ...





M6 - Insecure Authorization

Controlling vehicle features of Nissan LEAFs across the globe via vulnerable APIs



M6 - Insecure Authorization

<u>Impact</u>

- Privilege escalation
- Unauthorized access



- Always rely only on server-side authorization
- Ensure to integrate authorization in every functionality of the app

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M7 - Client Code Quality

Untrusted data is sent to an **interpreter on the device** as part of a command or query. The data can trick the interpreter into executing unintended commands or accessing data without proper authorization.



Input can come from:

- Another app (iOS: url scheme, Android: intent/content provider)
- Shared file (ie: sdcard) manipulated by another app
- Server side response
- 3rd party web site

M7 - Client Code Quality

SQL Injection

embedding untrusted input into raw SQL statements:

```
String query = "select * from table where
columnName='"+external_input+"'";
db.rawQuery( query, null );
```

Command Injection

embedding untrusted input into OS command execution:

```
Process process = Runtime.getRuntime().exec("top -n " + external_input
);
```



M7 - Client Code Quality

Skype iOS URL Scheme Handling Issue

- Attacker crafts malicious website containing this code:
 - <iframe src="skype://1408555555?call"></iframe>
- 2. User visits the website with Safari
- 3. Safari throws no warning, and yanks the user into Skype
- 4. Skype initiates phone call without asking for user consent



http://software-security.sans.org/blog/2010/11/08/insecure-handling-url-schemes-apples-ios/

M7 - Client Code Quality

<u>Impact</u>

- Device compromise
- Privilege escalation
- Jailbreak!

- Restrict access to IPC communications to a white-list of trusted apps
- Sanitize or escape untrusted data before rendering or executing it
- Use prepared statements for database calls (no concatenation!)





M8 - Code Tampering

The app executable lacks protection against:

- Malicious Root Apps
- Unauthorized Code Modification



M8 - Code Tampering

<u>Impact</u>

- User data exposure
- Code modifications (piracy, malware...)

- Jailbreak/root detection
- Anti-tampering
- Anti-debugging
- Stack Smashing Protection (iOS)
- Position Independent Executable (iOS)
- Automatic Reference Counting (iOS)



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M9 - Reverse Engineering

The app executable lacks protection against Analysis and Reverse Engineering







M9 - Reverse Engineering

<u>Impact</u>



- User data exposure
- Code exposure (secret algorithms, secret keys...)



- Obfuscation: renaming, string encryption, control flow obfuscation
- Anti-debugging

M10 - Extraneous Functionality

App contains functionalities and data that are not intended to be released into a production environment:

- Hidden backdoors
- Hardcoded passwords
- Private IPs
- Private API keys
- Test code
- •

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M10 - Extraneous Functionality

<u>Impact</u>

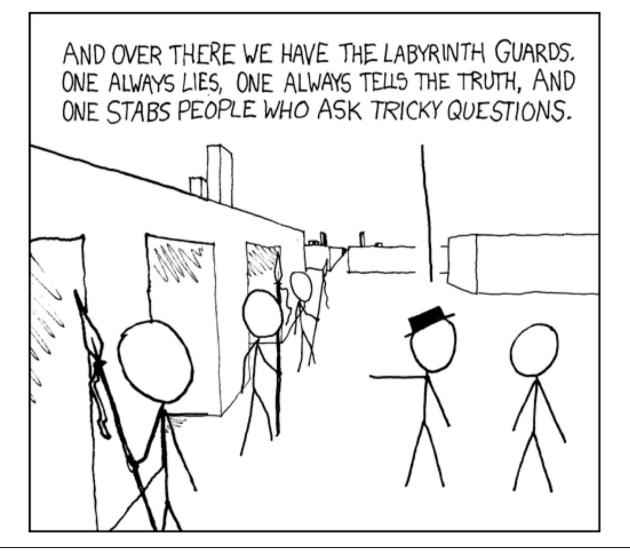
- Privilege escalation
- Sensitive data exposure



- Examine the app's configuration settings to discover any hidden switches
- Verify that all test code is not included in the final production build of the app

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luca.capacci@cryptonetlabs.it





https://xkcd.com/246/