

(No Model.)

J. L. BUFORD.  
MEASURING INSTRUMENT.

No. 534,993.

Patented Mar. 5,

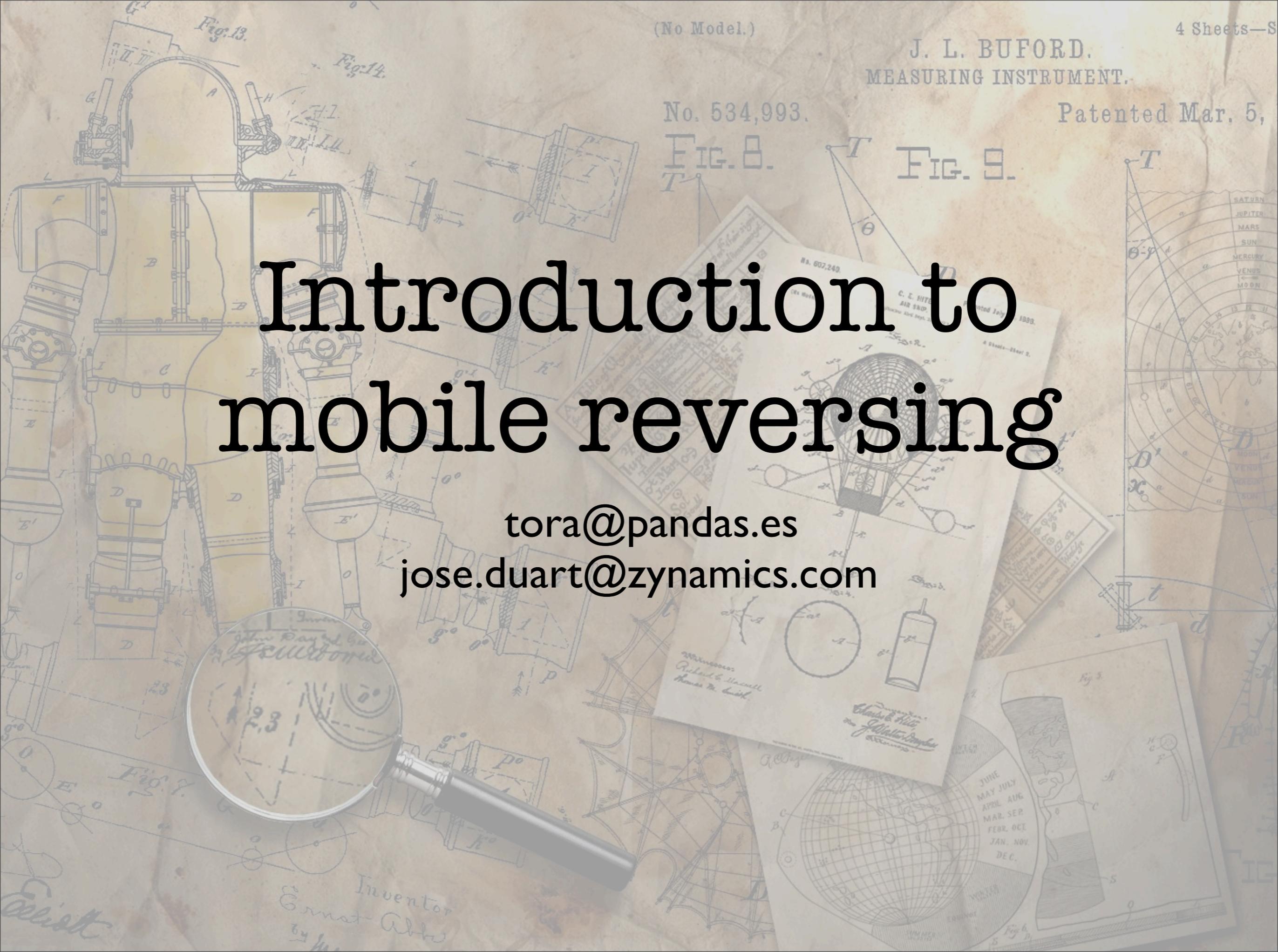
FIG. 8.

FIG. 9.

# Introduction to mobile reversing

[tora@pandas.es](mailto:tora@pandas.es)

[jose.duart@zynamics.com](mailto:jose.duart@zynamics.com)



# Who are you?

- Reverse engineer since late 90s
  - Malware analysis, binary auditing and behaviour analysis
- Mobile and embedded systems reversing as a hobby
- Working at Zynamics GmbH

# Summary

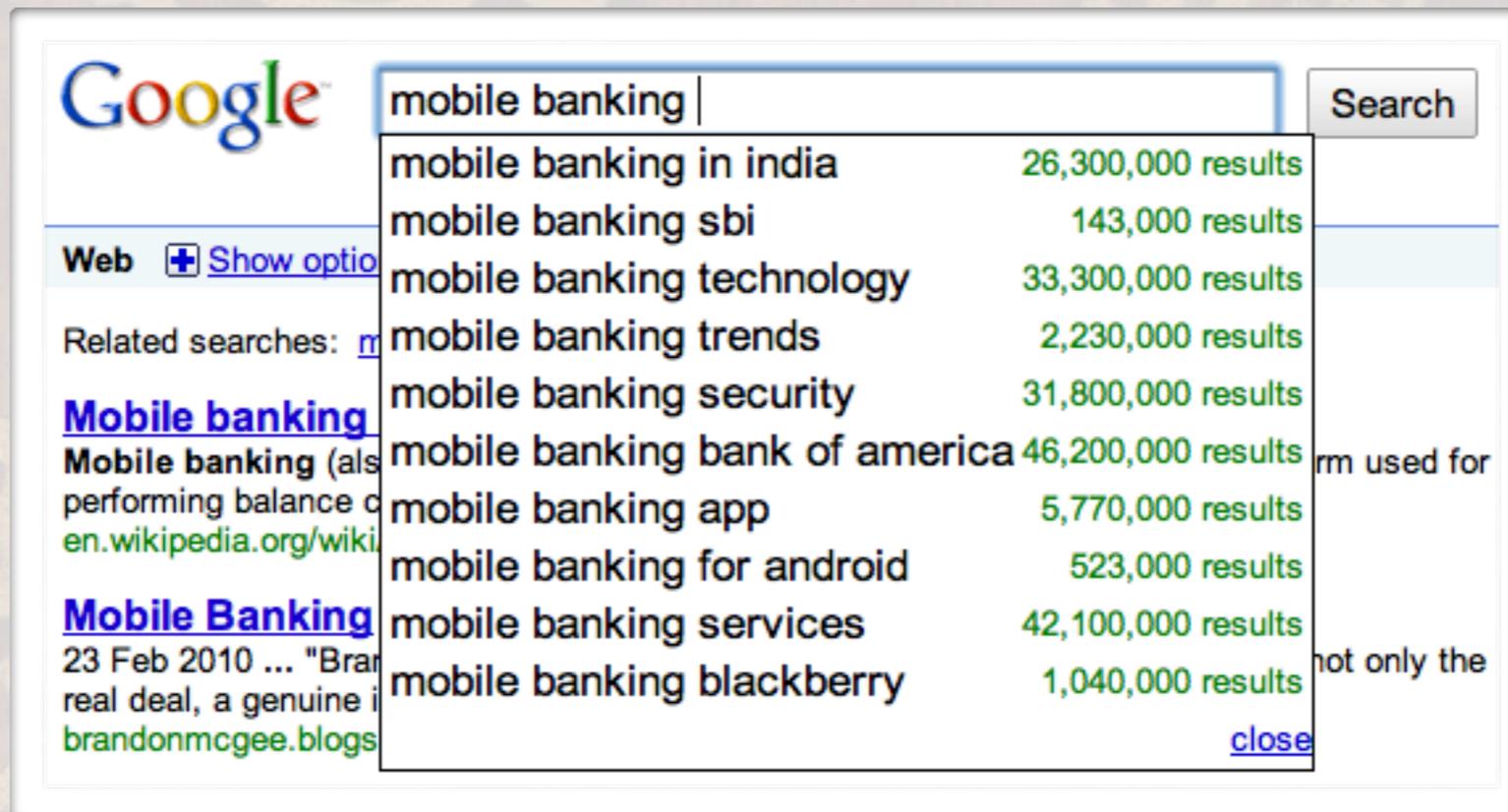
- Windows Mobile
- Android
  - Dalvik VM
  - Decompilation
- iPhone
  - AppStore DRM
  - Reversing Objective-C code

# Why mobile reversing?

- Few years ago:
  - Lots of java-based mobileOS
  - Only Symbian and PalmOS were “interesting”
    - But not much development community
    - First? mobile malware developed for Symbian, codename Caribe/Cabir, author Vallez/29A
- Now:
  - Android, iPhoneOS, Windows Mobile, Bada...

# Why mobile reversing?

- More SDK's, more developers... more interesting stuff



The image shows a Google search interface with the search term "mobile banking" entered in the search bar. A dropdown menu displays several suggestions with their respective result counts:

Suggestion	Results
mobile banking in india	26,300,000 results
mobile banking sbi	143,000 results
mobile banking technology	33,300,000 results
mobile banking trends	2,230,000 results
mobile banking security	31,800,000 results
mobile banking bank of america	46,200,000 results
mobile banking app	5,770,000 results
mobile banking for android	523,000 results
mobile banking services	42,100,000 results
mobile banking blackberry	1,040,000 results

Additional elements visible in the screenshot include the Google logo, a "Search" button, a "Web" tab, a "Show options" link, and a "Related searches" section. The search bar also contains a "close" link at the bottom right.

# Why mobile reversing?

- ... and evil stuff

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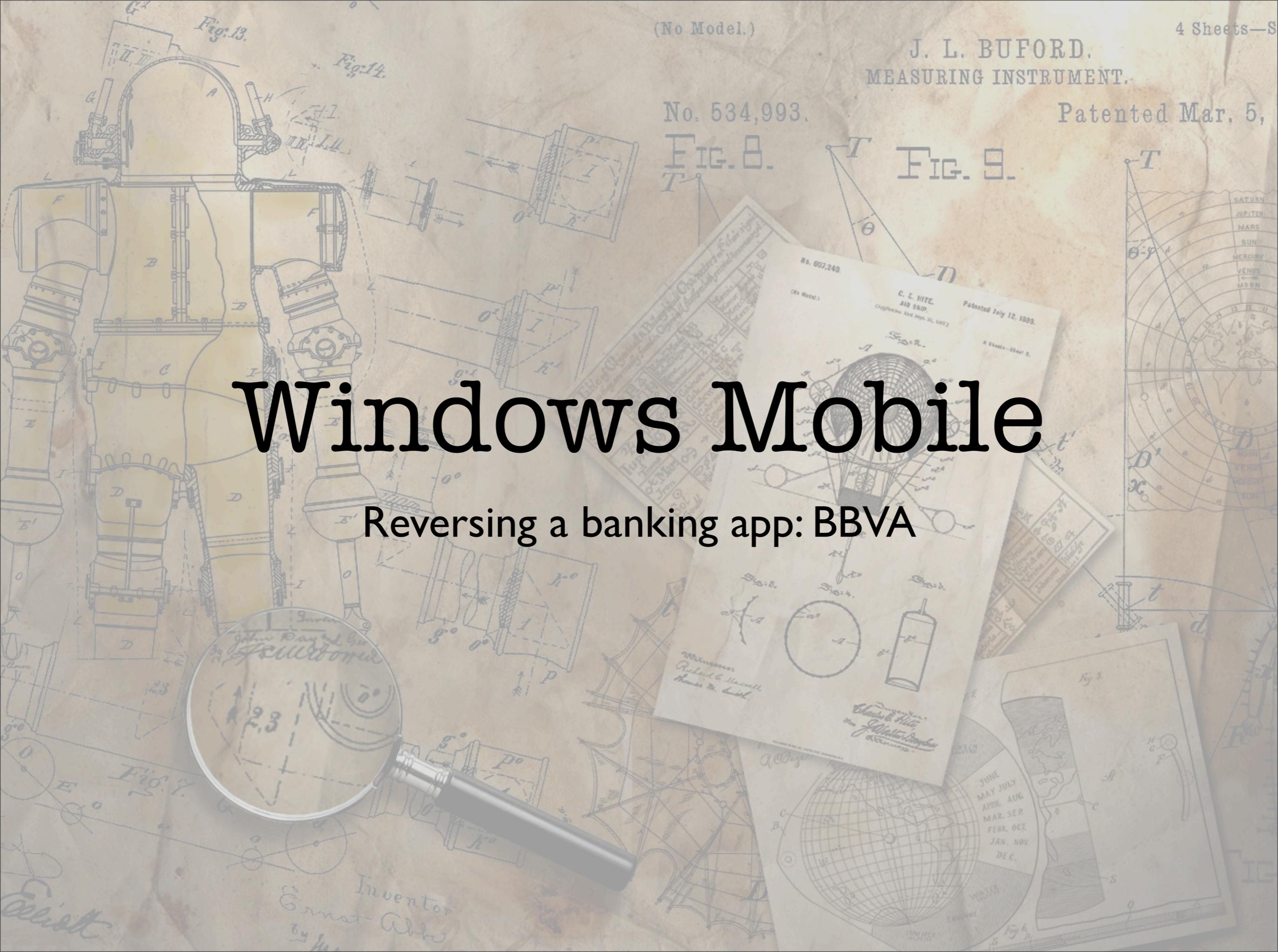
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FIG. 8.

FIG. 9.

# Windows Mobile

## Reversing a banking app: BBVA



# WM: First Steps

- Executable file format: PE
- Architecture: ARM
- Language: C++
- API: Windows-like

# WM: Target

- Spanish “banking app”: BBVA
- [https://www.bbva.es/TLBS/BBVA\\_MobiDesc.htm](https://www.bbva.es/TLBS/BBVA_MobiDesc.htm)
- Versions for Java, RIM, Windows Mobile, iPhone and Android

# WM: Analysis

```
; int __stdcall WinMain(HINSTANCE hInstance, HINSTANCE hPrevIn
WinMain                                     ; CODE XREF: start+34↓
                                             ; DATA XREF: .pdata:00
```

```
fInheritHandles = -0xEC
fdwCreate       = -0xE8
pvEnvironment   = -0xE4
pszCurDir      = -0xE0
psiStartInfo    = -0xDC
pProcInfo       = -0xD8
pszCmdLine      = -0xD4
var_C           = -0xC
```

```
STMFD    SP!, {R4,LR}
SUB      SP, SP, #0xE4 ; fInheritHandles
LDR      R3, =dword_13074
LDR      R3, [R3]
STR      R3, [SP,#0xEC+var_C]
LDR      R4, =off_13068
ADD      R0, SP, #0xEC+pszCmdLine ; wchar_t *
LDR      R1, [R4,#8] ; wchar_t *
BL       wcsncpy
LDR      R1, [R4,#4] ; wchar_t *
ADD      R0, SP, #0xEC+pszCmdLine ; wchar_t *
BL       wcsat
```

# WM: Thoughts

- ARM can look a bit hard at first, but is much easier than x86!!
- The API is a piece of cake for people with experience in Windows XP/Vista development/reversing.
- Easy to debug the targets, emulate the OS and patch apps.

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4 Sheets—S

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# Google Android

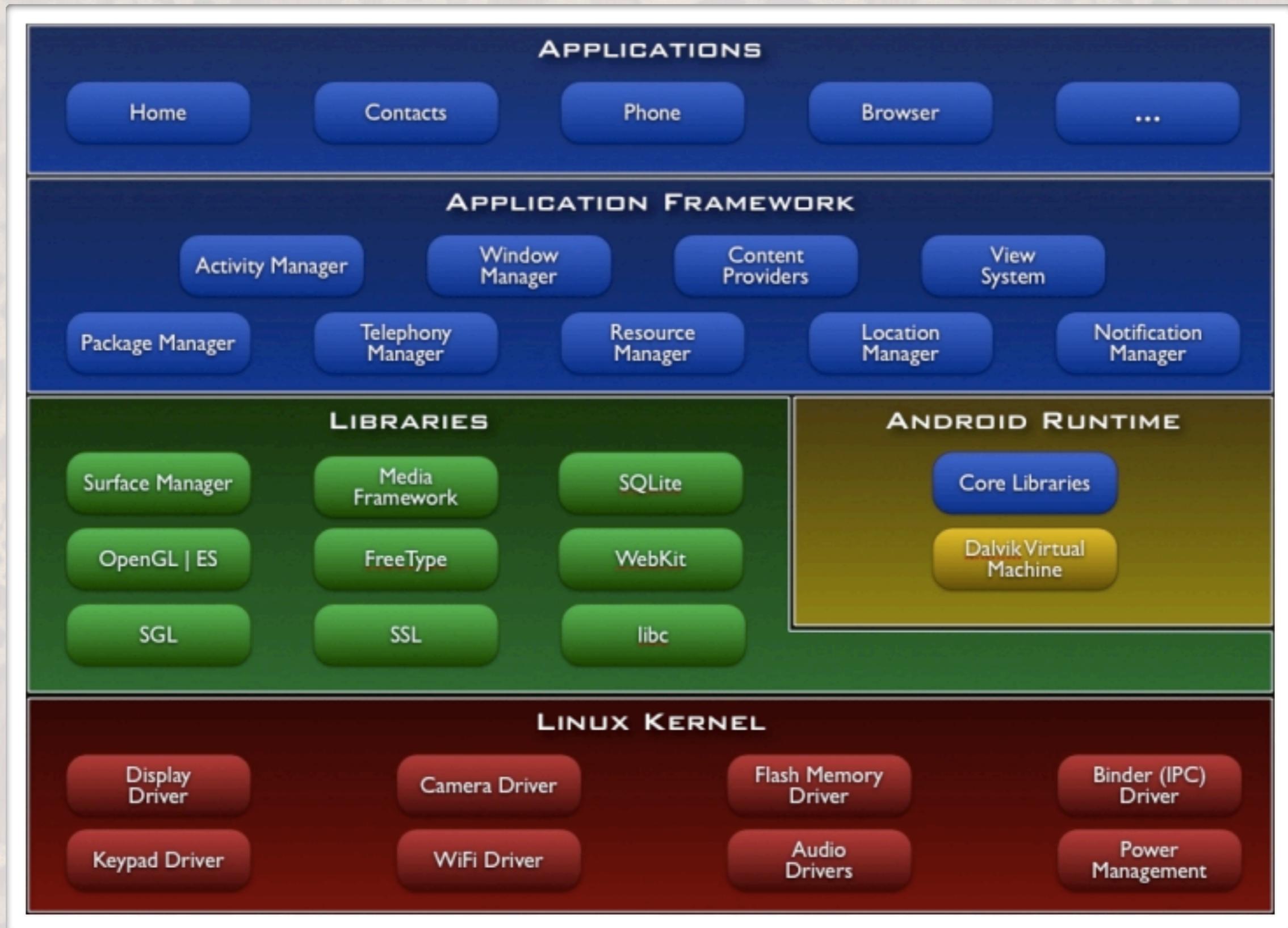
## Reversing a banking app: Wells Fargo



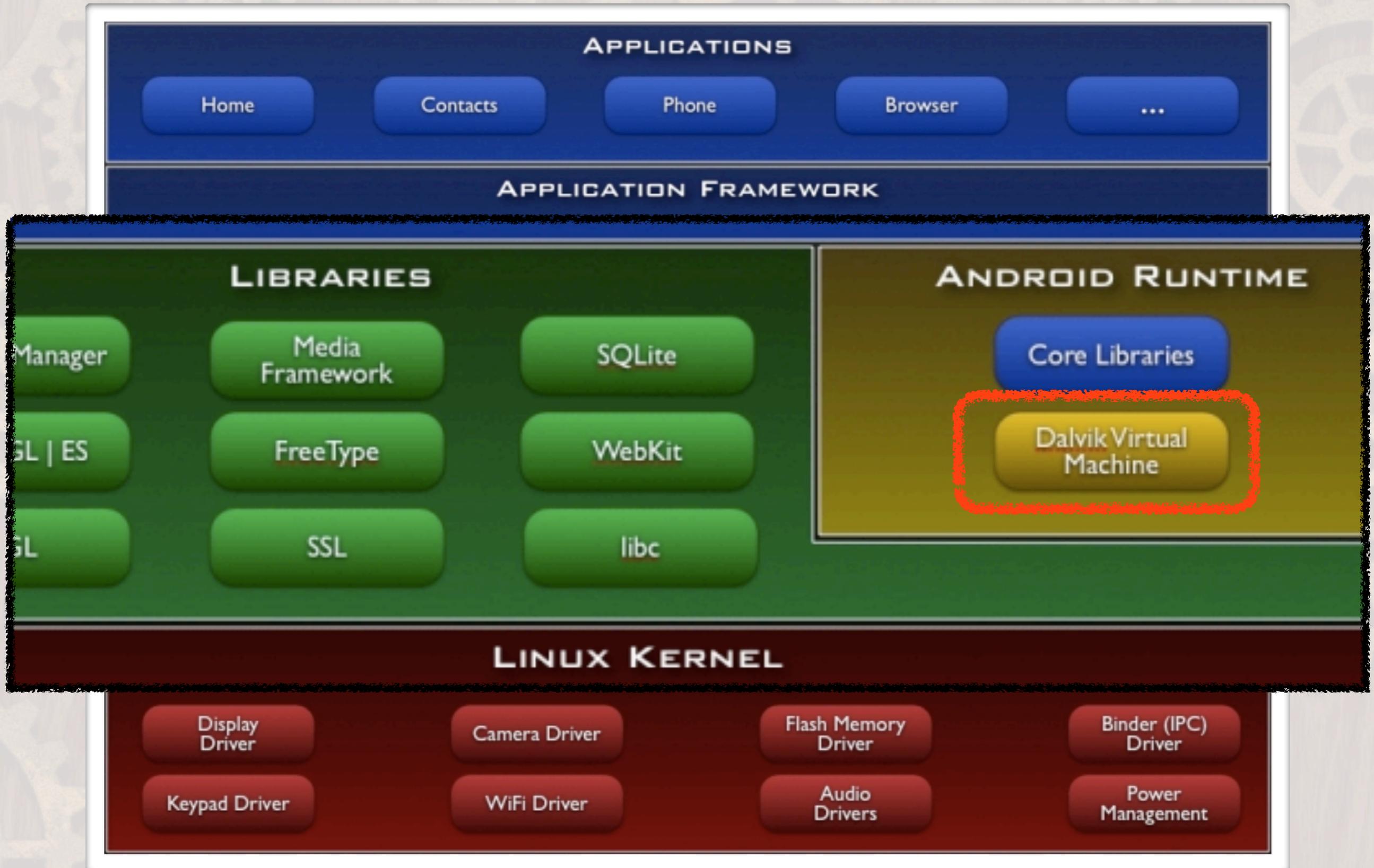
# Android: First Steps

- Architecture: ARM
- API: Dalvik VM based
- Two ways of development (SDK/NDK)
  - Executable file format: Dex/ELF
  - Language: Java/C++

# Android: First Steps



# Android: First Steps



# Android: First Steps

	Android	Java
Source	.java	.java
Binary	.dex	.class
Binary Optimized	.odex	N/A
Packages	.apk	.jar
Reversing Tools	DeDexer, Baksmali, DeoDexerant	JAD, DJ Java Decompiler, JD-GUI...

# Android: Analysis

- Sample code

```
35 public void onCreate(Bundle savedInstanceState) {  
36     super.onCreate(savedInstanceState);  
37  
38     // Set the layout for this activity. You can find it  
39     // in res/layout/hello_activity.xml  
40     setContentView(R.layout.hello_activity);  
41  
42     TextView tv = new TextView(this);  
43     tv.setText("TextView Hello!");  
44     setContentView(tv);  
45 }
```

# Android: Analysis

- DeDexer way

```
.method public onCreate(Landroid/os/Bundle;)V
.limit registers 4
; this: v2 (Lcom/example/android/helloactivity/HelloActivity;)
; parameter[0] : v3 (Landroid/os/Bundle;)
.line 36
    invoke-super    {v2,v3},android/app/Activity/
onCreate    ; onCreate(Landroid/os/Bundle;)V
.line 40
    const/high16   v1,32514
    invoke-virtual  {v2,v1},com/example/android/
helloactivity/HelloActivity/setContentView    ; setContentView
(I)V
```

# Android: Analysis

- Baksmali way

```
.method public onCreate(Landroid/os/Bundle;)V
    .registers 4
    .parameter "savedInstanceState"

    .prologue
    .line 36
    invoke-super {p0, p1}, Landroid/app/Activity;->onCreate
(Landroid/os/Bundle;)V

    .line 40
    const/high16 v1, 0x7f02

    invoke-virtual {p0, v1}, Lcom/example/android/
helloactivity/HelloActivity;->setContentView(I)V
```

# Android: Target

- US banking app: Wells Fargo
- Downloaded from [androlib.com](http://androlib.com)
- Also available for iPhone

# Android: Analysis II

```
.class public Ldroidheaven/app/wellsfargo/Main;  
.super Landroid/app/Activity;  
.source "Main.java"  
  
# annotations  
.annotation system Ldalvik/annotation/MemberClasses;  
    value = {  
        Ldroidheaven/app/wellsfargo/Main$HelloWebViewClient;  
    }  
.end annotation  
  
# instance fields  
.field webview:Landroid/webkit/WebView;
```

# Android: Thoughts

- Decompilers are not ready yet
  - In the future, it will be similar to Java-reversing
- Free emulator:
  - It's possible to install apk's
  - No access to Android Market :(

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# Apple iPhone

## Reversing a banking app: HanaBank



# iPhone: First Steps

- Executable file format: Mach-O
- Architecture: ARM
- Language: Objective-C
- API: iPhone SDK Framework and libc

# iPhone: First Steps

- Apps come in IPA packages
  - ZIP files with executables and resources (images, package info, config files...)
- iPhone Simulator works with i386
- Tricky to setup a debug environment
  - enable ssh access
  - iphonedbg/gdb

# iPhone: First Steps

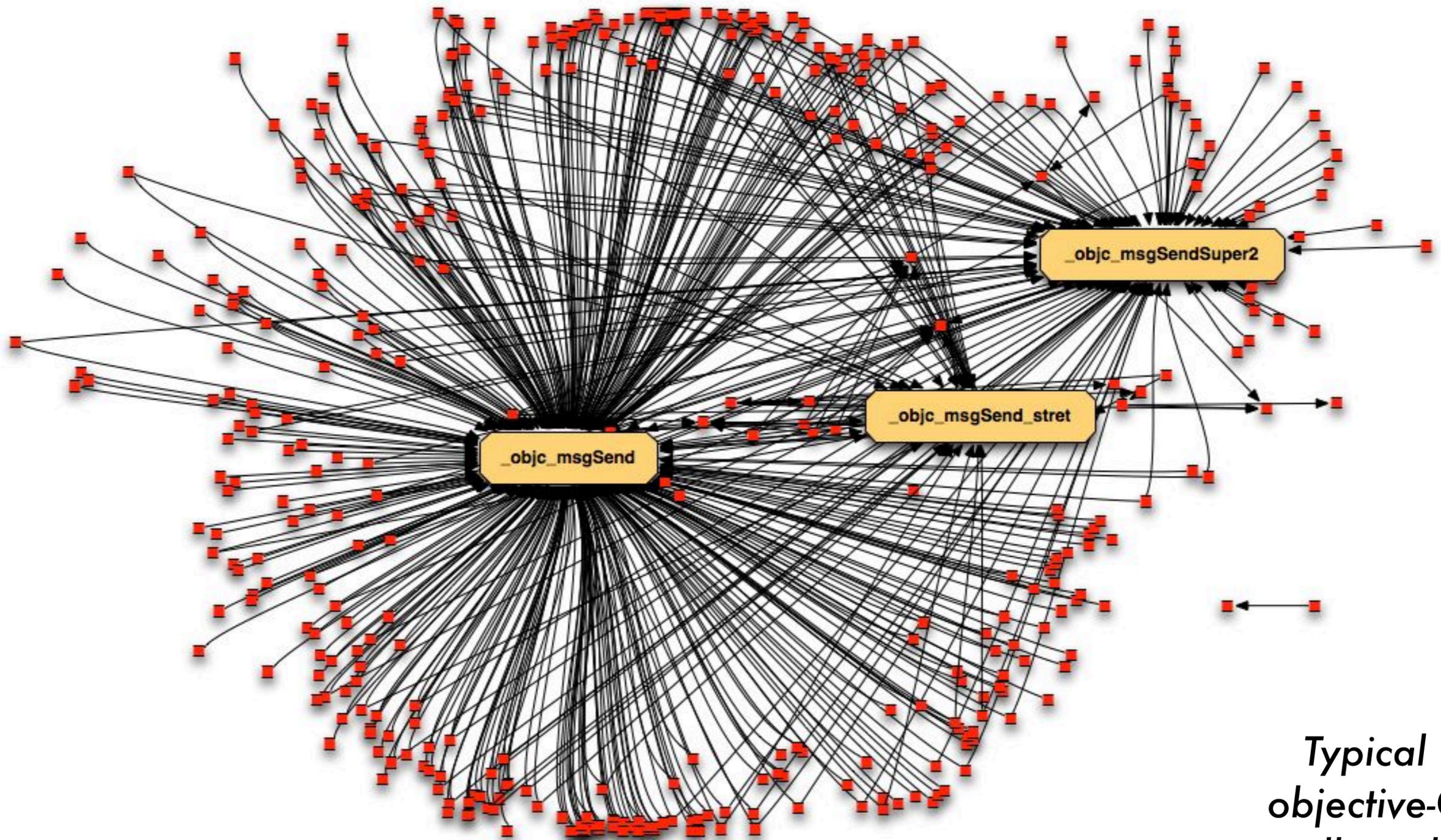
- AppStore

- Apps are encrypted, iPhone Mach-O loader is in charge of decryption
- GDB and a little understanding of Mach-O headers (otool) can help

- Objective-C

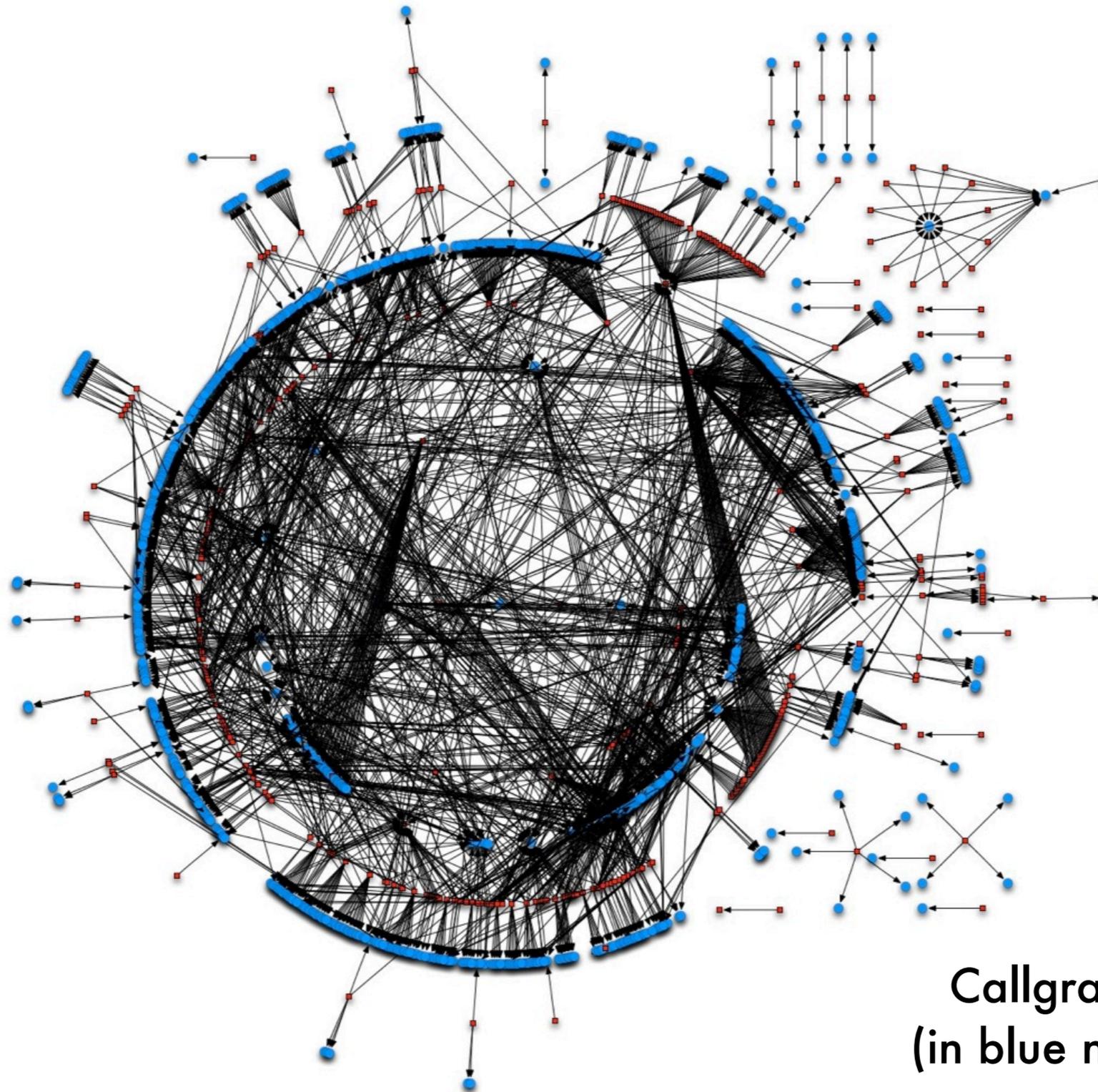
- 80% calls to `msgSend()` == lots of fun :)

# iPhone: First Steps



*Typical  
objective-C  
callgraph*

# iPhone: First Steps



Callgraph after script  
(in blue new "msg" subs)

# iPhone: Target

- Korean banking app: HanaBank
- Downloaded from AppStore

# iPhone: Analysis

- Removing AppStore encryption
- Playing with FLIRT signatures
- Reversing Objective-C code

# iPhone: Thoughts

- AppStore DRM is not a big problem
- Objective-C can be quite painful
- Debug using GDB:
  - Well known tool, but you need developer account or a jailbroken device.
- Simulator is not useful for reversing

# Questions?

쉬운 질문 하시면  
소주 한 잔 살게요!!!

