



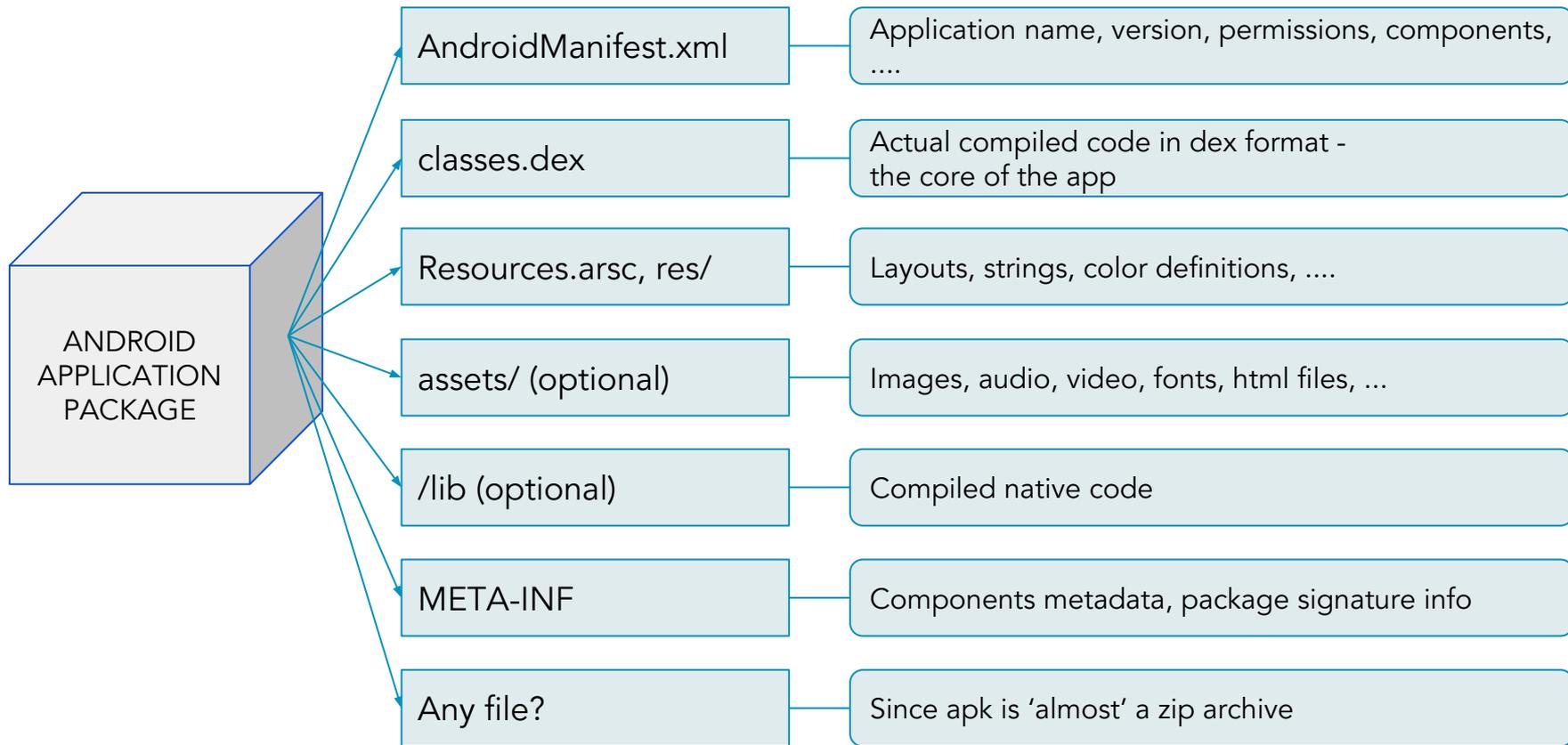
BLOWING THE COVER: HANDS-ON ANALYSIS OF HANDCRAFTED ANDROID MALWARE

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About Me

- Senior Security Researcher @ Lookout
- B.S. in Information Security
- More than 5 years working in Information Security
- Experience includes incident response, forensics, malware analysis

APK File Structure



Glossary

What I am talking about

- Malware family - a group of malicious applications that are common in code structure, functionality, and are usually associated with the same threat actor
- Obfuscation - a process of deliberately making the code of a program harder to read and understand
- Decompiler - a reverse engineering tool used to convert a compiled executable program into (pseudo) source code

Why obfuscate?

- Protect Intellectual Property (IP)
- Complicate Reverse Engineering
- Prevent tampering

Why decompile code?

- Much easier to read decompiled Java-like code than disassembled Smali instructions

Common obfuscation techniques

Often used by malware authors

- Trivial (repackaging the apk, renaming the package, resigning)
- Insertion of dead code blocks
- Insertion intermediate operations
- Encrypting/Encoding strings
- Encrypting payloads - dex files or native libraries
- Usage of reflection

```
this.bjove = new int[] {0x4DCC, 5719, 0x47BD, 28, 80, 13};
this.ieqduv = 17;
this.xgmaajvkt = false;
if(!this.xgmaajvkt || true != this.mfdtx) {
    int[] vL_1 = new int[5];
    int v2 = 2;
    v0 = this.mfdtx ? 1 : 0;
    int v3 = v0 + 81 + this.bjove.length + 0x19F2;
    v0 = this.Ivutl ? 1 : 0;
    v3 += v0;
    int v4 = this.bhtsrfvwr;
    v0 = this.mad0xm ? 1 : 0;
    vL_1[v2] = v0 + v4 - 51 + v3 - (this.ieqduv * 17 + this.ieqduv + this.bjove.length);
}
else {
    this.Ivutl(this.mad0xm, this.mfdtx, this.bhtsrfvwr, 46, false);
    v0 = this.xgmaajvkt ? 1 : 0;
    v1 = 7796 - v0;
    v0 = this.xfjyxfpsk ? 1 : 0;
    v1 = v0 + v1 + 20881 - (0xEA15 + this.bhtsrfvwr);
    v0 = this.Ivutl ? 1 : 0;
    v1 -= v0 - 0x4420;
    v0 = this.xgmaajvkt ? 1 : 0;
    this.bhtsrfvwr = v0 * 91 - 92 + v1;
}
}
if(v0 != 1) {
    v0 = true == this.xfjyxfpsk ? 1 : 0;
    v0 = v0 != 1 ? 1 : 0;
    v1 = this.bjove.length > 0 ? 1 : 0;
```

```
if(v18 % 8 == 0) {
    int v16 = v11 ^ v2[0];
    int v15 = v10 ^ v2[1];
    int v14 = v9 ^ v2[2];
    v13 = v2[3] ^ v12;
    int v17;
    for(v17 = 4; v17 < 36; v17 += 4) {
        v21 = v3_1[v16 & 0xFF] ^ v4[v15 >> 8 & 0xFF] ^ v5_1[v14 >> 16 & 0xFF] ^ v6[v13 >>> 24] ^ v2[v17];
        v22 = v3_1[v15 & 0xFF] ^ v4[v14 >> 8 & 0xFF] ^ v5_1[v13 >> 16 & 0xFF] ^ v6[v16 >>> 24] ^ v2[v17 + 1];
        v23 = v3_1[v14 & 0xFF] ^ v4[v13 >> 8 & 0xFF] ^ v5_1[v16 >> 16 & 0xFF] ^ v6[v15 >>> 24] ^ v2[v17 + 2];
        v13 = v3_1[v13 & 0xFF] ^ v4[v16 >> 8 & 0xFF] ^ v5_1[v15 >> 16 & 0xFF] ^ v6[v14 >>> 24] ^ v2[v17 + 3];
        v17 += 4;
        v16 = v3_1[v21 & 0xFF] ^ v4[v22 >> 8 & 0xFF] ^ v5_1[v23 >> 16 & 0xFF] ^ v6[v13 >>> 24] ^ v2[v17];
        v15 = v2[v17 + 1] ^ (v3_1[v22 & 0xFF] ^ v4[v23 >> 8 & 0xFF] ^ v5_1[v13 >> 16 & 0xFF] ^ v6[v21 >>> 24] ^ v2[v17 + 2]);
        v14 = v3_1[v23 & 0xFF] ^ v4[v13 >> 8 & 0xFF] ^ v5_1[v21 >> 16 & 0xFF] ^ v6[v22 >>> 24] ^ v2[v17 + 3];
        v13 = v3_1[v13 & 0xFF] ^ v4[v21 >> 8 & 0xFF] ^ v5_1[v22 >> 16 & 0xFF] ^ v6[v23 >>> 24] ^ v2[v17 + 3];
    }
}
```

```
v21 = v3_1[v16 & 0xFF] ^ v4[v15 >> 8 & 0xFF] ^ v5_1[v14 >> 16 & 0xFF] ^ v6[v13 >>> 24] ^ v2[v17];
v22 = v3_1[v15 & 0xFF] ^ v4[v14 >> 8 & 0xFF] ^ v5_1[v13 >> 16 & 0xFF] ^ v6[v16 >>> 24] ^ v2[v17 + 1];
v23 = v3_1[v14 & 0xFF] ^ v4[v13 >> 8 & 0xFF] ^ v5_1[v16 >> 16 & 0xFF] ^ v6[v15 >>> 24] ^ v2[v17 + 2];
v13 = v3_1[v13 & 0xFF] ^ v4[v16 >> 8 & 0xFF] ^ v5_1[v15 >> 16 & 0xFF] ^ v6[v14 >>> 24] ^ v2[v17 + 3];
v14 = v17 + 4;
v11 = v2[v14] ^ (v7[v21 & 0xFF] & 0xFF ^ (v7[v22 >> 8 & 0xFF] & 0xFF) << 8 ^ (v7[v23 >> 16 & 0xFF] & 0xFF) << 16);
v10 = v2[v14 + 1] ^ (v7[v22 & 0xFF] & 0xFF ^ (v7[v23 >> 8 & 0xFF] & 0xFF) << 8 ^ (v7[v13 >> 16 & 0xFF] & 0xFF) << 16);
v9 = v2[v14 + 2] ^ (v7[v23 & 0xFF] & 0xFF ^ (v7[v13 >> 8 & 0xFF] & 0xFF) << 8 ^ (v7[v21 >> 16 & 0xFF] & 0xFF) << 16);
v12 = v2[v14 + 3] ^ (v7[v13 & 0xFF] & 0xFF ^ (v7[v23 >> 8 & 0xFF] & 0xFF) << 8 ^ (v7[v22 >> 16 & 0xFF] & 0xFF) << 16);
```

Sample 1

Cosiloon

Cosiloon malware family

Quick reference info

Type: Adware/App Dropper

What it does:

Shows advertisement on the device screen.

Can silently download and install additional applications.

Cosiloon - opened in JEB decompiler

The apk content suggests there might be some hidden executable code

▼  com.android.systemui

 Manifest

 Certificate

 Bytecode

← classes.dex

▶  Resources

▼  Assets

 d.zip

 small.ttf

 ti.ttf

```
$ file assets/*  
assets/d.zip:      data  
assets/small.ttf: data  
assets/ti.ttf:    data
```

SHA256: fe2a8a18c5859b0665a17b50de5837f0fc38af39d43e9b32e68192edf1cf5d6e

File name: d.zip

Detection ratio: 1 / 59

Analysis date: 2018-07-14 15:16:37 UTC (1 month, 3 weeks ago)

SHA256: 4497d3b41694ddb21dea51842d419e29047335e3089202e7dabc959ee2d7ab02

File name: ti.ttf

Detection ratio: 1 / 59

Analysis date: 2018-02-10 21:29:37 UTC (6 months, 3 weeks ago)

SHA256: 8bea60840c0218649509d5df4a7de2d17198b30edb43:

File name: small.ttf

Detection ratio: 0 / 57

Analysis date: 2018-02-10 21:30:27 UTC (6 months, 3 weeks ago)

Cosiloon payload decoding

Decoding d.zip file with Java

```
public class Main {  
    private static int magicInt = 47;  
  
    public static void main(String[] args) throws IOException {}  
    public static long decode_1(InputStream inputStream, OutputStream outputStream) throws IOException {  
        return decode_2(inputStream, outputStream, new byte[0x400]);  
    }  
    public static long decode_2(InputStream inputStream, OutputStream outputStream, byte[] byteArr) throws IOException {  
        long i = 0;  
        if(inputStream != null && outputStream != null) {  
            if(verify_arr(byteArr)) {  
                byteArr = new byte[0x400];  
            }  
            while(true) {  
                int k = inputStream.read(byteArr);  
                if(-1 == k) {  
                    return i;  
                }  
                decode_3(byteArr);  
                outputStream.write(byteArr, 0, k);  
                i += ((long)k);  
            }  
        }  
        return i;  
    }  
    public static void decode_3(byte[] byteArr) {  
        for(int i = 0; i < byteArr.length; ++i) {  
            byteArr[i] = ((byte)(((byte)(byteArr[i] ^ 47))));  
        }  
    }  
    public static boolean verify_arr(byte[] byteArr) {  
        if(byteArr != null && byteArr.length != 0) {  
            return false;  
        }  
        return true;  
    }  
}
```

```
$ file d.zip_out  
d.zip_out: Java archive data (JAR)
```

```
-  
public static void decode_3(byte[] byteArr) {  
    for(int i = 0; i < byteArr.length; ++i) {  
        byteArr[i] = ((byte)(((byte)(byteArr[i] ^ 47))));  
    }  
}
```

SHA256: 68aa20d143f71fd6c07210e9214b3937073d3f7cc79d4aaac8badc50225b5d62

File name: 46adf4efbf287a262a2517716bc22b3a.virus

Detection ratio: 13 / 58

Analysis date: 2018-07-02 05:28:22 UTC (2 months ago)

Cosiloon payload decoding

Decoding other obfuscated files

```
public static void decode_asset(InputStream inputStream, OutputStream outputStream) {
    int v0 = 0x400;
    try {
        byte[] bytes_read = new byte[v0];
        byte[] bytes_out = new byte[inputStream.available()];
        v0 = 0;
label_6:
        int v6 = inputStream.read(bytes_read);
        if(v6 >= 0) {
            int v2 = 0;
            while(true) {
                if(v2 >= v6) {
                    goto label_6;
                }
                bytes_out[v0] = ((byte)((byte)(bytes_read[v2] ^ 0x79)));
                ++v2;
                ++v0;
            }
        }
        outputStream.write(bytes_out);
    }
}
```

```
try {
    new g("2").a(c.a(arg4, c.a("c21hbGwudHRm")), new FileOutputStream(v0_1));
}
```

Base64.decode("c21hbGwudHRm") => small.ttf

```
public void decrypt_payload(InputStream inputStream, OutputStream outputStream) {
    Cipher cipher = Cipher.getInstance(c.b());
    cipher.init(2, this.key);
    CipherOutputStream cipherOutputStream = new CipherOutputStream(outputStream, cipher);
    byte[] bytes_res = new byte[0x400];
    while(true) {
        int i = inputStream.read(bytes_res);
        if(i < 0) {
            break;
        }
        cipherOutputStream.write(bytes_res, 0, i);
    }

    cipherOutputStream.close();
    outputStream.close();
    inputStream.close();
}
```

Cosiloon - decoded files

Original files in
assets folder

Decoded files

```
$ file *  
d.zip:          data  
small.ttf:     data  
ti.ttf:        data  
d.zip_out:     Java archive data (JAR)  
small.ttf_out: Java archive data (JAR)  
ti.ttf_out:    Java archive data (JAR)
```

Sample 1 - Lesson Learnt

**Even simple operations, such as
bitwise XOR,
may significantly help threat actors
conceal malicious code**

Sample 2

DressCode

DressCode malware family

Quick reference info

Type: ClickFraud

What it does:

Turns user's device into a proxy, using SOCKS protocol. Performs 'clicks' on advertisements on behalf of the user to generate revenue.

DressCode - all the files are of known types

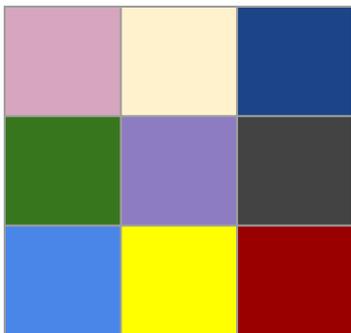
Two Javascript files and an image, nothing suspicious. Well...is it?

- ▼ com.sonic.classics
 - Manifest
 - Certificate
 - Bytecode (Virtual, Merged)
 - ▶ Resources
 - ▼ Assets
 - ▶ Textures
 - ▶ game
 - ▶ mmadsdk
 - logo.png
 - ? mraid.js
 - ? ormma.js
 - ▶ Libraries



On basic principles of RGB model and steganography

About colors, bytes, and bits



rgb(28, 69, 135)

R: 28 => 00011100
G: 69 => 01000101
B: 135 => 10000111

128	64	32	16	8	4	2	1
0	0	0	1	1	1	0	0
$16+8+4=28$							

Changing the least significant bit

128	64	32	16	8	4	2	1
0	0	0	1	1	1	0	1
$16+8+4+1=29$							

Changing the most significant bit

128	64	32	16	8	4	2	1
1	0	0	1	1	1	0	0
$128+16+8+4=156$							

Insignificance of the least significant bits

Results of manipulation with 2 least significant bits of the color

```
rgb(100, 100, 100)  
0x64, 0x64, 0x64
```

```
0x64 == 0110 0100
```

```
rgb(103, 103, 103)  
0x67, 0x67, 0x67
```

```
0x67 == 0110 0111
```



Understanding the decoding routine

Extracting the payload

Load Image from assets -> toRBitmap -> fromBase63 => classes.dex

```
public static byte[] fromBase63(ArrayList arg5) {
    byte[] v0 = new byte[arg5.size() / 2];
    int v1;
    for(v1 = 0; v1 < arg5.size(); v1 += 2) {
        v0[v1 / 2] = ((byte)(arg5.get(v1 + 1).byteValue() + (arg5.get(v1).byteValue() << 4)));
    }
    return v0;
}

public static ArrayList toRBitmap(Bitmap arg6, ArrayList arg7) {
    int v1;
    for(v1 = 0; v1 < arg6.getWidth(); ++v1) {
        int v2 = 0;
        while(true) {
            if(v2 < arg6.getHeight()) {
                int v3 = arg6.getPixel(v1, v2);
                int v0 = v3 & 3 | (v3 & 0x300) >>> 6 | (0x30000 & v3) >>> 12;
                if(v0 != 16) {
                    arg7.add(Byte.valueOf(((byte)v0)));
                    ++v2;
                    continue;
                }
            }
            else {
                break;
            }
        }
        return arg7;
    }
}

return null;
}
```

```
$ file *
```

```
logo.png:      PNG image data, 1280 x 720, 8-bit/color RGBA, non-interlaced
```

```
logo.png_out: Dalvik dex file version 035
```

Sample 2 - DressCode

About 10% of the image is used for storing the code

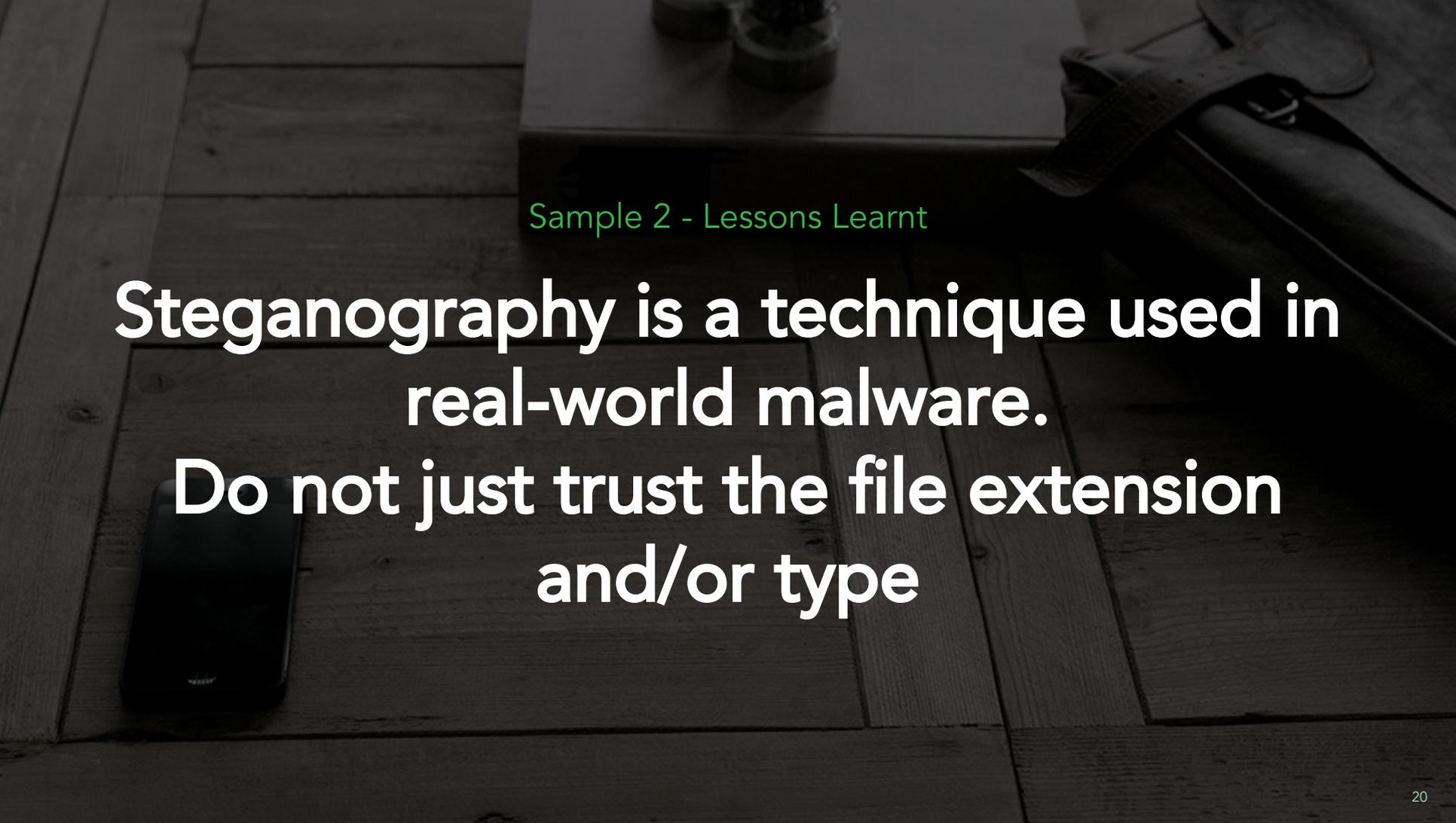


Payload size: 35840 bytes

Required # of pixels:
 $35864 \times 2 = 71728$

of pixels in the image:
 $1024 \times 720 = 737280$

% of the picture taken by payload:
 $71728 / 737280 \times 100\% \approx 10\%$

A dark, moody photograph of a wooden desk. In the foreground, a black smartphone lies vertically on the left. In the background, a black bag with a strap is partially visible on the right. The desk surface is made of dark wood planks. The overall lighting is low, creating a somber and mysterious atmosphere.

Sample 2 - Lessons Learnt

Steganography is a technique used in real-world malware.

Do not just trust the file extension and/or type

Sample 3

Xafecopy

Xafecopy malware family

Quick reference info

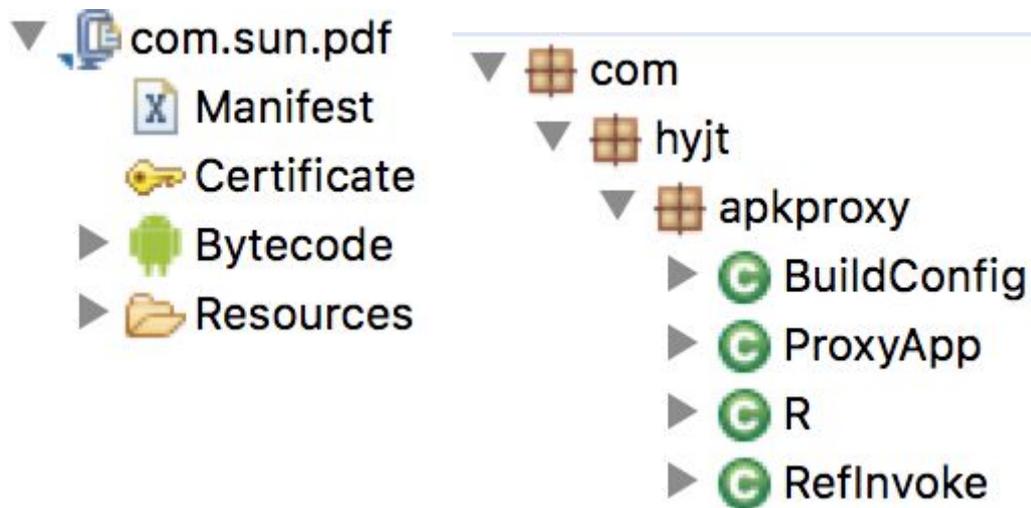
Type: Chargeware

What it does:

It will silently visit specially crafted URLs and attempt to subscribe the user for paid services.

Xafecopy in decompiler

Ok, I know it must be somewhere in the file.....which file?



```
$ ls -lh classes.dex  
... 3.6M .... classes.dex
```

Xafecopy and its main method

Self-explanatory method names

```
protected void attachBaseContext(Context arg19) {
    super.attachBaseContext(arg19);
    try {
        File v10 = this.getDir("odex", 0);
        File v4 = this.getDir("dex", 0);
        this.odexDir = v10.getAbsolutePath();
        this.libPath = this.odexDir;
        this.apkPath = v4.getAbsolutePath() + "/p.apk";
        File v5 = new File(this.apkPath);
        if(!v5.exists()) {
            v5.createNewFile();
        }
        Log.i("demo", "dex size:" + this.splitPayloadFromDex(this.readDexFileFromApk(), v5));
        ProxyApp.unpackSOFromApk(this.apkPath, this.libPath);
    }
}
```

Xafecopy payload revealed

Split payload from dex???

```
private int splitPayloadFromDex(byte[] bytes_in, File file_out) throws IOException {
    byte[] bytes_out;
    int dex_length = bytes_in.length;
    byte[] length_storage = new byte[4];
    System.arraycopy(bytes_in, dex_length - 4, length_storage, 0, 4); // arraycopy(Object src, int srcPos, Object dest, int destPos, int length)
    int pld_length = new DataInputStream(new ByteArrayInputStream(length_storage)).readInt();
    if(pld_length < dex_length) {
        System.out.println(Integer.toHexString(pld_length));
        bytes_out = new byte[pld_length];
        System.arraycopy(bytes_in, dex_length - 4 - pld_length, bytes_out, 0, pld_length);
    }

    bytes_out = this.decrypt(bytes_out);
    try {
        FileOutputStream v4 = new FileOutputStream(file_out, false);
        v4.write(bytes_out);
        v4.flush();
        v4.close();
    }
}
```

```
private byte[] decrypt(byte[] arg3) {
    int v0;
    for(v0 = 0; v0 < arg3.length; ++v0) {
        arg3[v0] = ((byte)(arg3[v0] ^ 0xC7));
    }
}
```

```
return arg3;
```

Read the last 4 bytes from the classes.dex file

Copy the specified number of bytes from the end of the classes.dex file into a new file

Xafecopy - manual payload extraction

Read the last 4 bytes of the classes.dex file ->

Copy the specified number of bytes into a new file ->

Perform an XOR operation on the bytes of the new file ->

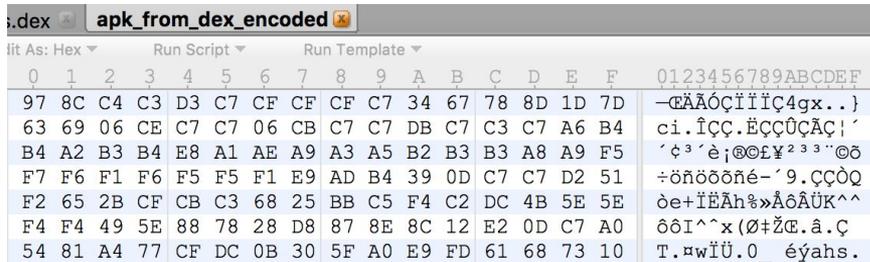
Get the hidden APK file!

```
95 93 E9 94 81 97 8C C6 C5 D3 C7 D3 C7 CF CF CF
C7 34 67 78 8D D4 83 1D 56 3A C4 C7 C7 F5 C3 C7
C7 D6 C7 D9
5E D7 C7 8A 82 93 86 EA 8E 89 81 E8 84 82 95 93
E9 95 94 86 97 8C C2 C1 C7 C7 C7 90 C6 90 C6
3D B9 C7 C7 9D 5A D7 C7 C7 C7 00 11 1C 6A
```

0x00111C6A == 1121386

PK - magic bytes for a zip archive

0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0123456789ABCDEF
50	4B	03	04	14	00	08	08	08	00	F3	A0	BF	4A	DA	BA	PK.....ó ĵÚ°
A4	AE	C1	09	00	00	C1	0C	00	00	1C	00	04	00	61	73	PK.....Á.....as
73	65	74	73	2F	66	69	6E	64	62	75	74	74	6F	6E	32	sets/findbutton2
30	31	36	31	32	32	36	2E	6A	73	FE	CA	00	00	15	96	0161226.jsþĒ...-
35	A2	EC	08	0C	04	AF	E2	7C	02	33	05	1B	8C	99	99	5çì..._âì.3.Ē
33	33	8E	99	4F	BF	EF	1F	40	49	4B	D5	25	CA	00	67	33ž"Oçì.ĒIKŌ%Ē.g
93	46	63	B0	08	1B	CC	F7	98	67	2E	3A	A6	AF	B4	D7	"Fc°.Ēî÷~g.: `x
7B	E0	37	C8	16	B9	96	9A	96	10	63	F4	3B	DE	4E	72	{à7Ē.Ē-š-.cô;ĒNr
54	D7	23	71	16	FE	9C	25	A9	FA	C0	B6	96	D1	64	83	T×#q.þæ%ŌúĒŹ-Œdf
47	0B	69	A7	43	F8	3C	0E	5D	C5	E7	2A	8D	37	57	75	G.i\$C<.ĒĒç*.7Wu
DB	92	1C	D2	D7	4F	29	45	87	B8	33	55	53	15	27	DB	Ū'.Ēò×O)Eþ.3US.'Ū
D7	AD	38	30	3A	C4	23	32	C0	A7	92	3A	9F	53	5D	26	x-80:Ē#2ĒŠ'.ŸS] &
82	57	F5	33	89	E9	D2	8B	7E	FA	73	F0	65	AB	6F	0B	,Wô3%èŌç ~úsðe<ç.



Binary Xor:

Treat Data As: Signed Byte

Operand: C7

Decimal Hex

\$ file *

xafecopy.apk: Java archive data (JAR)

xafecopy.apk_out: Java archive data (JAR)

Sample 3 - Lesson Learnt

classes.dex file format allows for storage of any data appended at the end of the file

How does the code gets called?

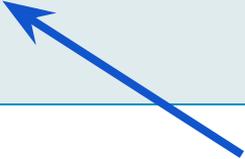
Reflection is the answer

```
Class class = new DexClassLoader(this.GetFilesDir().getPath() + File.separator +  
"module.dex", this.getApplicationInfo().dataDir, null,  
this.getClass().getClassLoader()).loadClass("com.appstatistics.Main");  
  
class.getMethod("run").invoke(class.newInstance());
```

Method Name



Class Name



Putting it all together

- There is a number of known obfuscation methods used by threat actors today
- File extension is not a reliable indication of file type
- Steganography is not just theory - it is used in real malware
- There are always more ways to hide malicious code than where we expect it to reside

What's next?

Check Lookout website soon for a blog post on DressCode malware family evolution

<https://blog.lookout.com/>

(or just follow my LinkedIn, I'll make sure to share the link ;)

<https://www.linkedin.com/in/areshetniak/>

SHA1 sums of the reviewed samples for your reversing pleasure:

Sample 1 - 6c0da50bbf0524df35ffea87788e4bb8f276a6b4

Sample 2 - e8d2d6ee35a54ee6328f55d2dccbce3c213690d6

Sample 3 - e0f5f0816a1e41785e7b44cf4ac46bff6d557312



EVERYTHING IS OK