

Ethical Hacking: Hacking Mobile Platforms

Discovering Mobile Platform Attack Vectors

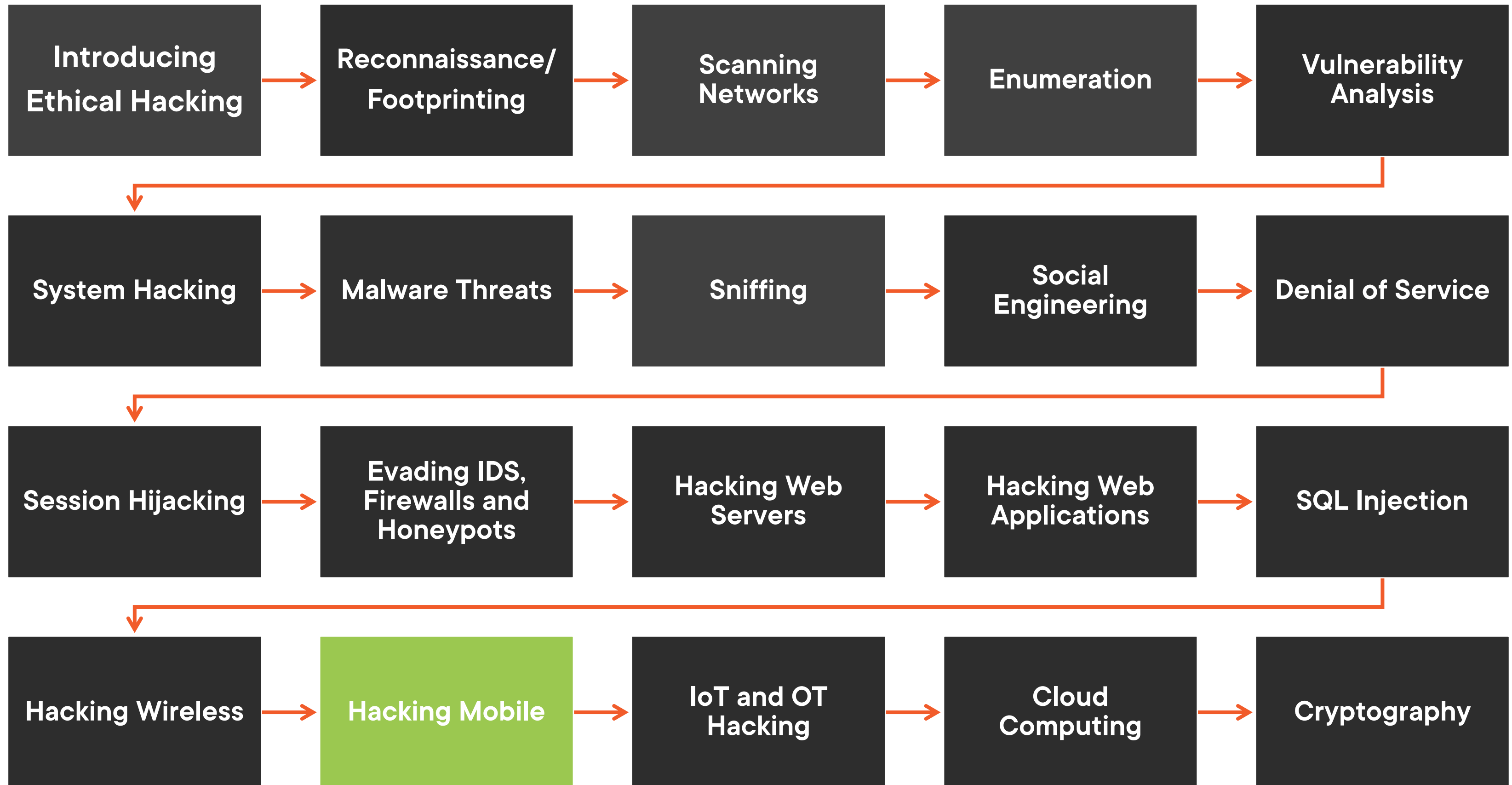


Dale Meredith

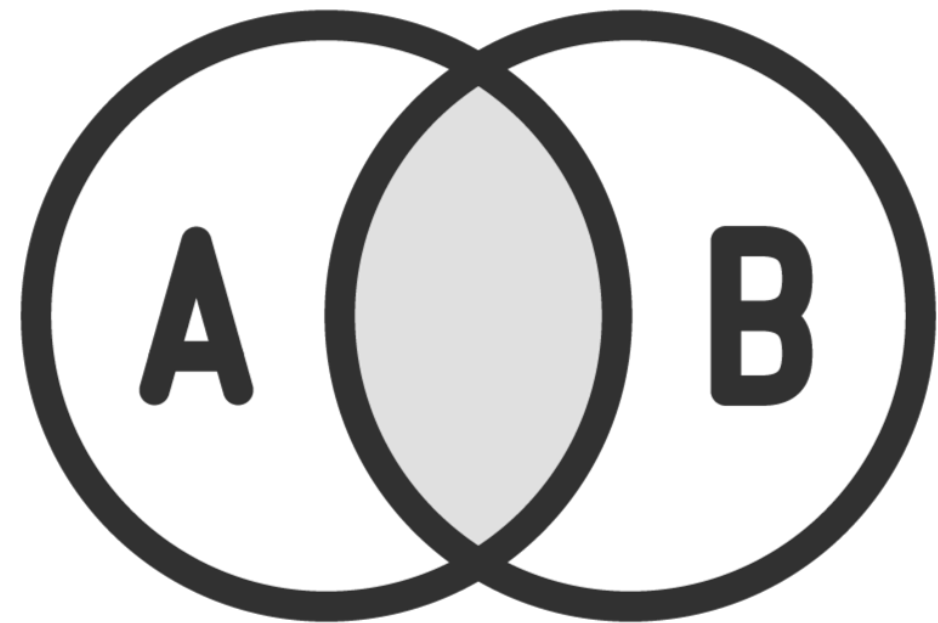
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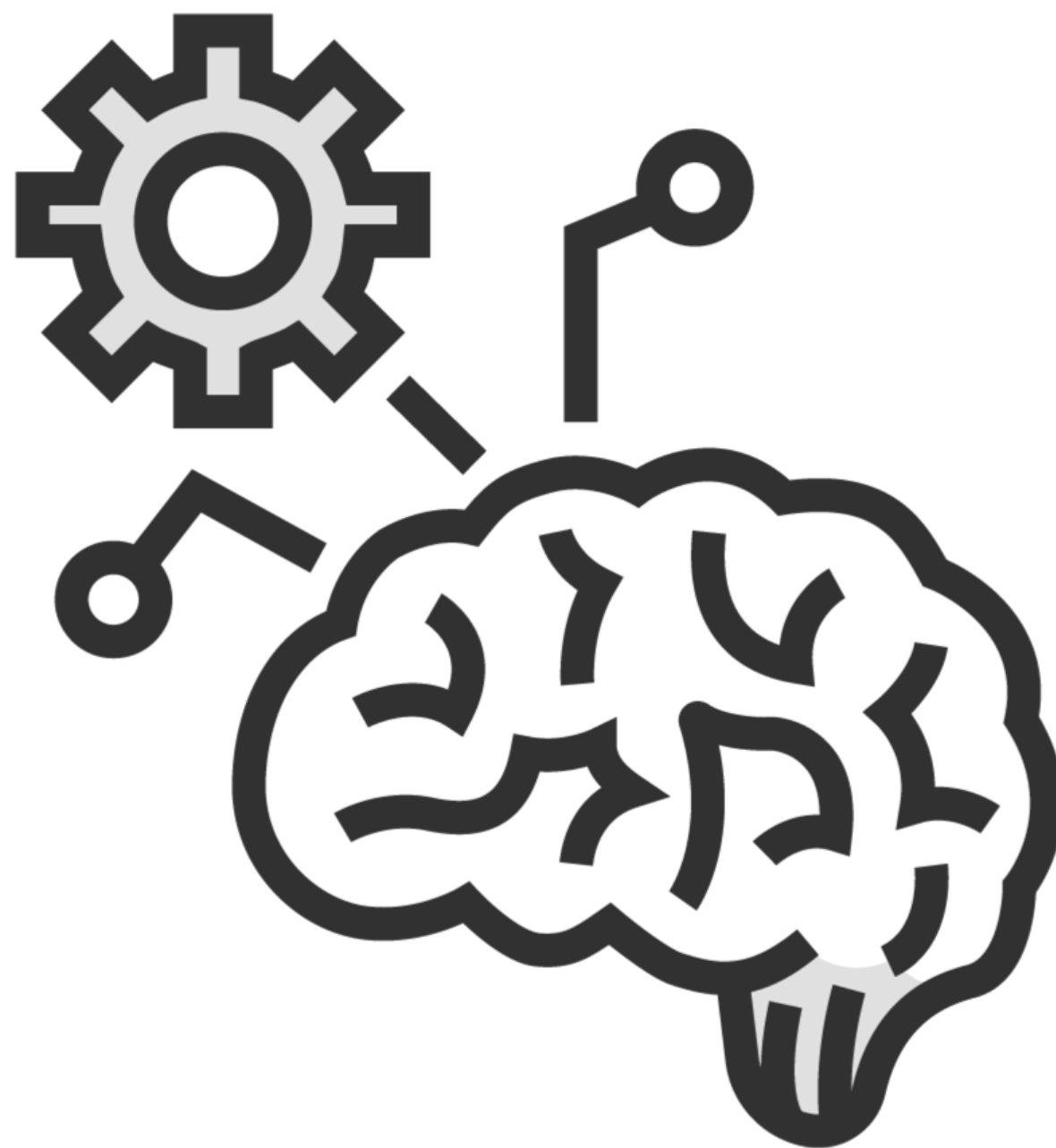
Ethical Hacking Series



The Method behind My Madness



The Method behind My Madness



CEH Exam Study Tips

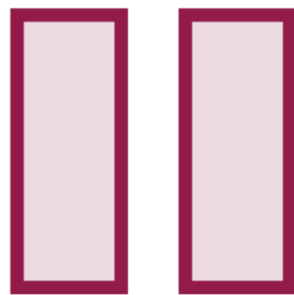
Dale's Study Tips



Study space



Take notes

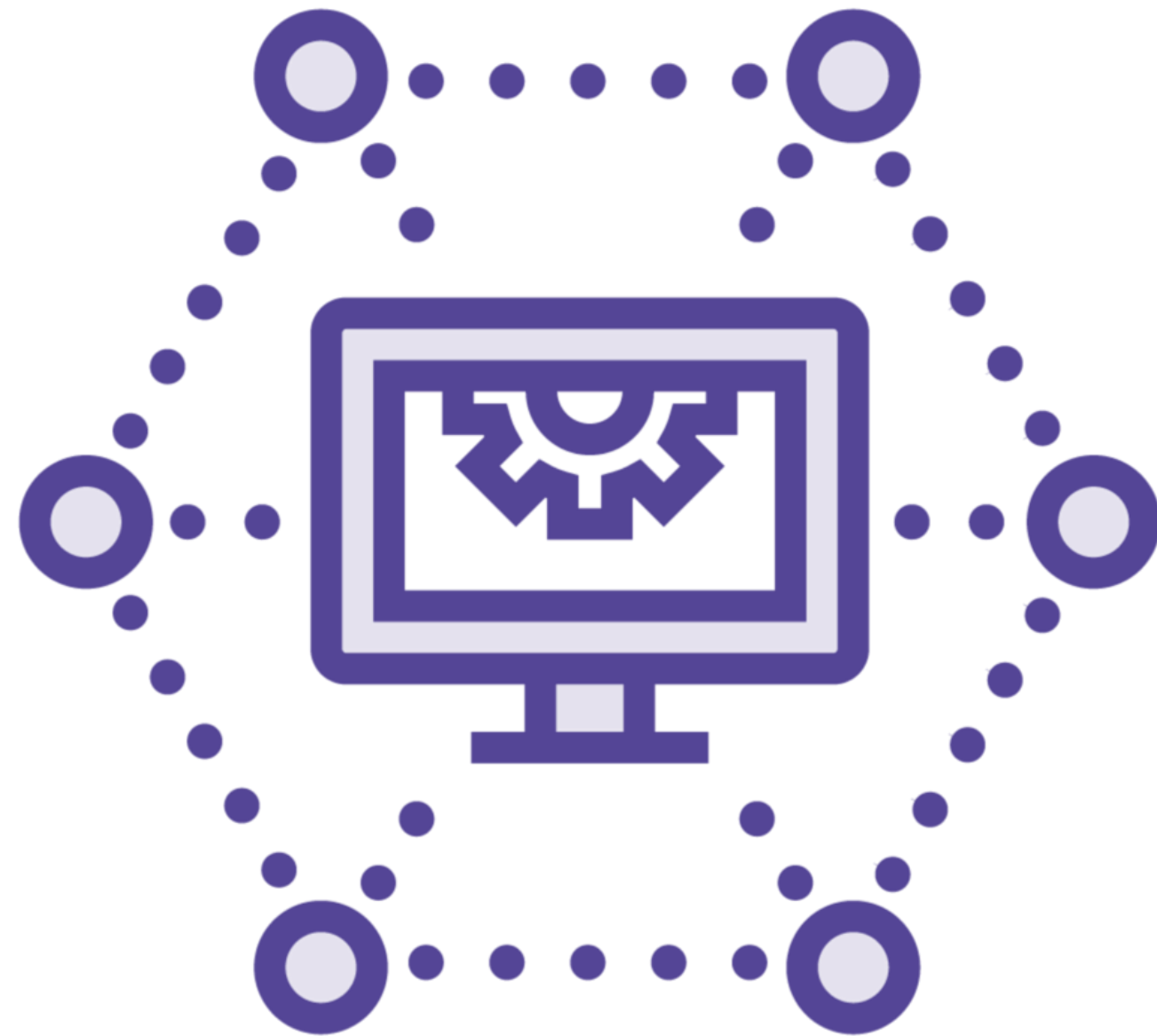


Pause, think, repeat



Be kind and rewind

Dale's Study Tips





“Size matters not. Look at me. Judge me by my size, do you?”

Master Yoda

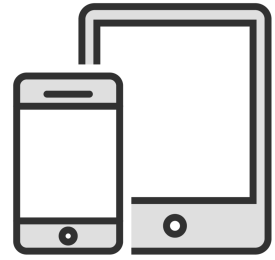
Top 10 Risks for Mobile Devices



OWASP

Open Web Application Security Project

Top 10 Risks



Improper platform usage



Insecure data storage



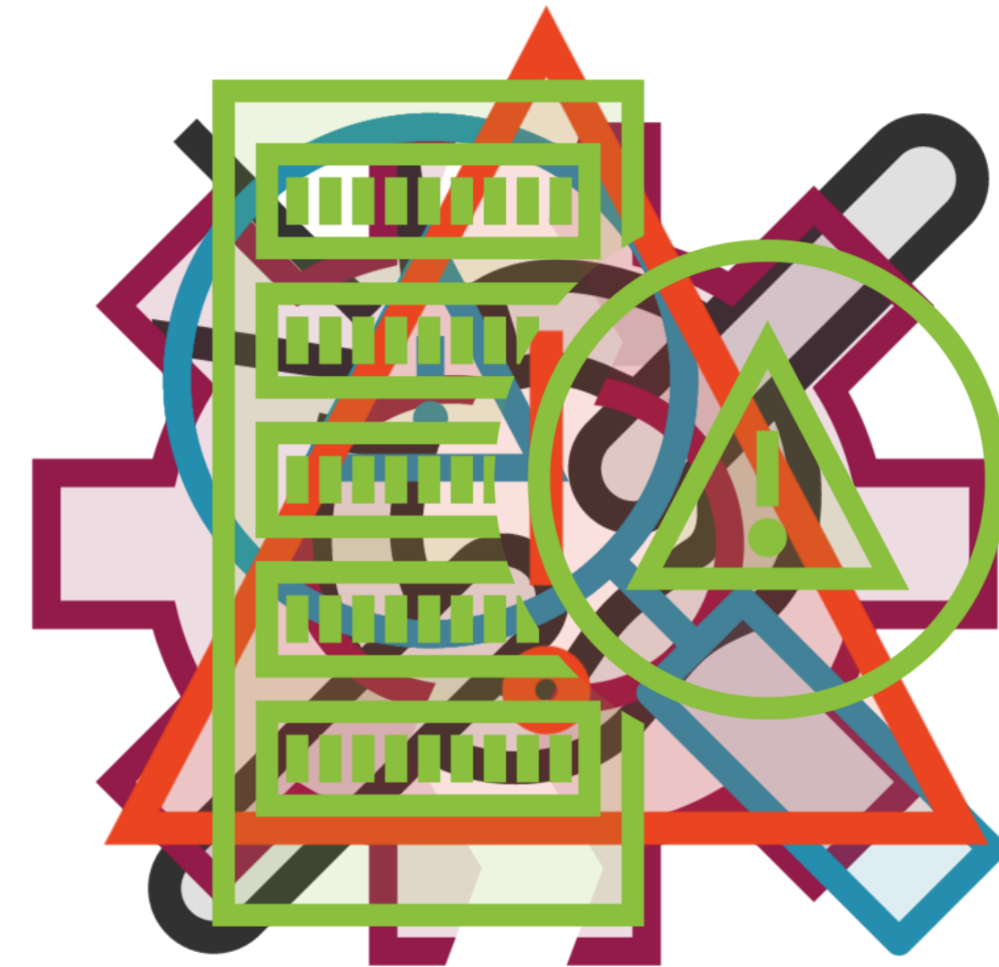
Insecure communications



Insecure authentication



Insufficient cryptography



Top 10 Risks



Insecure authorization



Client code quality



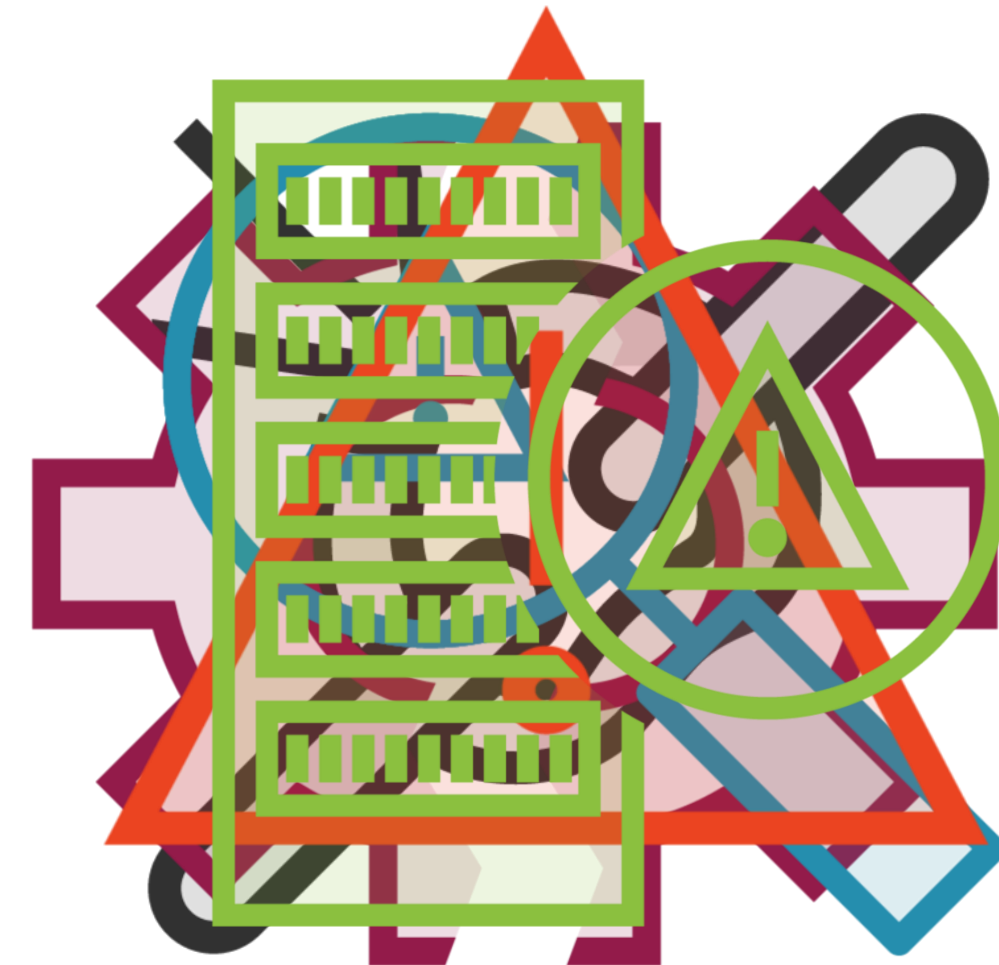
Code tampering



Reverse engineering



Extraneous functionality



Anatomy of Attacking Mobile



**Bring Your Own Device
(BYOD)**



**Mobile devices are a major target
for attacks**

Mobile Attacks



Phishing

Clickjacking

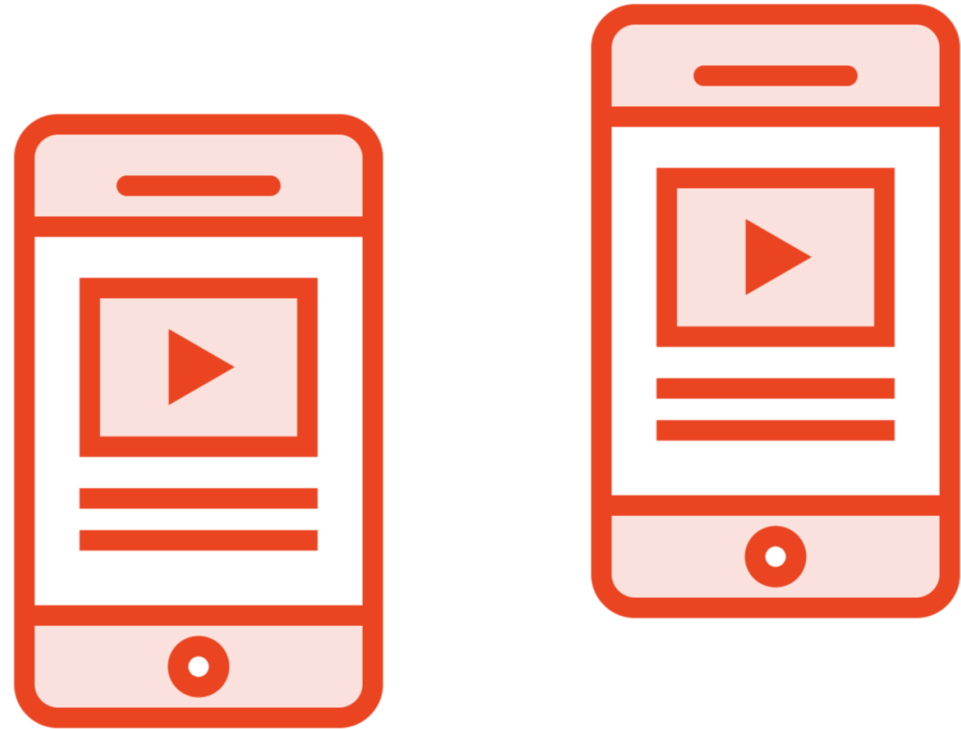
Buffer overflow

Man-in-The-Mobile (MiTM)



SMiShing

Baseband attack



Preinstalled
software

Rooting



Jailbreaking

Weak passcodes

Cached data

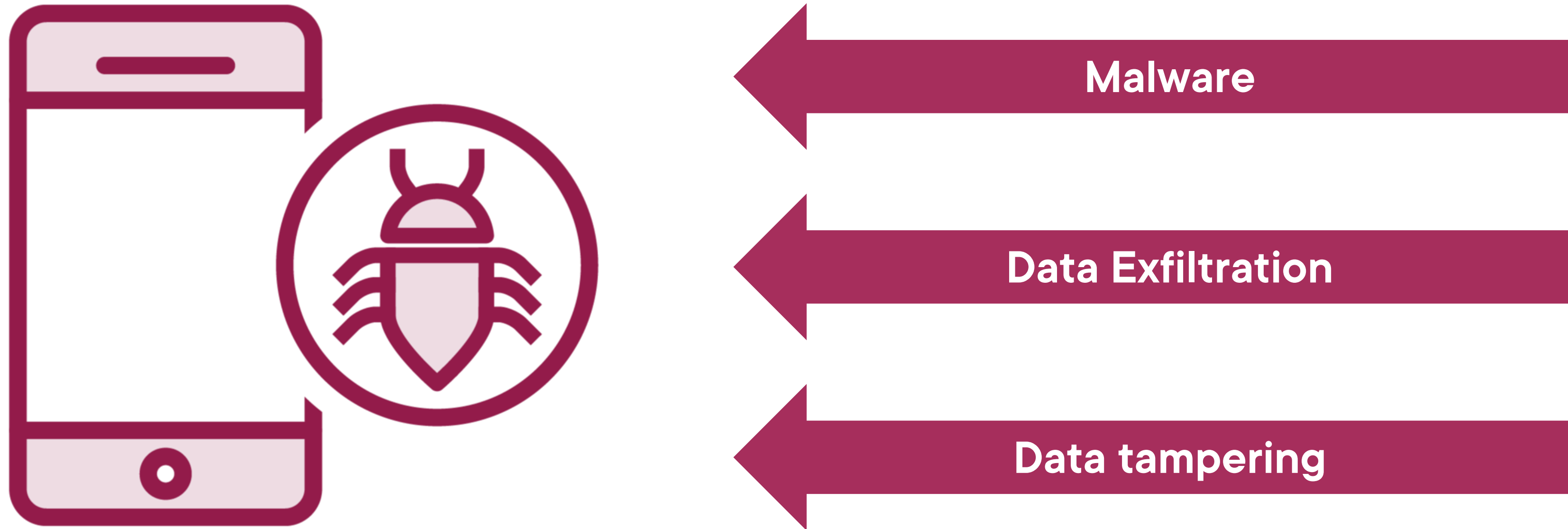






Attack Vectors and Vulnerabilities

Mobile Vulnerabilities



Mobile Vulnerabilities



Apps and app stores



Viruses, worms, and rootkits



Data storage



Copying information



Social engineering





Social Engineering

Mobile Vulnerabilities



SMS environment



Drive-by



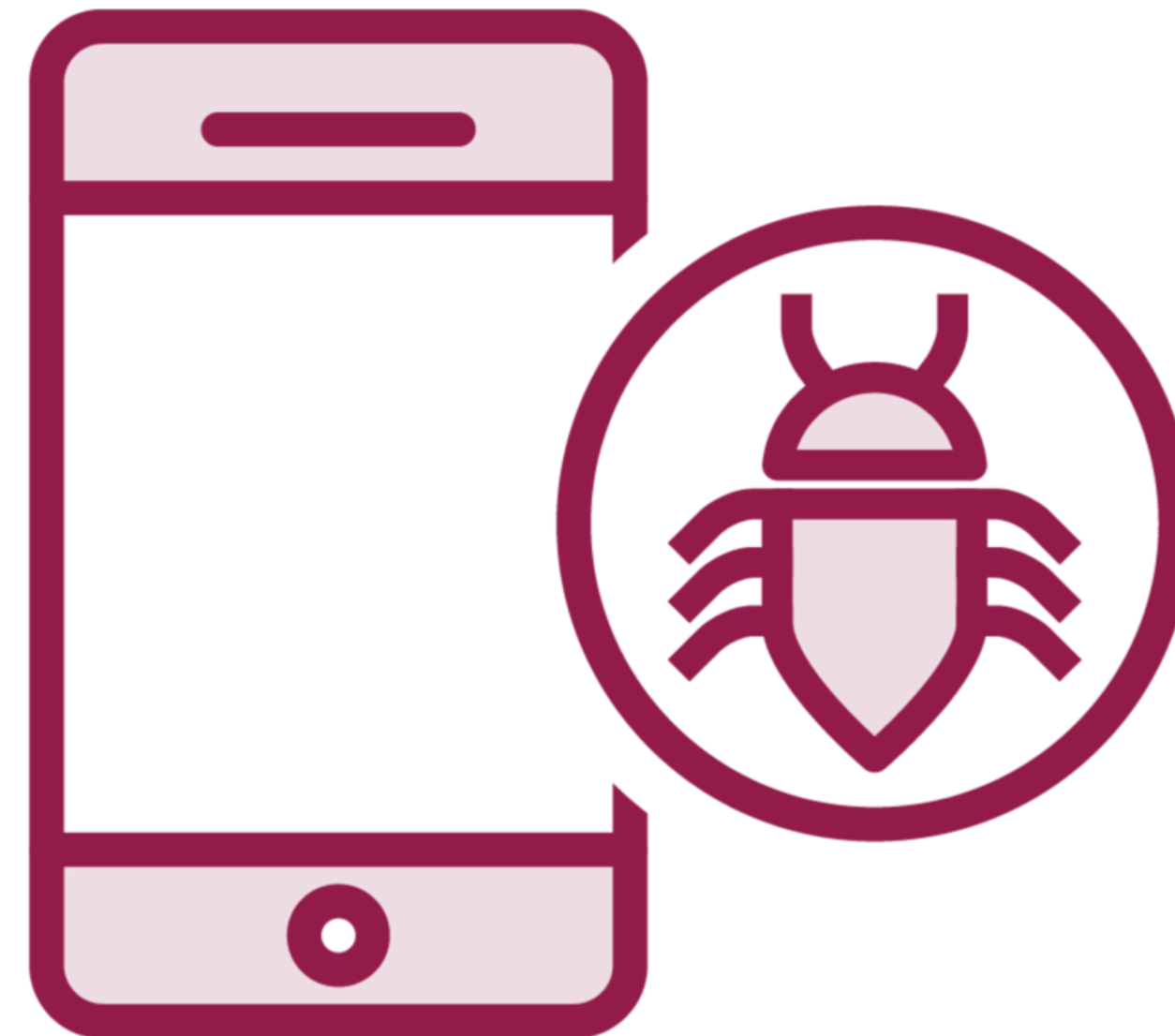
Out dated operation systems



Phishing



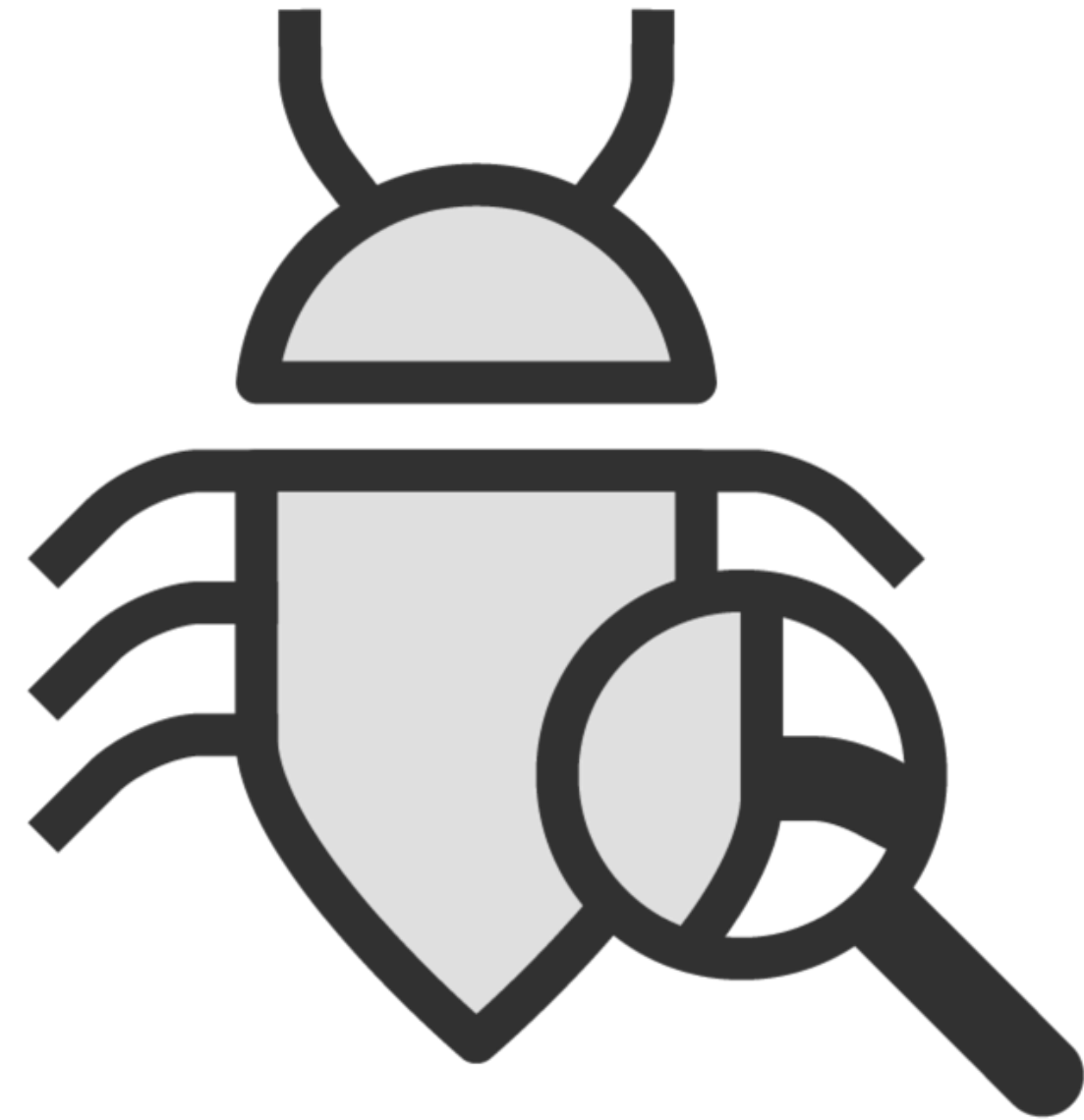
Connections



Sandboxing

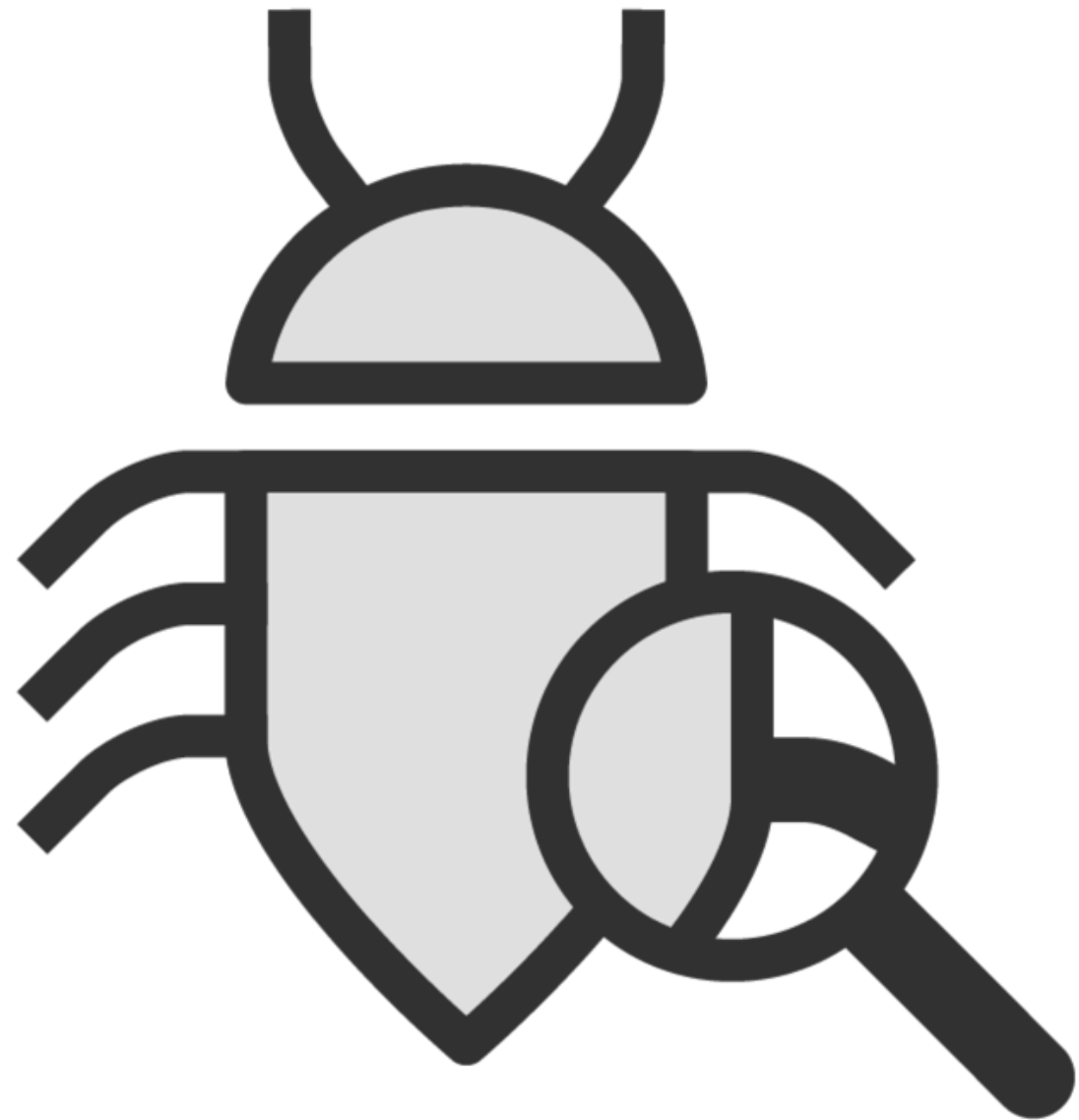
A method of restricting an app's access to certain resources in order to secure computers and users.

Agent Smith, SS7 and Simjacking



Agent Smith

Agent Smith



Takes over a android device without the user's knowledge

Replaces a legitimate app with a malicious copy

Disguised as games, photo editors and other tools

Designed to look like system notifications

Signal System 7



A cellular network protocol

Allows attackers to read messages, listen to calls, and track the device's location

Used to initiate MiTM attacks

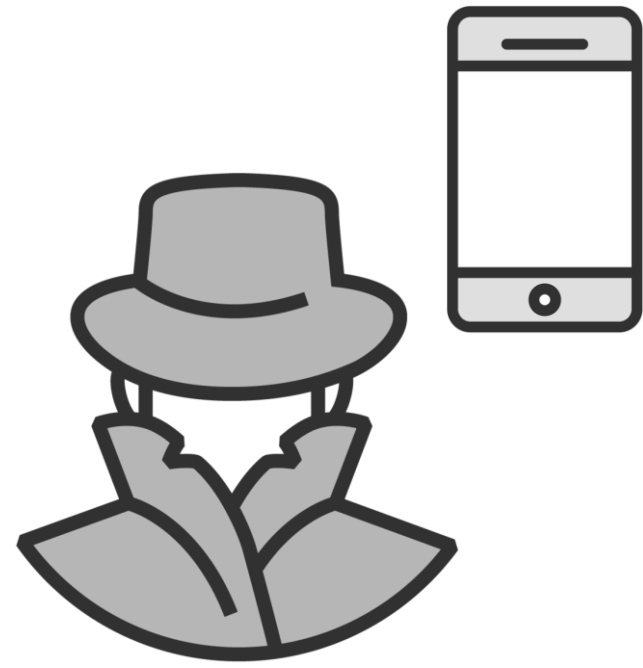
By-passes 2FA and end-to-end encryption

Simjacker

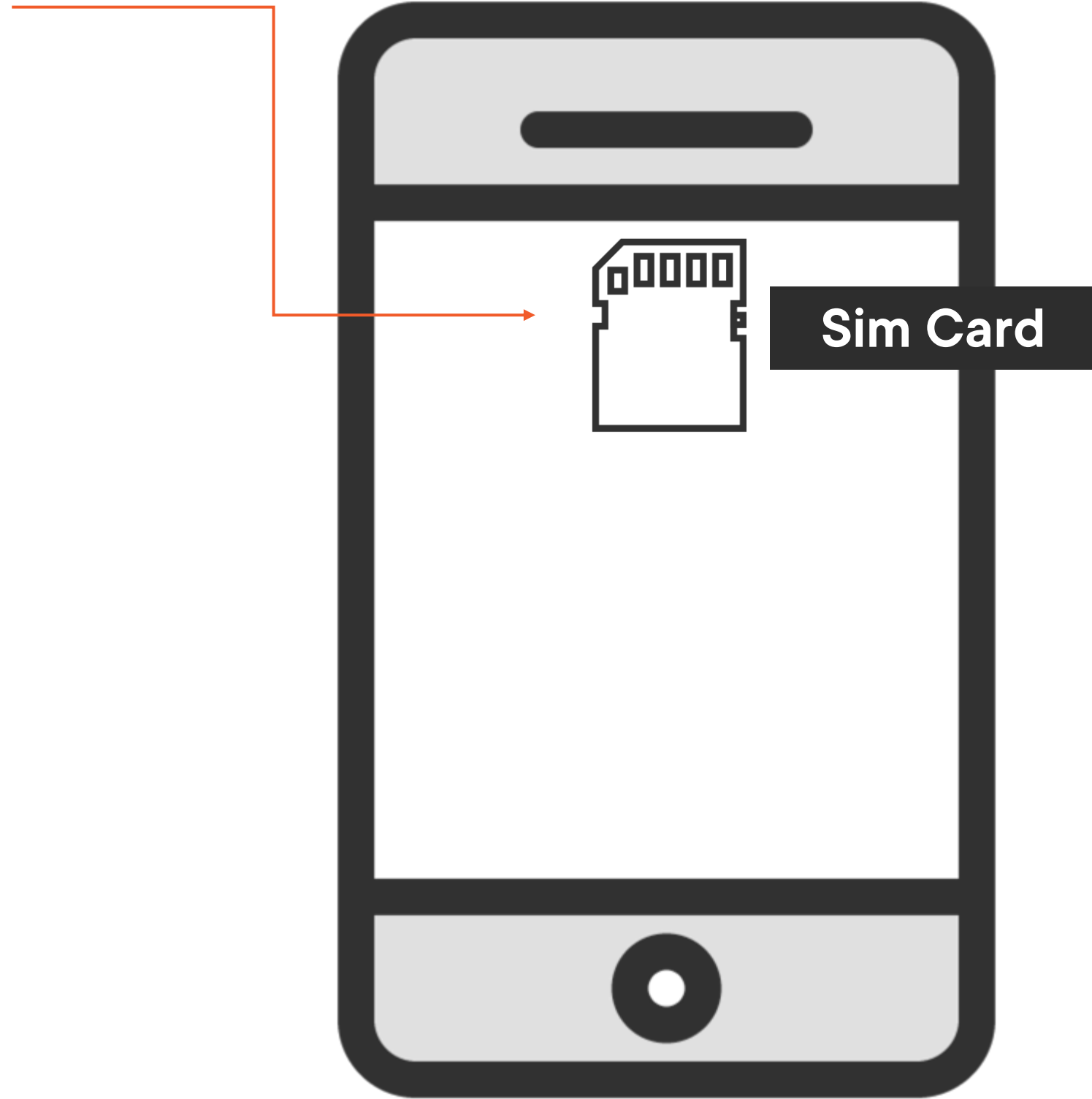


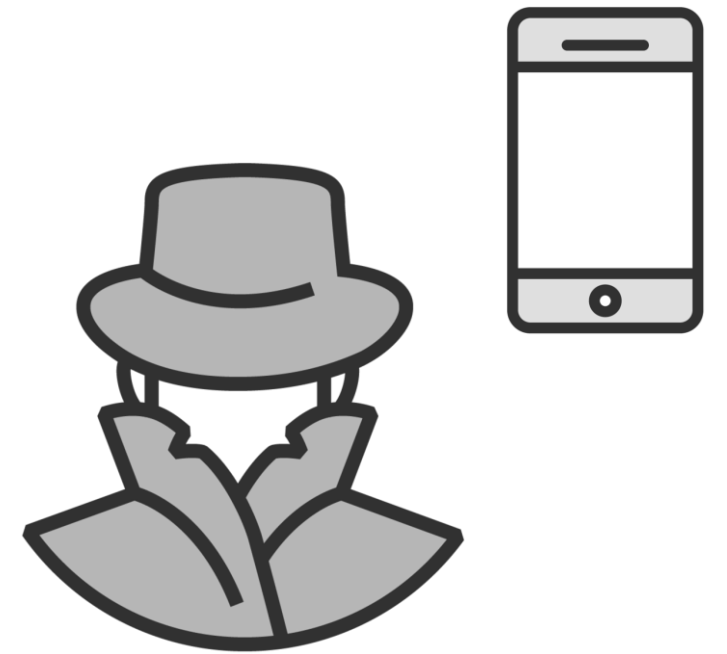
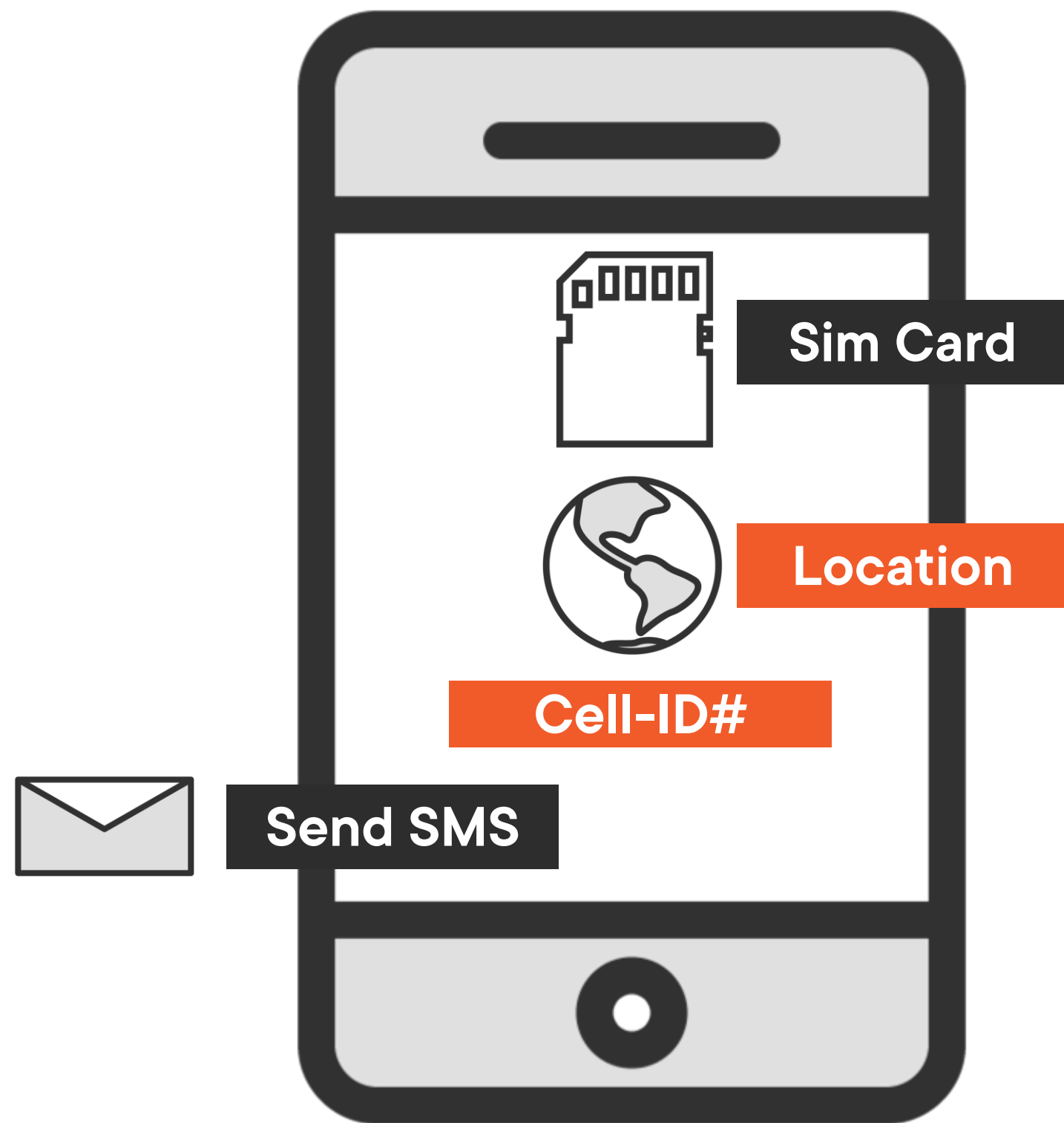
Associated to a SIM card's S@T browser

Sends an encrypted message to the network provider that contains your SIM card number and other details



Attacker's Device





Attacker's Device

Cell-ID
and location

Learning Check

Learning Check



Man-in-The-Mobile (MiTM)



Simjacking



Drive-by



Agent Smith



SS7



Up Next:

Investigating Android Devices
