



Android SDK

Lecture 2

Security of Mobile Devices

2021



SMD Applications

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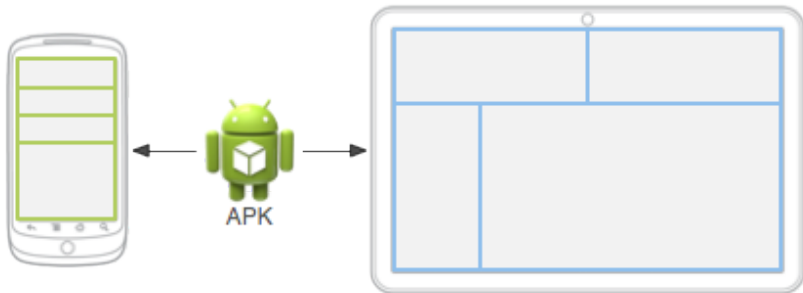
Tools

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- ▶ `AndroidManifest.xml` file
- ▶ In the root of an app's directory
- ▶ Describes application components and resources
 - ▶ Application name and Java package name (unique)
 - ▶ Activities, Services, Broadcast Receivers, Content Providers
 - ▶ Main(default) activity
 - ▶ Permissions
 - ▶ Libraries
 - ▶ Target/Minimum API level

- ▶ Request access to resources and APIs for the application
- ▶ Provide security through sandboxing
- ▶ Declared in the Manifest
 - ▶ `<uses-permission android:name="android.permission.INTERNET" />`
- ▶ Control who can access your components and resources
 - ▶ Start Activity, start/bind Service, send broadcasts, access data in Content Providers
 - ▶ `<activity android:name=".ExampleActivity" android:permission="com.example.perm.START">`
...
`</activity>`
 - ▶ URI permissions

- ▶ res/ directory
- ▶ Each resource type in a different subdirectory
 - ▶ Specific name
 - ▶ drawable/, layout/, values/, menu/, xml/, etc.
- ▶ Different configurations may require different resources
 - ▶ Bigger screen -> different layout
 - ▶ Different language -> different strings
 - ▶ Subdirectory for each alternative set of resources
 - ▶ `<resources_name>-<config_qualifier>`
 - ▶ `drawable-hdpi/` for High Density Screens
 - ▶ Resource chosen at runtime based on device configuration
- ▶ An ID is generated for each resource name in `gen/`



Source: <http://developer.android.com>

- ▶ Resources from `res/layouts/`
- ▶ Describe the UI of an activity or part of the UI
- ▶ UI elements
 - ▶ Button, TextView, etc.
- ▶ `res/layout/filename.xml`
 - ▶ `filename` is used as resource ID
 - ▶ `R.layout.filename`
 - ▶ `R.java` includes all resource IDs
- ▶ Can be edited as xml or using graphical tools



```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res
/android"
                android:layout_width="match_parent"
                android:layout_height="match_parent"
                android:orientation="vertical" >
    <TextView android:id="@+id/text"
              android:layout_width="wrap_content"
              android:layout_height="wrap_content"
              android:text="Hello ,_l_lam_a_TextView" />
    <Button android:id="@+id/button"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="Hello ,_l_lam_a_Button" />
</LinearLayout>
```

```
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.main_activity);
}
```

- ▶ Resources from `res/drawables/`
- ▶ Element that can be drawn on the screen
- ▶ Can be images (`.png`, `.jpg`, or `.gif`) or `xmls`
- ▶ `xmls` describe how an UI element reacts to input (pressed, focused)
- ▶ `xmls` point to images
- ▶ Visual feedback for interaction

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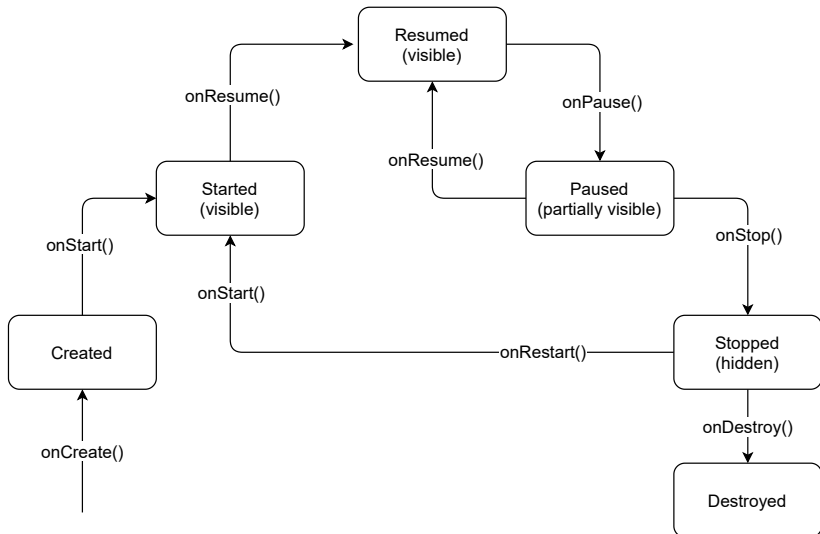
Content Providers

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- ▶ Application component
- ▶ User interface window, provide user interaction
- ▶ Require a layout
- ▶ Can only draw and change UI from the Looper thread
 - ▶ Computationally intensive or wait based tasks on separate threads
- ▶ An application may include multiple activities
 - ▶ Only one is the main activity
 - ▶ Activities can start each other -> the previous one is stopped
 - ▶ Activity stack ("*back stack*")
 - ▶ Back -> activity destroyed and previous one resumed

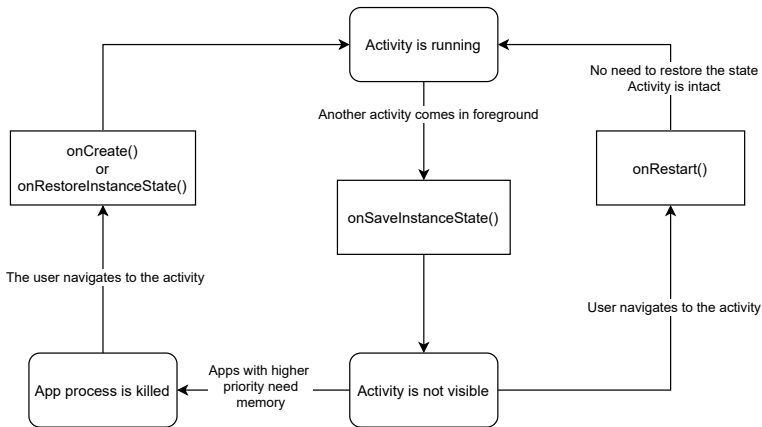
```
<manifest ... >
  <application ... >
    <activity android:name=".ExampleActivity" />
    ...
  </application ... >
  ...
</manifest >
```



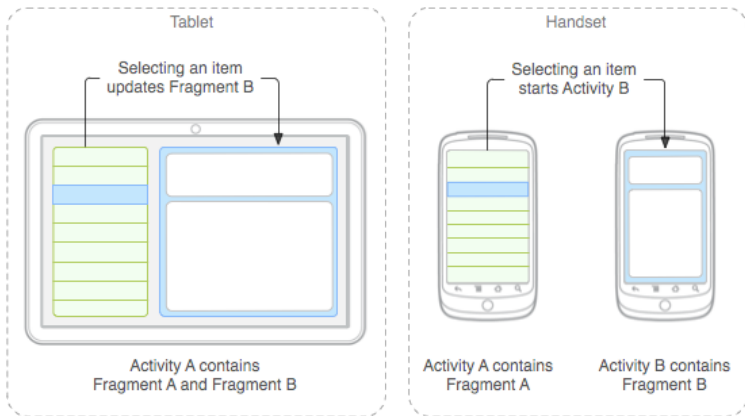
```
public class ExampleActivity extends Activity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        // The activity is being created.
    }
    @Override
    protected void onStart() {
        super.onStart();
        // The activity is about to become visible.
    }
    @Override
    protected void onResume() {
        super.onResume();
        // The activity has become visible (it is now "resumed").
    }
    [...]
}
```

```
[...]  
@Override  
protected void onPause() {  
    super.onPause();  
    // Another activity is taking focus (this activity is  
    // about to be "paused").  
}  
@Override  
protected void onStop() {  
    super.onStop();  
    // The activity is no longer visible (is now "stopped")  
}  
@Override  
protected void onDestroy() {  
    super.onDestroy();  
    // The activity is about to be destroyed.  
}  
}
```

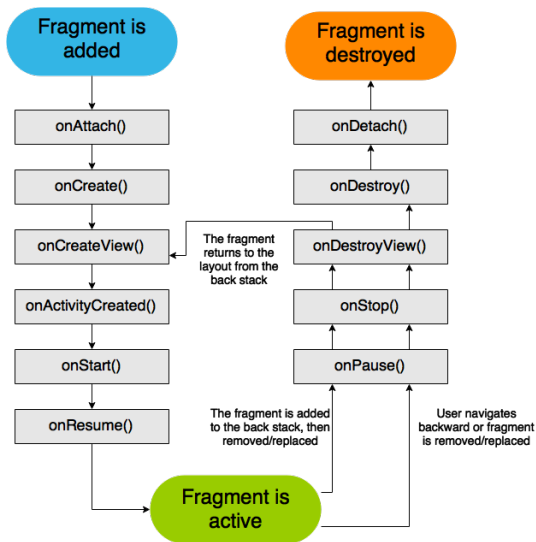

- ▶ Activities can be killed after `onPause()`, `onStop()` in low memory situations
 - ▶ The activity state (objects) are lost
 - ▶ Can preserve state by saving objects
 - ▶ User interaction can be saved and restored
 - ▶ `onSaveInstanceState()` callback
 - ▶ Save information in a `Bundle`
 - ▶ `onCreate()`, `onRestoreInstanceState()`
 - ▶ Restore the activity state
 - ▶ Threads can be stopped gracefully
 - ▶ In `onPause()` threads should be signaled to stop



- ▶ Represent portions of UI in an Activity
- ▶ Can be combined to build a multi-pane UI
 - ▶ Same code, different layout for phone / tablet
- ▶ Can be reused in multiple Activities



Source: <http://developer.android.com>



Source: <http://developer.android.com>

- ▶ UI is a hierarchy of views
- ▶ View: rectangular space, provides user interaction
- ▶ Buttons, Lists, Images, TextViews, EditTexts
- ▶ Callbacks for actions
 - ▶ `onTouch()`, `onClick()`, `onLongClick()`
- ▶ A `ViewGroup` is a container for other Views or `ViewGroups`
- ▶ View / `ViewGroup` classes can be extended to create complex views
- ▶ Adapters allows for more complex data types to be displayed

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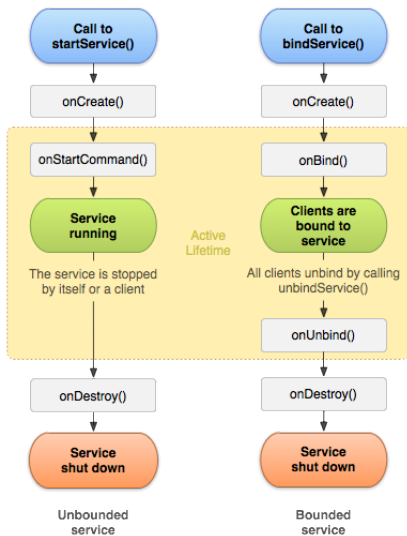
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- ▶ Perform operations in the background
- ▶ Do not provide a UI
- ▶ Continue to run even if another application is in foreground
- ▶ Able to perform network transactions, file I/O operations, interact with content providers, etc.
- ▶ Run in the main thread of the hosting process
 - ▶ A separate thread should be created if the service performs CPU intensive or blocking operations
- ▶ Start using Intents
- ▶ Private service


```
<manifest ... >
  ...
  <application ... >
    <service android:name=". ExampleService"
             android:exported=" false "
             android:process=" :service" />
    ...
  </application>
</manifest>
```

- ▶ Started
 - ▶ An application component calls `startService()`
 - ▶ Performs a single operation, then stops itself and does not return a result to the caller
 - ▶ Runs even if the caller component is destroyed
- ▶ Bound
 - ▶ An application component binds to it by calling `bindService()`
 - ▶ Provides a client-server interface - send requests, return results
 - ▶ Runs as long as the application component is bound to it
 - ▶ Check for null service
 - ▶ Multiple components can bind to a service at once
 - ▶ Service destroyed after all components unbind



Source: <http://developer.android.com>

```
public class ExampleService extends Service {
    int mStartMode;           // indicates how to behave
                             // if the service is killed
    IBinder mBinder;         // interface for clients that bind
    boolean mAllowRebind;    // indicates whether onRebind
                             // should be used

    @Override
    public void onCreate() {
        // The service is being created
    }

    @Override
    public int onStartCommand(Intent intent, int flags,
                              int startId) {
        // The service is starting,
        // due to a call to startService()
        return mStartMode;
    }
    [...]
}
```



```
[...]  
@Override  
public IBinder onBind(Intent intent) {  
    // A client is binding to the service with bindService()  
    return mBinder;  
}  
@Override  
public boolean onUnbind(Intent intent) {  
    // All clients have unbound with unbindService()  
    return mAllowRebind;  
}  
@Override  
public void onRebind(Intent intent) {  
    // A client is binding to the service with bindService(),  
    // after onUnbind() has already been called  
}  
@Override  
public void onDestroy() {  
    // The service is no longer used and is being destroyed  
}  
}
```

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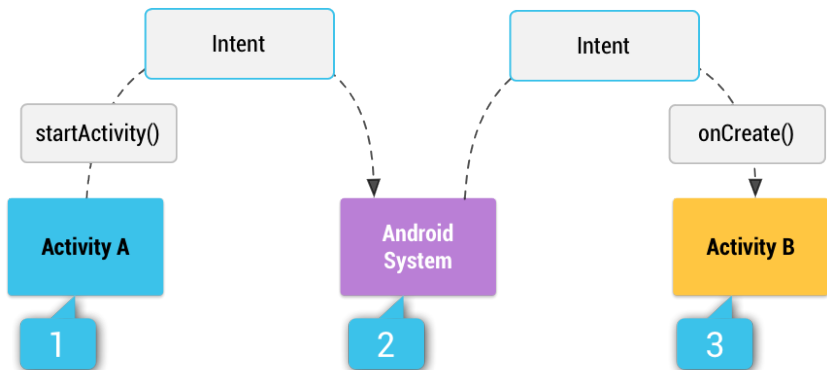
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- ▶ An object used for delivering a message
- ▶ Includes: target, action and data
- ▶ Intent filters
 - ▶ Declare the types of intents that a component can receive
 - ▶ Specified in the manifest - `<intent-filter>`
 - ▶ `<action>`, `<data>`

- ▶ Starting an activity
 - ▶ Pass Intent to `startActivity()` or `startActivityForResult()`
- ▶ Starting or binding a service
 - ▶ Pass Intent to `startService()` or `bindService()`
- ▶ Delivering a broadcast message
 - ▶ Pass Intent to `sendBroadcast()` or `sendOrderedBroadcast()` or `sendStickyBroadcast()`

- ▶ Explicit intents
 - ▶ Specify exactly which component to start (the class name)
 - ▶ Typically used to start components in your own app
 - ▶ Will be delivered even if there is no intent filter declared
- ▶ Implicit intents
 - ▶ Do not specify the exact component
 - ▶ Declare a general action to be performed
 - ▶ The Android system finds the appropriate component
 - ▶ Compares the intent to the intent filters in the manifest of the apps
 - ▶ Multiple components that match the intent
 - ▶ Intent filters are mandatory



Source: <http://developer.android.com>

```
// Create the text message with a string
Intent sendIntent = new Intent();
sendIntent.setAction(Intent.ACTION_SEND);
sendIntent.putExtra(Intent.EXTRA_TEXT, textMessage);
sendIntent.setType("text/plain");

// Verify that the intent will resolve to an activity
if (sendIntent.resolveActivity(getPackageManager()) != null) {
    startActivity(sendIntent);
}
```

```
<activity android:name=".ExampleActivity">
  <intent-filter>
    <action android:name="android.intent.action.SEND" />
    <category android:name="android.intent.category.DEFAULT" />
    <data android:mimeType="text/plain" />
  </intent-filter>
</activity>
```



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- ▶ Responds to system-wide broadcast announcements
- ▶ The system generates many broadcasts
 - ▶ Example: battery is low, screen has turned off, etc.
- ▶ Apps can generate broadcasts - send an announcement for other apps
- ▶ No UI, may create a notification in the status bar to alert the user
- ▶ The receiver lets other components perform the work based on the event

- ▶ Each broadcast is delivered as an *Intent*
 - ▶ Intent passed to `startBroadcast()` or `startOrderedBroadcast()`
- ▶ Local broadcasts using *LocalBroadcastManager*
 - ▶ More efficient
 - ▶ Data does not leave the app
 - ▶ Other apps cannot send the broadcast - no security holes
- ▶ Register a receiver in two ways
 - ▶ Statically in the manifest using the `<receiver>` tag
 - ▶ Dynamically using `Context.registerReceiver()`

- ▶ Normal broadcasts
 - ▶ Completely Asynchronous
 - ▶ All receivers run in an undefined order
 - ▶ `sendBroadcast()`
- ▶ Ordered broadcasts
 - ▶ Delivered to one receiver at a time
 - ▶ Each receiver executes and may propagate the result to the next or abort the broadcast
 - ▶ The order is determined using the `android:priority` in the `<intent-filter>` of the receiver
 - ▶ `sendOrderedBroadcast()`


```
<manifest ... >
  <uses-permission android:name=
    "android.permission.RECEIVE_BOOT_COMPLETED" />
  <application ... >
    <receiver android:name="ExampleReceiver" >
      <intent-filter>
        <action android:name=
          "android.intent.action.BOOT_COMPLETED" />
      </intent-filter>
    </receiver>
    ...
  </application ... >
  ...
</manifest >
```

```
public class ExampleReceiver extends BroadcastReceiver {
    @Override
    public void onReceive(Context context, Intent intent) {
        Intent intent = new Intent(context,
                                   ExampleService.class);
        context.startService(intent);
    }
}
```

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- ▶ Provides access to a repository of data
- ▶ System Content Providers
- ▶ To access a provider you have to request specific permissions (in the manifest)
 - ▶ `<uses-permission`
`android:name="android.permission.READ_USER_`
`DICTIONARY">`
- ▶ Two ways of storing data
 - ▶ File data - audio, video, photos
 - ▶ Structured data - database, array, etc.
 - ▶ Form compatible with tables of rows and columns
 - ▶ Usually a SQLite database

- ▶ Interface for accessing data in one process from another process
 - ▶ Provider and client
 - ▶ The application that owns the data includes the provider
 - ▶ The client application owns the client
- ▶ Access data using a *ContentResolver* client object
 - ▶ Its methods provide CRUD (create, retrieve, update, delete) functions
 - ▶ Calls the methods with the same name in the *ContentProvider* object

- ▶ Identify data in the provider
- ▶ Include a symbolic name for the provider (*authority*) and a name for the table (*path*)
 - ▶ Example: `content://user_dictionary/words`
 - ▶ The *ContentResolver* uses the *authority* for identifying the provider
 - ▶ From a system table with all known providers
 - ▶ The *ContentResolver* sends a query to the provider
 - ▶ The *ContentProvider* uses the *path* to identify the table

```
mCursor = getContentResolver().query(  
    UserDictionary.Words.CONTENT_URI,  
    mProjection,  
    mSelectionClause,  
    mSelectionArgs,  
    mSortOrder);  
[...]  
mNewUri = getContentResolver().insert(  
    UserDictionary.Words.CONTENT_URI,  
    mNewValues);  
[...]  
mRowsUpdated = getContentResolver().update(  
    UserDictionary.Words.CONTENT_URI,  
    mUpdateValues,  
    mSelectionClause,  
    mSelectionArgs);
```



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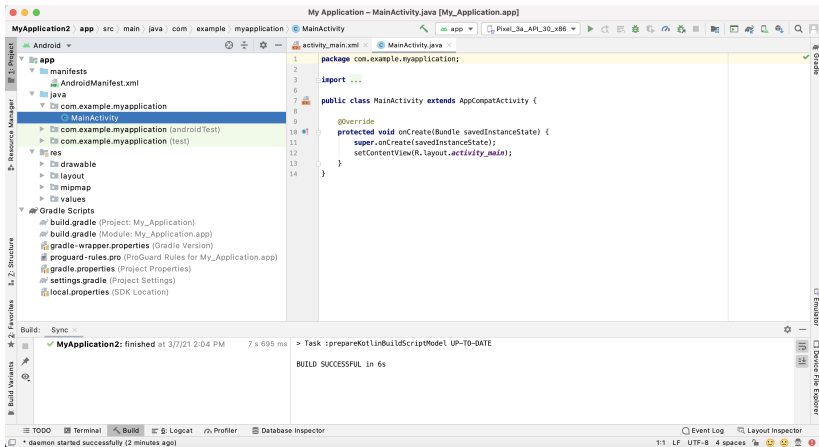
Tools

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SMD

- ▶ Official IDE
- ▶ Gradle-based build system



**SMD**

Android SDK Manager

► Download SDK packages, samples, emulator images, tools

Appearance & Behavior > System Settings > Android SDK

Manager for the Android SDK and Tools used by Android Studio

Android SDK Location: /Users/laura/Library/Android/sdk [Edit](#) [Optimize disk space](#)

SDK Platforms **SDK Tools** SDK Update Sites

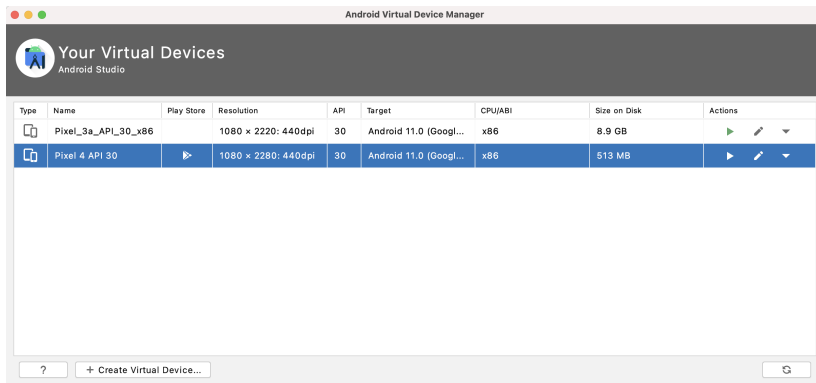
Each Android SDK Platform package includes the Android platform and sources pertaining to an API level by default. Once installed, Android Studio will automatically check for updates. Check "show package details" to display individual SDK components.










Name	API Level	Revision	Status
Android S Preview			
<input type="checkbox"/> Android SDK Platform S	5	1	Not installed
<input type="checkbox"/> Google APIs ARM 64 v8a System Image	5	1	Not installed
<input type="checkbox"/> Google APIs Intel x86 Atom_64 System Image	5	1	Not installed
<input type="checkbox"/> Google Play ARM 64 v8a System Image	5	1	Not installed
<input type="checkbox"/> Google Play Intel x86 Atom_64 System Image	5	1	Not installed
Android 11.0 (R)			
<input checked="" type="checkbox"/> Android SDK Platform 30	30	3	Installed
<input checked="" type="checkbox"/> Sources for Android 30	30	1	Installed
<input type="checkbox"/> Google APIs ARM 64 v8a System Image	30	10	Not installed
<input checked="" type="checkbox"/> Google APIs Intel x86 Atom System Image	30	9	Installed
<input type="checkbox"/> Google APIs Intel x86 Atom_64 System Image	30	10	Not installed
<input type="checkbox"/> Google Play ARM 64 v8a System Image	30	9	Not installed
<input type="checkbox"/> Google Play Intel x86 Atom System Image	30	9	Not installed
<input type="checkbox"/> Google Play Intel x86 Atom_64 System Image	30	10	Not installed
Android 10.0 (Q)			
<input checked="" type="checkbox"/> Android SDK Platform 29	29	5	Installed
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<input type="checkbox"/> Google APIs Intel x86 Atom System Image	29	11	Not installed
<input type="checkbox"/> Google APIs Intel x86 Atom_64 System Image	29	11	Not installed
<input type="checkbox"/> Google Play Intel x86 Atom System Image	29	8	Not installed
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Android 9.0 (Pie)			
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<input checked="" type="checkbox"/> Sources for Android 28	28	1	Installed
<input type="checkbox"/> Automotive Intel x86 Atom System Image	28	5	Not installed

Hide Obsolete Packages Show Package Details

[Cancel](#) [Apply](#) [OK](#)

- ▶ AVD Manager
 - ▶ Manages Android Virtual Devices (for emulator)
- ▶ Emulator
 - ▶ Virtual mobile devices running on a PC



Type	Name	Play Store	Resolution	API	Target	CPU/ABI	Size on Disk	Actions
	Pixel_3a_API_30_x86		1080 x 2220: 440dpi	30	Android 11.0 (Googl...	x86	8.9 GB	  
	Pixel 4 API 30		1080 x 2280: 440dpi	30	Android 11.0 (Googl...	x86	513 MB	  

- ▶ QEMU
- ▶ Screen, Keyboard, Network, Audio, GPS, Radio
- ▶ Can be accelerated through virtualization
 - ▶ x86 System Image
 - ▶ Intel Hardware Accelerated Execution Manager (HAXM) on Windows and MacOS
 - ▶ KVM on Linux
- ▶ GPU accelerated

- ▶ Communication between the development tools and (virtual) device
- ▶ Three components
 - ▶ Client: runs on the development machine
 - ▶ Server: background process on the development machine
 - ▶ Daemon: background process on the (virtual) device
- ▶ Copy files (`adb push`, `adb pull`)
- ▶ Install applications (`adb install`)
- ▶ Debug (`adb logcat`)
- ▶ Shell on the (virtual) device (`adb shell`)

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- ▶ <http://developer.android.com/guide/topics/manifest/manifest-intro.html>
- ▶ <http://developer.android.com/guide/topics/resources/overview.html>
- ▶ <https://developer.android.com/guide/components/activities/intro-activities>
- ▶ <https://developer.android.com/guide/components/services>



- ▶ <https://developer.android.com/guide/components/broadcasts>
- ▶ <https://developer.android.com/guide/topics/providers/content-provider-basics>
- ▶ <https://developer.android.com/guide/components/intents-filters>
- ▶ <https://developer.android.com/studio/command-line/index.html>

- ▶ Manifest file
- ▶ Permissions
- ▶ Resources
- ▶ Layouts
- ▶ Drawables
- ▶ Activity
- ▶ Service
- ▶ Intent
- ▶ Broadcast Receiver
- ▶ Content Provider
- ▶ Content URI
- ▶ Tools