

Configuration Manual

MSc Research Project
MSc in Cybersecurity

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MSc Project Submission Sheet
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Student Name: Rajendra Yashwant Topare
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Configuration Manual

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1 Introduction

This document provides an overview of the system requirements and step-by-step instructions to create an Android application intended for stealing OAuth tokens from Android devices. The designed application is deployed on an Android device and an Android simulator on a laptop to provide a complete demonstration of token theft on both web and Android applications.

2 System Requirements

This section provides an overview of the hardware and software specifications required to perform the proposed task.

2.1 Hardware Details:

The implementation was carried out on a Samsung device and an Acer laptop, with the following device specifications:

Mobile details:

Model Name: Samsung M51

OS Name: Android 11.0 (Min. required – Android 6.0 Marshmallow)

Laptop details:

Model Name: Acer Aspire A514-54G

OS Name: Microsoft Windows 11 – 11th Gen Intel® Core™ i5

2.2 Software Details:

Application Name	Version	Description
Android Studio	Flamingo 2022.2.1	It is used to design, build, and test Android applications ¹ .
Genymotion	3.5	It enables the testing and running of Android apps on a computer ² .
Programming Language - Java	Java 11	Useful for creating Android applications due to its platform compatibility.

¹ <https://www.genymotion.com>

² <https://developer.android.com/studio>

3 Implementation

3.1 Installation:

Android studio:

It is an open-source application that was downloaded from the Android Studio download page using the version which is compatible with the operating system.

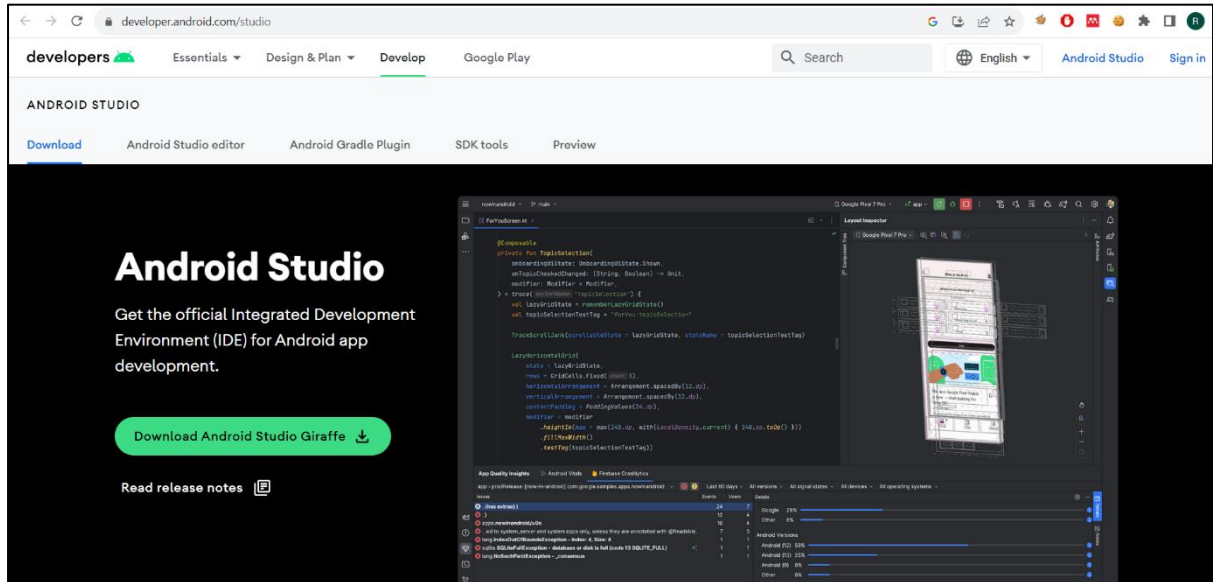


Figure 1. Android Studio

Genymotion:

The most recent version of Genymotion was downloaded from its official website. After the download, the installer was executed, and afterwards, installation prompts allowed the installation location to be specified. Upon completion, the application was available for use enabling Android app emulation and testing.

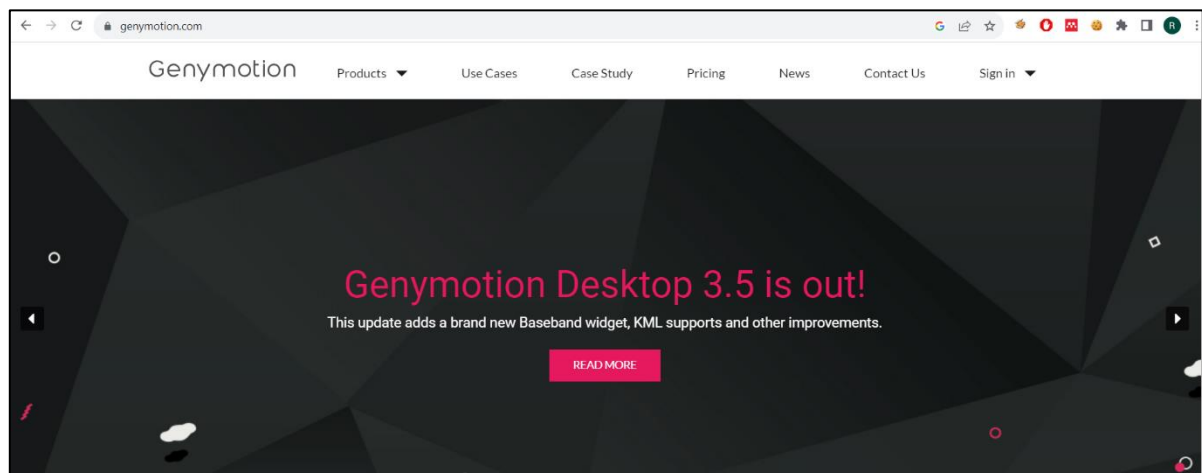


Figure 2. Genymotion

3.2 Environment Setup:

After installing Android Studio successfully on the system, a new project with a name, programming language, and minimum SDK requirements has been created.

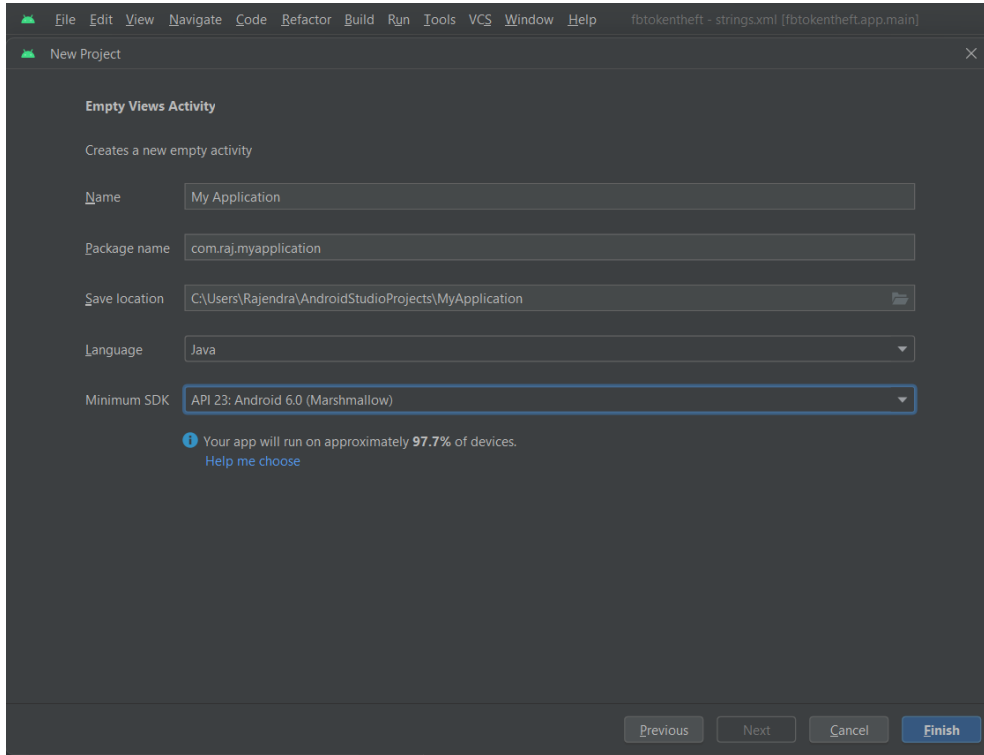


Figure 3. Creation of a new project in Android Studio.

3.3 Build Project:

The code is written in the Java programming language. After debugging the code and executing it successfully in the studio, the final APK was generated.

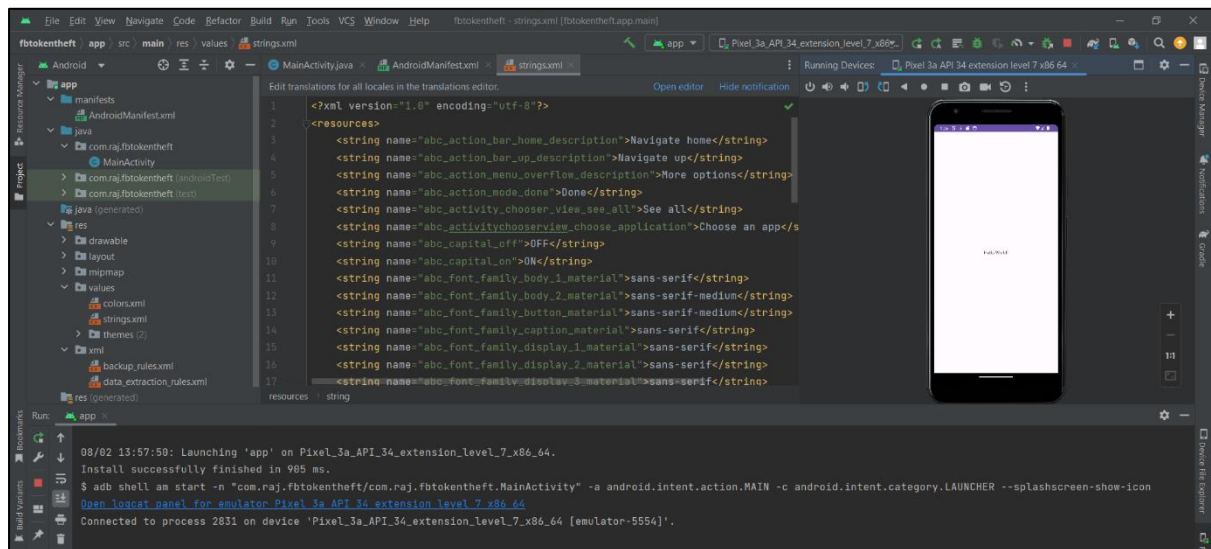


Figure 4. The project is running successfully in Android Studio.

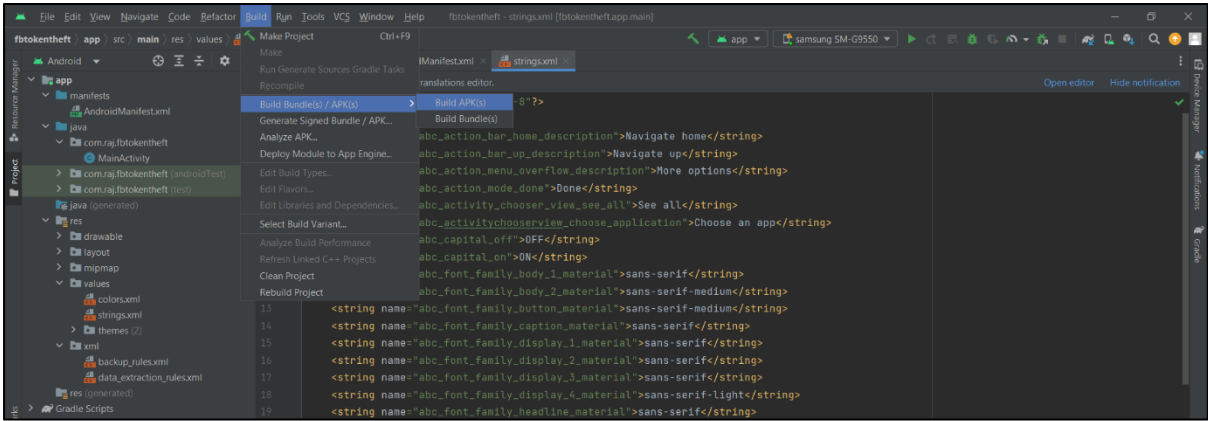


Figure 5. Building APK in Android Studio.

3.4 Run Project:

After the APK was successfully generated, it has been deployed. In our case, the application was deployed on a compatible Android device and Genymotion's Android simulation environment.

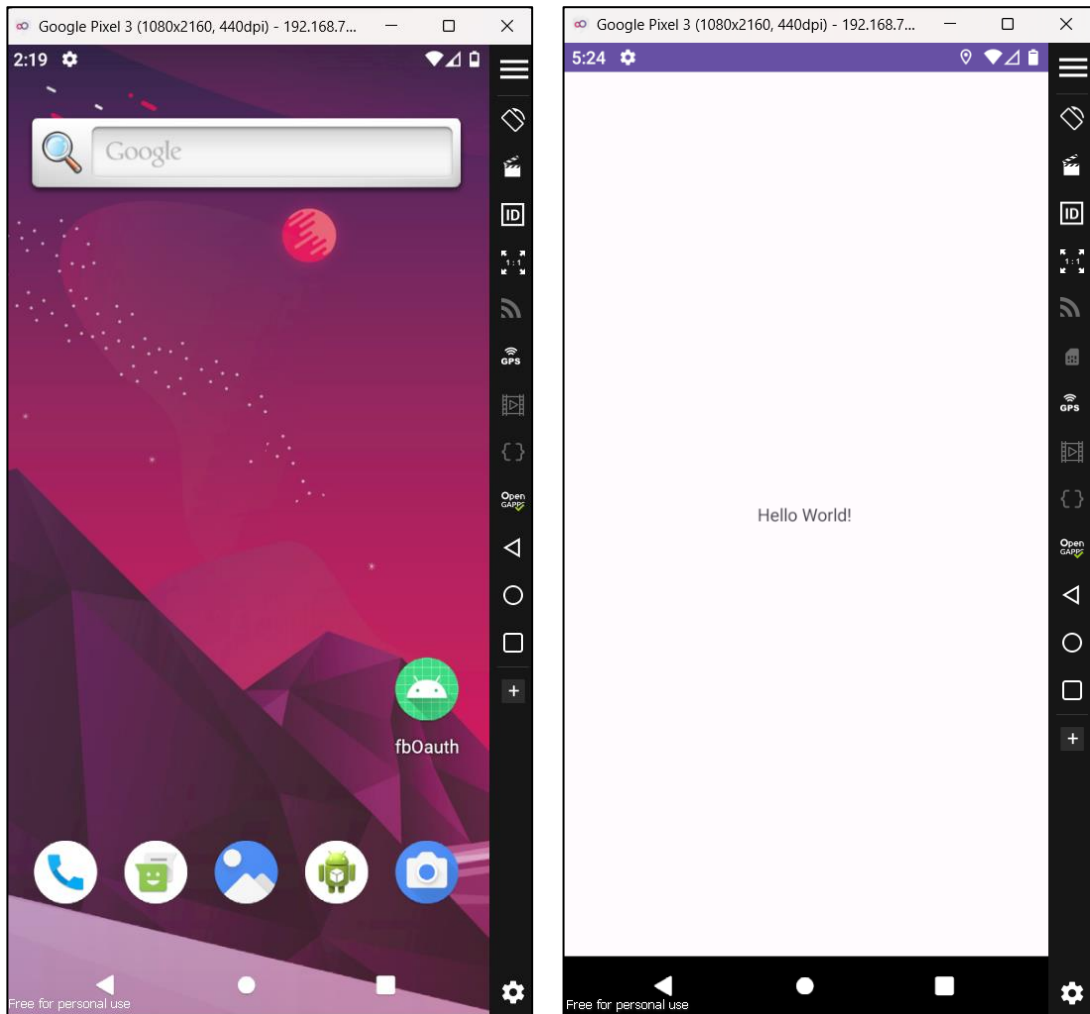


Figure 6. Running the application on Genymotion.

References

Shehab, M. and Mohsen, F. (2014) 'Towards enhancing the security of OAuth implementations in smart phones', *Proceedings - 2014 IEEE 3rd International Conference on Mobile Services, MS 2014*, pp. 39–46. Available at: <https://doi.org/10.1109/MOBSERV.2014.15>.

Luo, T. *et al.* (2011) 'Attacks on WebView in the Android System', in *Proceedings of the 27th Annual Computer Security Applications Conference*. New York, NY, USA: Association for Computing Machinery (ACSAC '11), pp. 343–352. Available at: <https://doi.org/10.1145/2076732.2076781>.