Android Library Fingerprinting

What's it about?
Most Android applications are packaged with a set of 3rd-party libraries. In order to better understand the ecosystem in which an app is running, this project aims to elaborate ways to accurately identify used libraries. How many have been manipulated? How many apps use old or vulnerable versions? It’s your chance to find out!

Goals:
- Work out a strategy suited to identify a variety of libraries and the according versions in Android applications
- Implement a prototype and evaluate your results on a multitude of apps.

Interests:
- Android Application Analysis
- Java

Impact:
- Supports static/dynamic app analysis
- Finds probably vulnerable apps

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