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App lock fingerprint hide apps hide pictures

iPhone (Jailbroken): The fingerprint scanner on the iPhone 5s offers only a few features, but with a jailbreak tweak called BioProtect you can also unlock specific apps. Jailbreaking is a process that changes little by little with each iOS upgrade. Rather than always ... Read moreBioProtect installs via Cydia like any other option – just search for it, pay $3 and download. However, it doesn't create an app, but is in the Settings app on your iPhone. From there, you can choose a theme that matches the color of your phone (or not) and which apps should be protected. Any app you enable requires a fingerprint scan every time you open it. You can also switch a few small things like vibration on errors and configure your Touch ID settings. Other than that, it doesn't do much else. For $3, however, you get much more control over the security of your apps. Now we just need something that makes it possible to disable fingerprint protection where we don't want it. BioProtect Tweak allows you to protect your apps with Touch ID | iClarified Photo: NeiFo (Pixabay)It's great when an app allows you to add extra security - a fingerprint scan or a depth map of your face, for example- to access its content. If someone ever gets their hands on your unlocked device (or finds out your PIN), it becomes more difficult for them to access important apps, such as microsoft.com. What's not that great is when scammy apps try to use the device's security features to rip you off. And that's exactly what's happened in some iOS apps lately, as Engadget recently reported. (Android, too, we suspect, since no platform is immune to those who want to make a quick buck by taking advantage of gullible users.) How the fingerprint-scanning scam worksLad's take a look at the Fitness Balance app for iOS, which has since been pulled from the App Store. The app would pop up a screen that asks you to scan your fingerprint to view the personal calorie tracker and diet. A small countdown clock would start, even for no reason at all. A small alarm should go off in your head because this request sounds terribly suspicious (and grammatically wrong—another sign that this feature might not be so helpful). The request itself is not a default system prompt, which is red flag number two. And the countdown clock? It's probably not something you've ever come across when you're asked to authenticate yourself using your fingerprint or face. Click on the embedded video above and you will see exactly how the scam works. When your fingerprint is scanned, a payment window for an in-app purchase appears. Since you're already holding your finger to your smartphone reader, you approve of the purchase – just $120. Yikes.How to stay safe against annoying app scamsThere will always be Kind of new scam for you to worry about. But there are a few general tips you should consider when using a new app to better protect you from distasteful developers who are looking to make a quick buck. If it looks or feels weird, don't do itIf you've been using your smartphone for a reasonable amount of time, get used to the default conventions: How to pay for apps or in-app purchases, what prompts look like when you use your device's fingerprint or facial recognition features, when or where apps (or your OS) ask you to use your finger or face to sign in to something, etc. That seems a little off - like holding your finger down on your smartphone's fingerprint sensor for an extended period of time, when it's usually just a quick tap - you should tread carefully. The same applies if an app wants you to keep tapping your finger down in different ways to register your fingerprint, even if you've already done so in Android or iOS, or if the app doesn't use the system prompt when you ask to approve. Read. The. Reviews.When looking for new apps to try out, always read the reviews. And don't just read the reviews – think about what they say. If an app has 15 five-star reviews that all look pretty generic or worse, sound a bit spammy, odds are good, they're not legitimate. That doesn't mean you shouldn't download the app, but you need to keep your watch up to make sure you actually get the experience that the app promises. Keep an eye out for bait-and-switches, overpriced subscriptions, or the above suckered to buy a really expensive in-app purchase issue. In fact, you should be able to check out an in-app purchase in both the App Store and Google Play before downloading it. If an app offers some outrageously expensive one-time purchases like IAP, and it's not something that makes much sense, such as Screenshot: TacoRoccoCheck your purchase history and ask for a refund for scams It's easy to see when you've made app or app purchases on iOS or Android. You should also receive emails at your account's primary email address when you spend money. Be aware of these – or make it a common place to check your purchase history – to make sure you haven't accidentally bought something you didn't mean. If this happens, you can request a refund from Apple (via Report a problem on an invoice) or Google (through your order history). Both companies should refund your purchases if you were clearly scammed into making them as long as you explain your case. The sooner you can ask for a refund, the better, so make sure you get these emails when you buy an app or other type of in-app fingerprints or face authentication for purchaseIf you really want to be safe, you can always choose to enter a long, cumbersome password instead of using your finger or face to approve purchases from the App Store or Google Play (or in apps you've downloaded). This will at least give you some extra time to confirm that you really want to buy what the app wants you to buy. You can disable Face ID and Touch ID for purchases from their respective sections in your iOS settings app. On Android, pull up the settings menu on Google Play and look for fingerprint authentication option.iOSScreenshot: David Murphy We store all more information on our mobile devices than ever before, and many of us regularly use smartphones and tablets to perform sensitive actions, such as making payments in the app. When you consider all the tasks you perform on your mobile device and the information it has access to, it's easy to understand why security is a huge concern for many Android app developers. To protect your users, consider locking parts of your application or even your entire application using a PIN, password, token generator, security key, or biometric authentication, where the user verifies their identity using a unique bodily function, such as a mobile phone. Biometric authentication is becoming more and more popular as it is easier to tap your fingertip into a touch sensor than to type a password, more convenient to carry a security key, and biometrics such as fingerprints cannot be easily stolen or guessed compared to other authentication information such as passwords. In this article I will show you how to add single-touch identification to your app, using Android Pie's new Biometrics Proactive API. Once you've mastered this API, you can use it to unlock sensitive areas of your application, such as its Complete Purchase screen, secure personal user information, or you can even use Biometricprompt to unlock your entire application. Why should I worry about fingerprint authentication? The new BiometricPrompt API makes it easier to integrate biometric authentication into your app, but adding a new feature requires time and effort. To help you determine whether biometric authentication makes sense for your particular application, we can look at the main benefits of choosing fingerprint authentication compared to other authentication methods. It's more user-friendly Know-led identification methods such as PIN information, passwords and patterns can add an extra layer of security to your app, but they also add friction to the user experience. The smaller virtual keyboard available to your typical smartphone or tablet makes typing more time-consuming and frustrating. Even if the user tries to make their life easier by choosing short and simple (and insecure!) password, such as 1234, 1234, your app only requests this password once per session, it will still add friction to the user experience. By comparison, pressing a fingertip to the device's touch sensor is fast, easy and frictionless. Once the user has gotten in the habit of authenticating with their fingerprint, they should be able to unlock your app without even really having to think about it. You can't forget a fingerprintThen it's going to create a strong, secure password, we're all familiar with the advice: use a unique password for each app, website and account, and make sure each of these passwords is long, complex and includes a mix of different numbers, letters and symbols. By following these guidelines, you can reduce the risk of an attacker guessing your password, but you also increase your chances of forgetting the password. Let's assume that all your users follow best practices, and we have a list of long, complex passwords that they're already struggling to remember. If your app adds to this list, they risk forgetting their password and ending up being locked out of your application as a result. By choosing fingerprint authentication, you can offer all password protection without the risk of a forgetful user losing access to your app. After all, even if a user is notably absent and is forever forgetting their passwords, PIN codes and patterns, it is impossible for them to forget their fingerprints! No one can guess a fingerprinter, if the user follows all the guidelines to create strong, secure passwords, there is still a chance that someone may be able to steal, or even guess the user's password. Maybe a devious friend or family member looks over their shoulder as they enter their PIN, or maybe they accidentally download a malicious app that leaks all their passwords. It may even be possible for someone to guess the user's password, especially if they use a password that regularly appears in these Top 10 Most Common Passwords Articles. While no authentication method is ever 100% bulletproof, even the most talented hacker can't guess or steal biometric information, using the same tricks they use to acquire passwords, PIN codes and patterns. FingerprintManager or BiometricPrompt: What's the difference? Since the release of Android Marshmallow, developers have been able to add fingerprint authentication to their apps using FingerprintManager, which was Android's first official biometric API. Now, with the release of Android Pie, Google advises against FingerprintManager in favor of a new BiometricPrompt API. Despite the similarities between these two APIs, BiometricPrompt differs from FingerprintManager in a few key areas:1. A consistent User Interface FingerprintManager API contains a standardized authentication dialog box. When it comes to requesting fingerprint authentication, Google Guidelines and have even released a sample app, but the developer is ultimately responsible for designing and implementing their own fingerprint authentication dialog box. From the user's point of view, this has resulted in an inconsistent and potentially confusing experience, where all applications have the potential to handle fingerprint authentication in a slightly different way. From the developer's perspective, the process of designing, building, and managing a custom authentication dialog requires time and effort that can be better used elsewhere. Unlike FingerprintManager, the BiometricPrompt API includes a standardized dialog box that you can use to request a fingerprint scan and display the results to the user. Using this standard dialog box, you can provide exactly the same fingerprint authentication experience as any other application that uses the BiometricPrompt API. This consistency means that even someone launching your app for the first time must be able to navigate the application's fingerprint authentication, as they've encountered exactly the same dialog countless times before.2. Easier implementationBiometricPrompt performs much of the authentication logic you previously had to implement and manage manually. Simply enter the text to include in the authentication dialog box and implement a few callbacks, and BiometricPrompt automatically manages the rest, including handling too long failed authentication attempts.3. Lower spoof and cheat tariffsBiobiometric prompt API encourages developers to use secure biometric authentication by only deferring authentication methods that Google deems strong. All of these Google-approved biometric methods are tested in the following areas: Spoof Acceptance Rate (SAR). This is where an attacker gains access to a device using a recorded sample, such as an audio recording of the user saying Lock My Phone. Cheat Accept Rate (IAR). This is where a hacker mimics a known sample, for example if they change their tone and accent to mimic the user saying Unlock My Phone. Biometric prost shows only biometric methods that have a SAR and IAR score of 7% or less, helping your app deliver a consistent level of security.4. More than just fingerprint authenticationBiometric authentication is not only limited to fingerprints. In theory, with the right scanners and algorithms, you can verify your identity using any bodily function that is unique to you. Instead of focusing solely on fingerprint authentication, the BiometricPrompt API has a more biometric agnostic approach. When you use the BiometricPrompt API, Android takes stock of the biometric authentication methods available on the current device, and then selects the most appropriate method, which may not necessarily be fingerprint authentication. On it BiometricPrompt API supported fingerprint scanners, iris scanners, and facial recognition. As biometric technologies continue to evolve and new forms of authentication make their way to Android devices, this biometric agonistic API is positioned to help developers utilize additional authentication methods. To help keep things simple, we'll focus on fingerprint authentication throughout this article, but just be aware that the BiometricPrompt API is not limited to fingerprints. Using BiometricPrompt in your Android appsCharges use the BiometricPrompt API to create an app that allows the user to verify their identity using a fingerprint. Open Android Studio and create a new project using the Blank Activity template. When prompted, set your project's minimum SDK to 28 or higher, as this will prevent your application from being installed on anything earlier than Android Pie.If you want to make your app available to a wider range of Android devices, check which version of Your Android application is currently installed on, and then handle biometric authentication differently, depending on the device's API level. Add the biometric library To start, open the module-level build.gradle file and add the latest version of the biometric library as a project dependency:dependencies {implementation 'androidx.biometric:biometric:1.0.0.alpha03'Add USE_BIOMETRIC biometricprompt API allows you to utilize all the different biometric authentication methods that your device supports through a single permission. Open the project manifest and add permission USE_BIOMETRIC: <uses-permission android:name=android.permission.USE_BIOMETRIC></uses-permission> Create application layoutNext, let's create the application layout. I'm going to add a single button that, when pressed, will launch fingerprint authentication dialog:<?xml version=1.0 encoding=utf-8?>Open the project strings.xml and add the string resource auth:<resources> <name string=app_name>BiometricPromptSample</string> <string name=auth>Authenticate with</string> </resources> <androidx.constraintlayout.widget.ConstraintLayout xmlns:android= k/res/android xmlns:tools= xmlns:app= android:layout_width=match_parent android:layout_height=match_parent <2> tools:context=. MainActivity> <Button android:id=@+id/launchAuthentication android:layout_width=wrap_content android:layout_height=wrap_content android:text=@string/auth app:layout_constraintbottom_tobottomof=parent app:layout_constraintleft_toleftof=parent app:layout_constraintright_torightof=parent app:layout_constraintvertical_bias=0.038></Button> </androidx.constraintlayout.widget.ConstraintLayout> </androidx.constraintlayout.widget.ConstraintLayout> Authenticating the user's identityNow, let's look at how you want to authenticate the user's identity, using BiometricPrompt.Create a biometric prompt instanceThe BiometricPrompt class contains a companion Builder () class, that you can use to create a BiomemetricPrompt instance and start authentication: final BiometricPrompt.PromptInfo promptInfo = new BiometricPrompt.PromptInfo.Builder()When you build your BiometricPrompt instance, define the text to be displayed in the authentication dialog, and customize the negative button, which is the button that allows the user to cancel the authentication. To configure the authentication dialog box, enter the following:setTitle. The title of the fingerprint authentication prompt. (Required)setSubtitle. The subtitle of the fingerprint authentication prompt. (Optional)setDescription. An additional description that appears in the approval dialog box. (Optional)setNegativeButton(text, executor, listener). This is the label of the negative button, such as the <a0></a0> button. When you set up the negative button, you must also specify an executor instance and an OnClickListener so that the user can reject the authentication dialog box. At the time of writing, it was not possible to customize the icon or error message used in the approval dialog box. Finally, call build(). This gives us the following: final BiometricPrompt.PromptInfo promptInfo = new BiometricPrompt.PromptInfo.Builder() .setTitle(Title text goes here) .setSubtitle(Subtitle here) .setDescription(This is the description) .setNegativeButtonText(Cancel) .build(); Manage authentication callback The biometric prompt instance is assigned a set of authentication callback methods that notify your app of the results of the authentication process. You must wrap all these callbacks in a BiometricPrompt.AuthenticationCallback class instance: final BiobiometricPrompt = new BiometricPrompt(activity, newExecutor, new BiometricPrompt.AuthenticationCallback() {The next step is to implement some or all of the following callback methods:1. onAuthenticationSucceeded()This method is called when the fingerprint is correctly matched with one of the fingerprints registered on the device. In this scenario, an AuthenticationResult object is transferred to the onAuthenticationSuceded callback, and your app then performs a task in response to this successful authentication. To help keep things simple, our app will respond by printing a message to Android Studio's Logcat: @Override public void atAuthenticationSuceded (@NonNull BiometricPrompt.AuthenticationResult result) { super.onAuthenticationSuceded (result); Log.d(TAG, Fingerprints Successfully Recognized) }2. onAuthenticationFailed()This method is when the scan is complete, but the fingerprint does not match any of the printouts recorded on the device. Again, our app will respond to this authentication event, by printing a message to Logcat: @Override public void atAuthenticationFailed() {super.onAuthenticationFailed(); Log.d(TAG, Fingerprint Not Recognized) }3. onAuthenticationErrorThis callback is triggered when an irreparable error occurs and authentication cannot be completed. For example, the device's touch sensor may be covered in dirt or grease, the user has not registered fingerprints on this device, or there is not enough memory to perform a full biometric scan. Here's the code I need in my app: @Override public void onAuthenticationError(int errorCode, @NonNull CharSequence errString) { super.onAuthenticationError(errorCode,Code errString); if (errorCode == BiometricPrompt.ERROR_NEGATIVE_BUTTON) { } else { Log.d(TAG, An irreparable error occurred} 4. onAuthenticationHelpThe onAuthenticationHelp method is called when a non-serious error occurs, and contains a help code and a message that provides additional information about the error. To help keep our code straightforward, I won't use onAuthenticationHelp in our app, but an implementation would look something like this: @Override public void onAuthenticationHelp(int helpCode, CharSequence helpString) { super.onAuthenticationHelp(helpCode, helpString); biometricCallback.onAuthentiHelphelp(helpCode, HelpString). Finally, we have to call the autident () method of BiometricPrompt instance: myBiometricPrompt.authenticate (promptInfo);Implementation of Android Pie biometric authenticationNex you have completed all of the above steps, your MainActivity should look something like this:import androidx.appcompat.app.AppCompatActivity; import androidx.biometric.BiometricPrompt; import android.os.Bundle; importing java.util.concurrent.Executor; importing java.util.concurrent.Executors; import androidx.fragment.app.FragmentActivity; import android.util.Log; import android.view.View; import androidx.annotation.NonNull; public class MainActivity expands AppCompatActivity { private static final String TAG = MainActivity.class.getName(); @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity_main); //Create a thread pool with a single thread// Executor newExecutor = Executors.newSingleThreadExcutor(); FragmentActivity activity = this; Start listening for authentication events/// final BiobiometricPrompt = new BiometricPrompt (activity, newExecutor, new BiometricPrompt.AuthenticationCallback() { @Override //onAuthenticationError is called when a serious error occurs// public void atAuthenticationError(intCode error, @NonNull CharSequencerString) { errString); if (errorCode == BiometricPrompt.ERROR_NEGATIVE_BUTTON) { } otherwise { //Print a message to Logcat// Log.d(TAG, Irreparable error) } } onAuthenticationSucceeded is called when a fingerprint is successfully matched// @Override public void atAuthenticationSuceded(@NonNull BiometricPrompt.AuthenticationResult result) { super.onAuthenticationSuceded(result); //Print a message to Logcat// Log.d(TAG, Fingerprints that are successfully recognized); } //onAuthenticationFailed is called when the fingerprint does not match// @Override publicly invalid onAuthenticationFailed() { super.onAuthenticationFailed(); //Print a message to Logcat// Log.d(TAG, Fingerprint Noted); } }); Create the BiometricPrompt instance// final BiometricPrompt.PromptInfo promptInfo = new BiometricPrompt.PromptInfo.Builder() //Add some text to the dialog// .setTitle(The caption goes here) .setSubtitle(Subtitle goes here) .setDescription(This is the description) .setNegativeButtonText(Cancel) //Build the dialog// .build(); Assign an onClickListener to the app's Authentication button// findViewById(R.id.launchAuthentication).setOnClickListener(new View.OnClickListener() { @Override public void onClick(View v) { myBiometricPrompt.authenticate(Info prompt); } }); } }Testing your projectNow you've created your project, it's time to put it to the test and see if it actually adds fingerprint authentication to your app! To run this project, you need either a physical smartphone or tablet running Android Pie, or a Virtual Android device (AVD) that uses Android P preview or higher. You must also register at least one fingerprint on your device. If you're using a physical Android device, you'll need to:secure your lock screen with a PIN, password, or pattern if you haven't already (by navigating to Settings > Lock Screen > Screen Lock Type > Pattern/Pin/Password, and then following the on-screen instructions). Start your device's Settings program. Select Lock Screen and Security. Select Fingerprint Scanner. Follow the instructions to register one or more fingerprints. Android virtual devices don't have a physical touch sensor, so you'll need to simulate a touch event: Start your AVD if you haven't already. Next to the AVD, you can see a series of buttons. Locate the three-pointed More button (where the cursor is located in the following screenshot) and give it a click. This starts the Extended Controls window. In the Extended Controls window, select Fingerprint. This opens a set of controls where you can imitate different touch events. Open the drop-down menu and select the fingerprint you want to register on this device. I use Finger 1. Now let's switch our attention to the imitated device. Start AVD's Settings program, and Security & location. If you haven't already set up a PIN, password, or pattern, select Screen Lock and follow the on-screen instructions to secure the lock screen, and then navigate back to the Main Settings > Security & Location screen. Select Fingerprints followed by Add Fingerprints. You will now be asked to tap your finger on the touch sensor. Instead, click Tap the sensor until you see the Fingerprint message added. Click Done. To register additional fingerprints, rinse and repeat the steps above. Once you have registered at least one fingerprint, you are ready to test your application. I'm going to test how our application handles three different scenarios: The user is trying to authenticate using a registered fingerprint. The user is trying to authenticate using a fingerprint that is not registered on this device. The user tries to authenticate using unregistered fingerprints, multiple times and in quick succession. Let's try authenticating using the fingerprint we just registered on our device: Make sure you watch Android Studio's Logcat Monitor, as this is where your application's various messages appear. Install the application on the test device. Press the Approve With Fingerprints button. The fingerprint authentication dialog box appears. If you're using a physical device, tap and hold your fingertip to your device's touch sensor. If you're using an AVD, use the Tap sensor button to simulate a touch event. Check the Logcat screen. If the authentication was successful, see the following message: Fingerprints successfully recognizedNext, let's see what happens if we try to authenticate using a fingerprint that is not registered on this device:Tap the app's Fingerprint Authentication with fingerprint button again. If you are using an AVD, use the Extended Controls window to select a fingerprint that is not registered on this device. I use Finger 2. Give the press the sensor button a click. If you're using a physical Android smartphone or tablet, tap and hold your fingertip to your device's touch sensor — be sure to use a finger not registered on this device! Check Android Studio's Logcat, it should now be to display a Fingerprint un acknowledged message. As already mentioned, biometricPrompt API automatically handles excessive failed authentication attempts. To test this feature:Tap the Authentic with Fingerprints button in your app. Try to authenticate multiple times in quick succession using an unregistered fingerprint. After a few attempts, the dialog box closes automatically. Check out Android Studio's Logcat and you should see the following message: An irreparable error can download the complete application from GitHub.Wrapping upIn this article, we explored Android Pie's new BiometricPrompt API, which lets you easily add fingerprint authentication to your app. Do you think BiometricPrompt is an improvement on Android's previous fingerprint authentication methods? Let us know in the comments below! Below!

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