Building an Unofficial Client for XDA Developers

About Me

- Independent Contractor
- Android Developer @ The Calyx Institute, working on CalyxOS
- Senior Staff Member, DevRel @ XDA Developers (Forums)
- FOSS Developer & Contributor



EDUCATIONAL PURPOSES ONLY!

Agenda

- API
- Authentication
- Notifications
- Closing

Why?

- Not happy with WebView app after migration to Xenforo
- Later official app died and was removed from Play Store
- Want to learn Compose



API

API

- New API wasn't made public after migration
- Thanks to Audentio, we know XDA uses Xenforo which has a public REST API documentation
- However, XDA also uses custom API endpoints

API

 Used HTTP Toolkit for analysing network calls to figure out required information related to API



				HTTP Tooll
Method	Status	Source	Host	Path and query
GET	0	*	d1wp6m56sqw74a.clo	/~assets/8fb0cde40673f01846de8674f79782
GET	200	≥ €	android.httptoolkit.tech	/config
GET	200	*	d1wp6m56sqw74a.clo	/~assets/15dcb36a1303639c6e8cf2e0f87ccdb6
GET	200	**	xdaforums.com	/api/me
GET	200	*	xdaforums.com	/api/me
POST	0	**	sentry.audent.io	/api/27/envelope/?sentry_key=3196935bbbdd
GET	200	*	xdaforums.com	/api/threads?page=1
GET	200	**	xdaforums.com	/api/alerts?page=1&unread=true
GET	200	**	xdaforums.com	/api/conversations?audapp_sort_unread=1
GET	200	**	xdaforums.com	/api/threads/audapp-watched?page=1
GET	200	**	xdaforums.com	/api/threads/audapp-watched?page=1
GET	200	**	xdaforums.com	/data/avatars/l/6042/6042178.jpg?1696564686
POST	200	**	xdaforums.com	/api/audapp-push-subscriptions
GET	200	**	xdaforums.com	/data/avatars/I/5678/5678465.jpg?1616190090
GET	200	**	xdaforums.com	/data/avatars/I/710/710782.jpg?1600603013
GET	200	**	xdaforums.com	/data/avatars/I/278/278202.jpg?1608388307
GET	200	*	xdaforums.com	/data/avatars/l/2154/2154611.jpg?1600603142
GET	200	*	xdaforums.com	/api/threads/3739733?page=1
GET	200	*	xdaforums.com	/api/threads/3739733/audapp-first-unread-po
GET	200	**	xdaforums.com	/api/threads/4623759?page=1
GET	200	**	xdaforums.com	/api/threads/4623759/audapp-first-unread-po
GET	200	**	xdaforums.com	/api/threads/2295857?page=1
GET	200	**	xdaforums.com	/api/threads/2295857/audapp-first-unread-po
GET	200	**	xdaforums.com	/api/threads/3566074?page=1
CET	000	\	1.6	/ '// /05//07// 6

HTTP/1.1 GET REQUEST ^ METHOD: GET + URL + https://xdaforums.com/api/me **HEADERS** + Accept-Encoding: gzip + authorization: Bearer Auth Token + Connection: Keep-Alive + Cookie: xf_csrf=lPeC9a8mu1vteQIo xdaforums.com + Host: + If-Modified-Since: Tue, 23 Jul 2024 09:08:51 GMT

200 RESPONSE ^

Dalvik/2.1.0 (Linux; U; Android 14; Pixel 6a Build/AP2A.240605.024)

AudCommunityApp/android/0.15.41/light

STATUS: 200 OK +

+ user-agent:

HEADERS

+ Cache-Control: private, no-cache, max-age=0

keep-alive + Connection:

Intercept

View

Mock

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"style_id": 3,

"language_id": 1,

"isAdmin": false,

"created_at": {

"alerts_unread": 0,

"alerts_unviewed": 0,

"isModerator": true,

"conversations_unread": 0,

"atomic": "2014-09-22T08:29:00+05:30",

"__typename": "Timestamp"

"formatted": "Sep 22, 2014 at 2:59 AM",

					HTTP Toolkit
HT	Method	Status	Source	Host	Path and query
TP	GET	0	*	d1wp6m56sqw74a.clo	/~assets/8fb0cde40673f01846de8674f79782
<u> </u>	GET	200		android.httptoolkit.tech	/config
Intercept	GET	200	**	d1wp6m56sqw74a.clo	/~assets/15dcb36a1303639c6e8cf2e0f87ccdb6
	GET	200	**	xdaforums.com	/api/me
View	GET	200	**	xdaforums.com	/api/me
	POST	0	**	sentry.audent.io	/api/27/envelope/?sentry_key=3196935bbbdd
E	GET	200	**	xdaforums.com	/api/threads?page=1
Mock	GET	200	**	xdaforums.com	/api/alerts?page=1&unread=true
	GET	200	**	xdaforums.com	/api/conversations?audapp_sort_unread=1
Send	GET	200	**	xdaforums.com	/api/threads/audapp-watched?page=1
	GET	200	**	xdaforums.com	/api/threads/audapp-watched?page=1
	GET	200	**	xdaforums.com	/data/avatars/l/6042/6042178.jpg?1696564686
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	GET	200	**	xdaforums.com	/data/avatars/l/278/278202.jpg?1608388307
	GET	200	**	xdaforums.com	/data/avatars/l/2154/2154611.jpg?1600603142
	GET	200	**	xdaforums.com	/api/threads/3739733?page=1
	GET	200	**	xdaforums.com	/api/threads/3739733/audapp-first-unread-po
	GET	200	**	xdaforums.com	/api/threads/4623759?page=1
	GET	200	**	xdaforums.com	/api/threads/4623759/audapp-first-unread-po
	GET	200	*	xdaforums.com	/api/threads/2295857?page=1
	GET	200	**	xdaforums.com	/api/threads/2295857/audapp-first-unread-po
T)	GET	200	**	xdaforums.com	/api/threads/3566074?page=1
Cattings	GET	200	**	xdaforums.com	/api/threads/3566074/audapp-first-unread-po

0} Extras: XF-Used-Api-Version: 43.4 kB JSON ~ RESPONSE BODY ^ $1 \vee \{$ 2 ~ "me": { "__typename": "Viewer", 3 "id": 6042178, 4 "username": "theimpulson", "name": "theimpulson", 6 "message_count": 1897, "reaction_score": 5826, 8 "trophy_points": 22851, 9 10 "email": "aayushgupta219@gmail.com", 11 "timezone": "Asia/Kolkata",

933ms PERFORMANCE ~



```
interface XDAInterface {
   companion object {
        const val BASE_URL = "https://xdaforums.com/api/"
   @GET("me/")
    suspend fun getCurrentUser(): Response<Me>
   @GET("audapp-alerts/")
   suspend fun getAlerts(
       @Query("page") page: Int? = null,
       @Query("cutoff") cutoff: Int? = null,
       @Query("unviewed") unviewed: Boolean? = null,
       @Query("unread") unread: Boolean? = null
    ): Response<Alerts>
```

Authentication

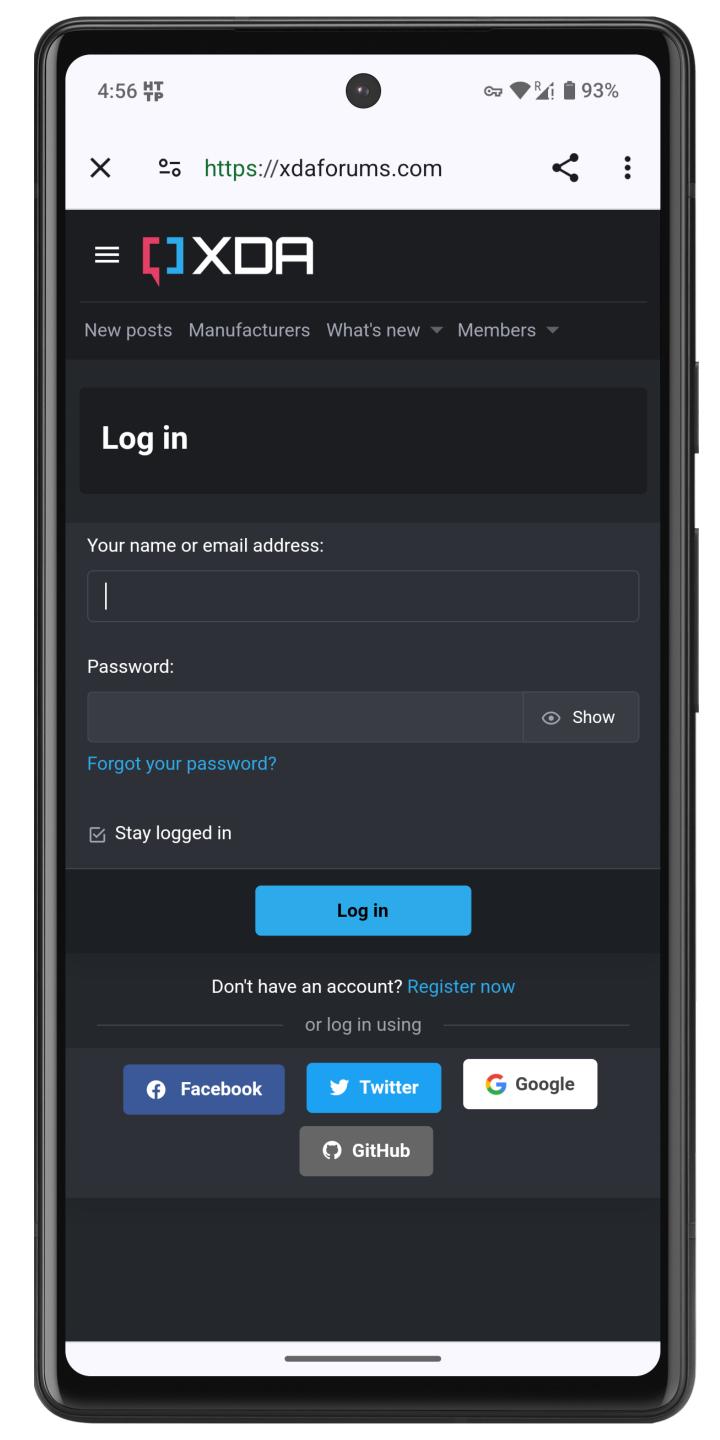
Authentication

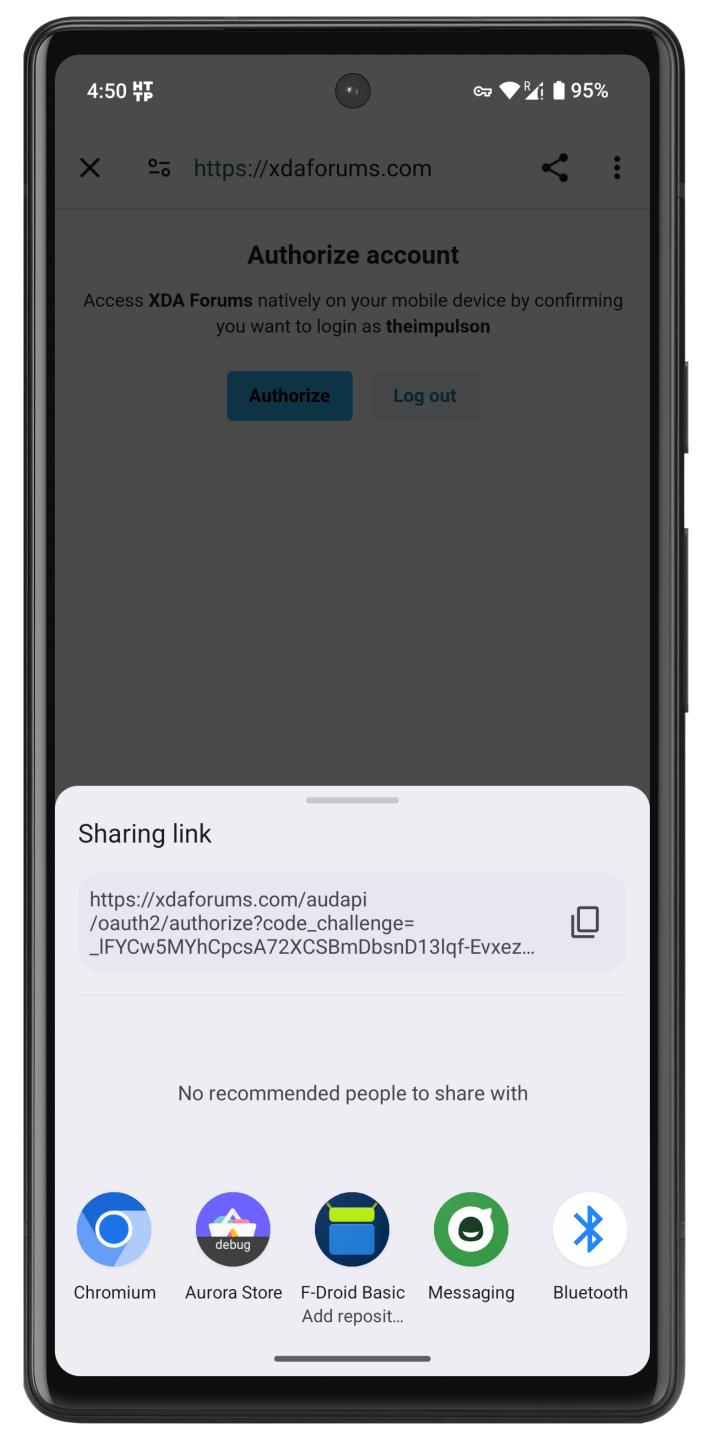
- Post-migration XDA switched to OAuth2 for logins
- App has to be registered on the server side to be able to allow logins
- Extracted required URL & parameters from the official app
- Requires to uninstall official app (due to app link verification)

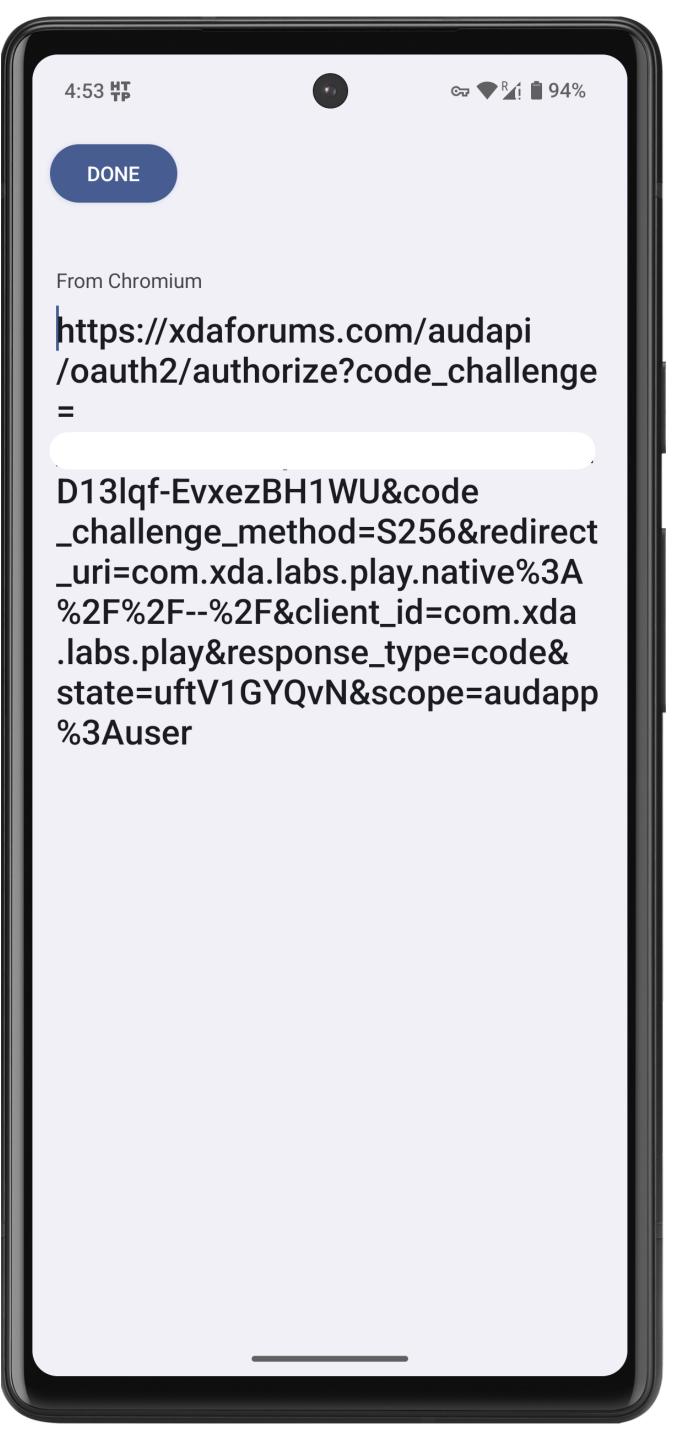
Authentication

- Used AppAuth-Android library from openid for OAuth2 logins
- Easy to use and well documented for beginners
- Seems unmaintained now









```
companion object {
   // Taken from official XDA app for oauth2 login
    private const val AUTHORIZATION_URL = "https://xdaforums.com/audapi/oauth2/authorize"
    private const val TOKEN_URL = "https://xdaforums.com/api/audapi-oauth2/token"
    private const val CLIENT_ID = "com.xda.labs.play"
    private const val REDIRECT_URI = "com.xda.labs.play.native://--/"
    private const val SCOPE = "audapp:user"
val authorizationService = AuthorizationService(context)
private val authorizationServiceConfiguration = AuthorizationServiceConfiguration(
    Uri.parse(AUTHORIZATION_URL),
    Uri.parse(TOKEN_URL)
val authState = AuthState(authorizationServiceConfiguration)
val accessToken = sharedPreferences.getString(ACCESS_TOKEN, "")
fun getAuthReqIntent(): Intent {
    val authRequestBuilder = AuthorizationRequest.Builder(
        authorizationServiceConfiguration,
       CLIENT_ID,
       ResponseTypeValues.CODE,
       Uri.parse(REDIRECT_URI)
    authRequestBuilder.setScope(SCOPE)
    return authorizationService.getAuthorizationRequestIntent(authRequestBuilder.build())
```

```
val startActivityForResult = rememberLauncherForActivityResult(
    contract = ActivityResultContracts.StartActivityForResult(),
    onResult = {
        try {
            val response = AuthorizationResponse.fromIntent(it.data!!)
            val exception = AuthorizationException.fromIntent(it.data!!)
            viewModel.authState.update(response, exception)
            viewModel.authorizationService.performTokenRequest(
                response!!.createTokenExchangeRequest()
            ) { res, ex ->
                Log.i(TAG, "Logged in!")
                // Save AccessToken
                viewModel.authState.update(res, ex)
                viewModel.saveAccessToken()
        } catch (exception: Exception) {
            Log.e(TAG, "Failed to log in", exception)
```

Notifications

Notifications

- XDA uses Expo (expo.dev) for push notifications
- Expo (on server side) forwards the notifications to the app using Firebase
- Expo's library is react-native only (calls official firebase library under the hood)

Notifications

- Extracted firebase configuration from official app using apktool
- Used Retrofit library to call Expo API with official Firebase library to register for push notifications



```
import java.util.UUID
data class ExpoData(
    val deviceToken: String, // The FCM token to identify the device
    val deviceId: String = UUID.randomUUID().toString(),
    val development: Boolean = false,
    val appId: String = "com.xda.labs.play",
    val projectId: String = "firebase-ID-of-the-project",
    val type: String = "fcm",
suspend fun registerPushNotifications(expoData: ExpoData): Boolean? {
    // Get token from Expo and register that on XDA
    val expoPushToken =
        safeExecute { expoInterface.getExpoPushToken(expoData) }?.data?.expoPushToken
    return if (!expoPushToken.isNullOrBlank()) {
        val body = MultipartBody.Builder(UUID.randomUUID().toString())
            .setType(MultipartBody.FORM)
            .addFormDataPart("token", expoPushToken)
            .build()
        safeExecute { xdaInterface.postExpoPushToken(body) }?.success
      else {
        false
```

Closing

Closing

- XDA Staff Members for testing, translations and help with development
- dr.ketan for modded official app
- XDA Community for everything

Thank You!

