

# Forensic Investigation of Google+ on Windows 10

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## Abstract

Social networking has changed the way people communicate with each other. It is used by a wide range of age groups. Social networking applications like Google+, Facebook, Twitter, and LinkedIn which facilitate users to send and receive messages, upload posts and comments via various end devices. Its extensive use in everyday life provides unique opportunities but means that it can also be used to commit crime such as cyber stalking and cyber bullying. In order to identify crimes, it is essentially required to retrieve these traces and evidences by using appropriate forensic technique. This paper studies the artifacts left by Google+ application on Windows 10 and presents evidence gathering of Google+ application. It proves beneficial for forensic analysts and practitioners as it assists them in course of mapping and locating digital evidences of Google+ on Windows 10 PC

**Keywords:** *Social networking, Google+, Investigation, Digital forensics.*

## 1. Introduction

A social networking service is an online platform that is used by people to build social networks with other people. They share similar personal interests, activities, or real-life connections [1]. Social networking sites allow users to share ideas, digital photos and videos, posts, activities, events, and interests with people in their network. Depending on the social media platform, members may be able to contact any other member. Over the past years, social networks have become the largest and fastest growing websites on the Internet. There are some popular social networking sites such as Facebook, YouTube, Twitter, LinkedIn, and Google+ [2]. Various types of personal information are shared on social networking platforms such as name, email addresses, phone numbers, photos, and date of birth. Social networking sites contain sensitive and personal data of billions of people [3].

Google+ launched in June 2011. In 2011 Google+ reached 10 million users just two weeks after the launch [4]. In October 2013, approximately 300 million monthly active users participated in the social network by interacting with the Google+ social networking stream [5]. Google+ has

many features. They include the ability to post photos and status updates to the stream or interest based communities, group different types of relationships into Circles, a multi-person instant messaging, text and video chat, events, location tagging, etc. Google+ is a cross platform application with versions available for Windows, MAC, iOS, Android, etc. It is a widely used and universal application. As the use of Google+ is increasing rapidly, it is important to take measures in advance from forensic standpoint forecasting the potential use of it in cybercrimes such as hacking, copyright infringement, cyber stalking, and cyber bullying. To solve social networking cybercrimes, investigator need to perform forensic analysis of suspect device to find digital evidences.

User devices and social networking applications may hold the data that can provide evidence of the activities carried out through them. The use environment of the social networking applications can provide evidences. These evidences can be used to profile the behavior of its user and may even allow the investigator to anticipate the users' actions [6-8]. Each device and application has its own acquisition requirements and potential sets of evidence.

Many of the activities are logged on the hard disk and memory of the device from which access is made. The remnants may reveal details about private connections and the user activities. It challenges to forensic examiners for recovering digital evidences of a conversation under investigation. Due to increased usage of Windows OS on desktop investigating Windows behavior has become imperative for forensic investigators. In this work, we study and report the forensic analysis of Google+ on windows 10 operating system. Our purpose is to identify various data remnants in Google+ on the Windows 10 platform.

The rest of the paper is organized as follows: In Section 2 introduces the related works. In Section 3, we outline the research methodology. In Section 4, results and analysis are described. In Section 5, we discuss our research findings. Finally, section 6 is a conclusion.

## 2. Related Works

The evidences were stored on three principle areas by using social networking. They are hard drive, memory, and network. Some social networking services have the ability to log information on the user's hard drive [9]. To use a social networking, an account must be established to create a screen name provided with user information. Some instant messenger providers might assist the investigation with information of the account owner.

Evidence can be found in various internet file caches used by Internet Explorer for volatile social networking and each cache holds different pieces of data. Apart from the normal files, files left by instant messenger on a hard drive can be in temp file format and will generally be deleted could be very difficult to retrieve once the machine is power down. An operating system generally stores information of all the installed and uninstalled applications in the system. The uninstalled application also leaves evidence. If a user has deleted an instant messenger application, there is a chance that a record can be found in the registry to prove that the instant messenger has once installed onto the system. Information is also stored within the memory. Since every application requires memory to execute, it is logical to think that there evidence could be left behind in the system's memory. The analysis on live memory has allows us to extend the possibility in providing additional contextual information for any cases. For any Windows based operating system, it is important evidence can usually be found beneath the physical memory, hibernation file and pagefile [10].

Artifacts of instant messaging have been of interest in many different digital forensic studies. Early work focused on artifacts left behind by many instant messaging applications, such as MSN Messenger [11], Yahoo Messenger [12], and AOL Instant Messenger [13]. In 2013 Mahajan et al., [14] performed forensic analysis of Whatsapp and Viber on five android phones using UFED and manual analysis. Cosimo Anglano [15] carried out Whatsapp forensics on Android in 2014 using YouWave virtualization platform. Levendoski et al. [16] concluded that artifacts of the Yahoo Messenger client produced a different directory structure on Windows Vista and 7. Wong et al. [17] and Al Mutawa et al. [18] demonstrated that artifacts of the Facebook web-application could be recovered from memory dumps and web browsing cache. Said et al. [19] investigated Facebook and other social networking applications, it was determined that only BlackBerry Bold 9700 and iPhone 3G/3GS provided evidence of Facebook unencrypted. Sgaras et al. [20]

analyzed Skype and several other VoIP applications for iOS and Android platforms. It was concluded that the Android apps store far less artifacts than of the iOS apps. Chu et al. [21] focused on live data acquisition from personal computer and was able to identify distinct strings that will assist forensic practitioners with reconstruction of the previous Facebook sessions. Iqbal et al. [22] studied the artifacts left by the ChatON instant messaging application. The analysis was conducted on an iPhone running iOS6 and a Samsung Galaxy Note running Android 4.1. Walnycky et al. [23] added that artifacts of the Facebook Messenger could vary depending on user settings, OS version, and manufacturer. Azfar A. et al. [24] adapt a widely used adversary model from the cryptographic literature to formally capture a forensic investigator's capabilities during the collection and analysis of evidentiary materials from mobile devices.

To our knowledge, no detailed analysis of Google+ artifacts on Windows 10 has been undertaken, hence this research aims to fill the gap and provide a road map of Google+ forensic artifacts.

## 3. Methodology

In our research, we use virtual machines with a standard installation of Windows 10 build 10240. The Internet Explorer 11.0.10240 and Google Chrome 44.0.2403 were installed on Windows 10. We set up 32 different configurations and analyze them. We don't re-configure and copy physical hard disk drives. This allowed us to examine a variety of test in several configurations and to facilitate forensic analysis of Google+. When conducting analysis with message exchange of using Google+, one of the main issues is to identify where potential data remnants resides. We focus on identifying data remnants of the activities of Google+ on a Windows 10 PC. This is undertaken to determine the remnants an examiner should search for when Google+ is suspected. Our research also includes the circumstances of using anti-forensic methodology to hide evidence, and whether remnants remain to identify the use of Google+.

This research focuses on what data remnants on Windows 10 PC after a user log in, post message, and send message of the use of Google+. We want to find username, password, text, and files. In addition, we also create circumstances to simulate a user running CCleaner V1.13.50 to remove evidences.

There are 32 virtual machines which replicate different circumstance of activities to gather the data in relation to

the use of Google+ on Windows 10. We make multiple scenarios to explore the use of Google+. We create virtual machines for each different circumstance of Google+ activities. This represents different physical computer systems available for analysis, with different circumstances and data remnants available for analysis on each VM. The virtual machines reduce the costs of the study, since neither many real personal computers are necessary to carry out the experiments.

Our experimental test-bed consists of a set of virtual machines. That is VMware Workstation V10.0.0. For each experiment, Windows 10 was installed on every virtual machine. In each experiment, we assign a role to each virtual device. We use it to carry out the corresponding activities. At the end of the experiment, we suspend the virtual device. We parse the file implementing the corresponding internal memory and hard drive by means of WinHex 17.4, SQLite V2.0.1, AccessData FTK Imager V3.1.1.8, MANDIANT Memoryze V3.0, and Social Password Decryptor V6.5.

According to the activities of Google+, we create eight sub-experiment systems. They are Login-VM, PostText-VM, ReplyText-VM, DeleteText-VM, PostImage-VM, DeleteImage-VM, SendMessage-VM, and DeleteMessage-VM. There are four environments in each sub-experiment system. They include two different browser modes of Internet Explorer and Google Chrome. The activities of default browser mode and private browser mode of Internet Explorer are in different virtual machines that are different scenarios. Google Chrome also has default browser mode and incognito browser mode that are different scenarios. In all experiments, there are 32 virtual machines to gather the data in relation to the activities of Google+.

The different actions undertaken are as follows. We divide them in eight cases.

1. The first step was to install Internet Explorer (IE) and Google Chrome (GC) into different base virtual machine with Windows 10.
2. The second step was to make four copies of the base virtual PC with IE and GC for each scenario. An account of Google+ was created for these experiments. We use email address to sign in Google+ on four different virtual PCs. We do nothing and sign out. Then we use SQLite Database Browser, WinHex, and Social Password Decryptor to find the data remnants of the account and password.
3. The third step was to make four copies of the base virtual PC with IE and GC for each scenario. There are

four scenarios for posting text. After posting text we sign out and find the data remnants on Virtual PC.

4. The fourth step was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for uploading reply comments. After uploading replying text we sign out and find the data remnants on Virtual PC.
5. The fifth step was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for deleting uploading text. After deleting text we sign out and find the data remnants on Virtual PC.
6. The sixth step was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for posting image. After posting image we sign out and find the data remnants on Virtual PC.
7. The seventh step was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for deleting uploading image. After deleting image we sign out and find the data remnants on Virtual PC.
8. The eighth step was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for sending text message. After sending text message we sign out and find the data remnants on Virtual PC.
9. The ninth step was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for deleting sending text. After deleting text we sign out and find the data remnants on Virtual PC.

## 4. Result and Analysis

In this section we will describe the findings of the use of Google+.

### 4.1 Login-VM

**(1) IE default browser mode:** We find the login email address (liver826@gmail.com) and register telephone number (+886919121826) but can't find the password as shown in Figure 1. The time stamp also can be found. We believe the password with a secure encryption method so that we can't find it. In this experiment, a search for the login password produced no matches in the forensic image and memory dump.

After CCleaner was run to delete temporary, history, cookies, recycle bin, memory dumps, log files, etc. The remnants can be found as before.

**(2) IE private browser mode:** We find the login email address and register telephone number but can't find



**(4) GC incognito browser mode:** We only find the uploading post text. After running CCleaner there were no remnants can be found.

#### 4.5 PostImage-VM

**(1) IE default browser mode:** We find the user's name, time stamp, and image filename as shown in Figure 5. The image file was also stored in Picasa web. The URL is <https://picasaweb.google.com/102035687506900567199/2015110802>. The remnants are also on C:\Users\joe\Desktop\003.jpg. After CCleaner was run to delete temporary, history, cookies, recycle bin, memory dumps, log files, etc. The remnant can also be found on C:\Users\joe\Desktop\003.jpg.

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ZB2C6AF40 | 41 22 2C 22 7F 49 64 74 | 69 22 3A 31 31 39 2C 22 | 68 65 69 61 69 74 22 3A | 31 32 38 30 2C 22 75 72 |
ZB2C6AF60 | 6C 22 3A 32 48 74 70 | 78 33 2F 2F 6C 68 35 2F | 67 6F 6F 61 6C 65 75 73 | 65 72 43 6F 6E 74 65 6E |
ZB2C6AF80 | 74 2E 63 6F 4D 2F 2D 34 | 31 74 70 51 7A 30 35 4E | 68 63 2F 56 6A 5F 7A 79 | 68 36 71 6C 36 49 2F 41 |
ZB2C6AF90 | 61 61 61 61 61 61 62 | 6F 51 2F 7F 75 59 8A 59 | 59 5A 68 6E 35 4D 2F 30 | 30 33 2E 6A 70 67 22 2C |
ZB2C6AFB0 | 22 74 69 74 4C 42 22 3A | 22 30 30 39 37 2E 6A 70 67 | 22 2C 22 46 65 79 69 72 | 69 70 74 69 6F 6E 22 3A |
ZB2C6AFD0 | 22 2C 2C 22 75 73 65 72 | 6E 61 6D 65 22 3A 22 31 | 30 32 30 33 35 36 38 37 | 35 30 36 29 30 30 35 36 |
ZB2C6A000 | 37 31 39 39 2C 2C 22 70 | 68 6F 74 6F 50 61 67 65 | 55 72 6C 22 3A 22 68 74 | 74 70 73 3A 2F 2F 70 69 |
ZB2C6A020 | 63 61 70 61 77 65 62 2E | 67 6F 6F 67 6C 65 2E 63 | 6F 6D 2F 31 30 32 30 33 | 35 36 38 37 35 30 36 39 |
ZB2C6A040 | 30 30 35 36 37 31 39 39 | 2F 32 38 31 35 31 31 30 | 38 30 32 23 36 32 31 34 | 39 35 34 30 36 30 32 31 |
ZB2C6A060 | 00 74 00 6F 00 70 00 00 | 03 14 00 56 00 30 00 2F | 3A 01 00 84 66 48 24 20 | 00 30 30 33 2E 6A 70 67 |
ZB2C6A080 | 00 48 00 59 00 04 00 2F | 8F 64 97 00 57 69 47 75 | 01 2E 00 00 3A 36 01 00 | 00 00 01 03 00 00 00 |
ZB2C6A0A0 | 00 08 00 00 00 00 36 | 03 08 06 00 00 03 00 30 | 03 39 00 33 00 2E 0E 0A | 00 70 00 6F 00 00 0E 14 |
ZB2C6A0C0 | 00 00 30 4B 00 00 00 1C | 00 00 00 01 00 03 00 1C | 03 00 00 2D 00 00 00 00 | 00 00 00 4A 00 00 0E 11 |
ZB2C6A0E0 | 00 00 00 00 00 00 38 | 74 94 68 10 00 03 00 00 | 43 2A 3C 55 79 63 72 73 | 5C 6A 4F 45 5C 44 63 73 |
ZB2C6A100 | 60 74 6F 70 3C 30 30 32 | 2E 6A 70 67 00 03 00 00 | 03 00 03 00 0A 50 00 | 00 00 00 00 00 00 04 65 |
ZB2C6A120 | 3A 22 31 34 34 37 3A 33 | 31 31 35 33 34 39 35 32 | 2C 22 43 4F 6E 74 65 6E | 74 54 79 70 65 22 3A 22 |
ZB2C6A140 | 74 65 78 74 2F 70 6C 61 | 69 6E 22 70 70 2C 7B 22 | 69 6E 6C 49 6E 65 64 22 | 3A 7E 22 6E 61 6D 65 22 |
  
```

Figure 5 the remnants of posting image by IE

**(2) IE private browser mode:** We find the user's name, time stamp, image file, and Picasa location of image file. After running CCleaner the image file name and Picasa location of image file can be found.

**(3) GC default browser mode:** We find the user's name, time stamp, image filename, Picasa location of image file, and local disk location of image file. After running CCleaner the image filename, Picasa location of image file, and local disk location of image file can be found.

**(4) GC incognito browser mode:** We find the image filename, Picasa location of image file, and local disk location of image file. After running CCleaner the image file name and URL of image file can be found.

#### 4.6 DeleteImage-VM

**(1) IE default browser mode:** We find the image file, file size, and Picasa location of image file. After running CCleaner the local disk location of image file can only be found.

**(2) IE private browser mode:** the remnants are the same as IE default browser mode.

**(3) GC default browser mode:** We find the image file, local disk location of image file, and Picasa location

of image file. After running CCleaner the image file and local disk location of image file can only be found.

**(4) GC incognito browser mode:** We find the image file, local disk location of image file, URL of image file. After running CCleaner the image file and URL of image file can only be found..

#### 4.7 SendMessage-VM

**(1) IE default browser mode:** We find the time stamp, and sending message as shown in Figure 6. After running CCleaner the user's name, time stamp, and text can also be found.

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070630840 | 01 00 00 00 00 00 01 | 00 00 3C 01 00 00 58 | 58 59 35 2C 33 2C 22 63 | 68 61 74 5F 66 72 6F 6E |
070630860 | 74 65 6E 64 5F 32 30 21 | 35 31 31 30 39 2E 31 34 | 5F 70 31 22 2C 31 34 34 | 36 38 33 23 33 33 33 2D |
070630880 | 2C 5B 22 6C 63 73 77 5F | 68 61 6E 67 6F 75 74 73 | 43 42 31 41 34 32 31 34 | 22 2C 22 31 42 34 41 36 |
070630900 | 41 37 39 44 39 38 38 38 | 32 37 22 5D 2C 39 30 3D | 2C 22 7A 68 2D 54 57 | 22 5D 2C 6E 75 6C 6C 2C |
070630920 | 4E 78 4C 6C 2C 4E 78 6C | 6C 2C 38 4D 2C 38 39 38 | 3D 2C 22 64 6F 2D 79 6F | 78 2D 65 61 74 2D 62 72 |
070630940 | 65 61 6D 66 61 73 74 3F | 22 2C 5B 66 61 6C 73 65 | 2C 66 61 6C 73 65 2C 64 | 61 6C 73 65 2C 66 61 6C |
070630960 | 31 34 34 37 30 37 30 30 | 32 30 31 38 38 3C 2C 2C | 9C 22 35 3C 22 3A 3C 22 | 53 31 34 3C 22 7D 2C 3C |
070630980 | 22 32 5C 22 3A 78 5C 22 | 31 5C 22 3A 78 5C 22 31 | 9C 22 3A 5C 22 62 61 62 | 65 6C 5C 22 2C 5C 22 32 |
  
```

Figure 6 the remnants of sending message by IE

**(2) IE private browser mode:** We find the sender ID, receiver ID, time stamp, and sending message. After running CCleaner the sending message can also be found.

**(3) GC default browser mode:** We find the user's email address, user's ID, time stamp, and sending message. After running CCleaner the user's email address, and sending message can be found.

**(4) GC incognito browser mode:** We find the user's ID and sending message. After running CCleaner the user's ID and sending message can be found.

#### 4.8 DeleteMessage-VM

**(1) IE default browser mode:** We find the time stamp and sending message. After running CCleaner the time stamp and sending message can also be found.

**(2) IE private browser mode:** We find the sending message. After running CCleaner the sending message can also be found.

**(3) GC default browser mode:** We find the user's email address and sending message. After running CCleaner the user's email address and sending message can also be found.

**(4) GC incognito browser mode:** We find the sending message. After running CCleaner the sending message can be found.

### 5. Discussions

In this research, we identified artifacts for Google+. We focus on both the volatile memory and hard drive artifacts. Our experiments showed that the Google+ on volatile

memory has proved that critical application data is present in the RAM and it can be extracted for further analysis. Our hard drive analysis has shown that Google+ activities remain some artifacts. This indicated that when a user has used the Google+, there will be records remaining in the application folder.

It should be noted that the significance and location of artifacts could be investigated. In our research, it was determined that: (1) Google+ maintain directories in the application folders. (2) The Google+ caches copies of the upload and sending message.

Our examinations of the physical memory captures indicated that the memory dumps can recover the application caches in plain text and the login password. The fact that there was no clear text password in the hard drives but in memory dumps. We performed all our research inside a virtual machine which gave us an advantage to download or run executable files without having to worry about any executable affecting the host machine. Other than that all our forensic data was not leaked to the outside world and a separate environment was provided to hold all our files in one place.

## 6. Conclusions

Social networking is increasingly popular among individuals and business organizations. Applications such as Google+, Facebook, YouTube, Twitter, and LinkedIn are some of the commonly used applications. With the tremendous use of such applications, it may be used to commit crimes. It is important to identify the forensic artifacts left by these application. In this paper we have presented the findings from our forensic examination of Google+ application on Windows 10. The study consists of login, uploading post, sending message, and other Google+ activities. The results indicated that use of the Google+ for Windows 10 leave useful evidential material on the hard drive and memory dumps. The implementation may vary between different end devices. Possible work can be done to identify its artifacts that are left on other devices.

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