OAUTH2 WORKFLOW

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# OAUTH2

## Create the storage models

In order to persist data to the database you should create classes which implement the following three interfaces:

* \OAuth2\Storage\ClientInterface
* \OAuth2\Storage\ScopeInterface
* \OAuth2\Storage\SessionInterface

## The authorization code grant

For reference here is an overview of how the authorization code grant works:

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| |--(A)- authorisation Request ->| Resource |

| | | Owner |

| |<-(B)-- authorisation Grant ---| |

| | +---------------+

| |

| | +---------------+

| |--(C)-- authorisation Grant -->| authorisation |

| Client | | Server |

| |<-(D)----- Access Token -------| |

| | +---------------+

| |

| | +---------------+

| |--(E)----- Access Token ------>| Resource |

| | | Server |

| |<-(F)--- Protected Resource ---| |

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**(A)** The client requests authorisation from the resource owner. The authorisation request can be made directly to the resource owner (as shown), or preferably indirectly via the authorisation server as an intermediary.

**(B)** The client receives an authorisation grant, which is a credential representing the resource owner's authorisation, expressed using one of four grant types defined in this specification or using an extension grant type. The authorisation grant type depends on the method used by the client to request authorisation and the types supported by the authorisation server.

**(C)** The client requests an access token by authenticating with the authorisation server and presenting the authorisation grant.

**(D)** The authorisation server authenticates the client and validates the authorisation grant, and if valid issues an access token.

**(E)** The client requests the protected resource from the resource server and authenticates by presenting the access token.

**(F)** The resource server validates the access token, and if valid, serves the request.