



Role-based Security



Topics

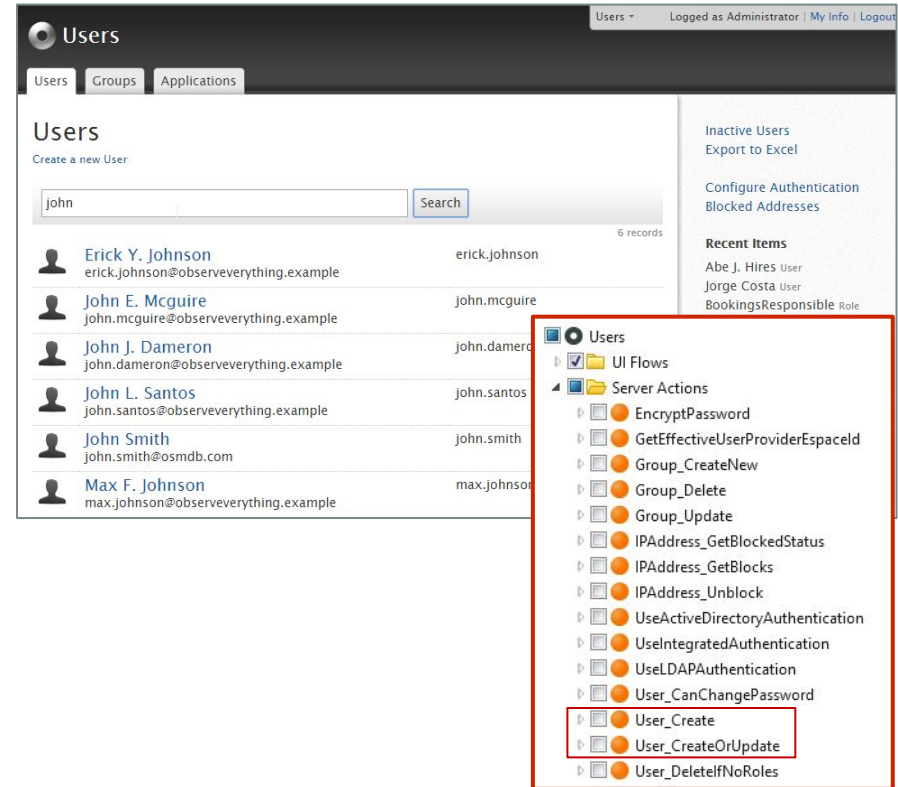
- Access Control
- Users and Roles
 - Checking Permissions
 - Client-side Role-based Authorization
- Endpoints

Access Control

- Access control determines and enforces **who can do what**
 - **Who:** Business Users and Roles
 - **What:** Access Screens, trigger Actions, etc.
- It comprises **Authentication** ...
 - Identify who is accessing the application
 - Validate user credentials (e.g. username and password)
- ... and **Authorization**
 - Check if a user can execute a task
 - Validate if user was granted the required permissions

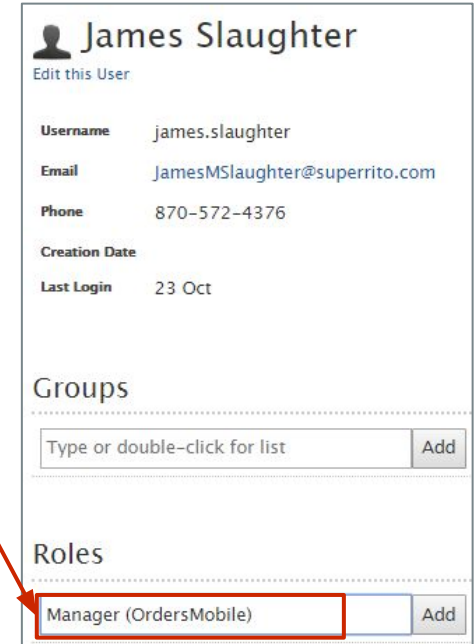
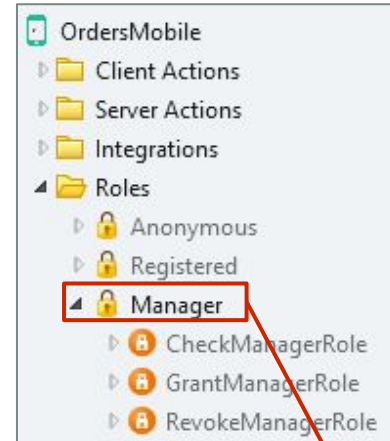
Users

- End-users are created and managed in the built-in *Users* application
 - Default OutSystems end-user provider
- The core information of a user is
 - Username
 - Password
 - Name
- Can be created programmatically
 - Actions from Users module
- Authorization is granted via **Roles**



Roles

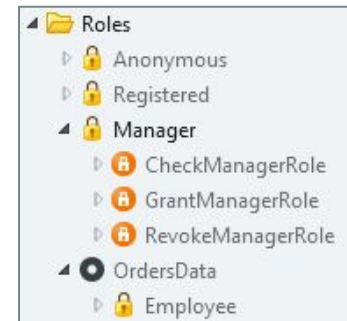
- Anonymous and Registered built-in Roles
- All end-users have the **Registered** Role
- Application-specific Roles can be created
 - Each Role has **Check**, **Grant** and **Revoke** Actions
 - A Role can be set as Public
- Authorization can be managed
 - Programmatically
 - Manually in the Users application



Checking Permissions

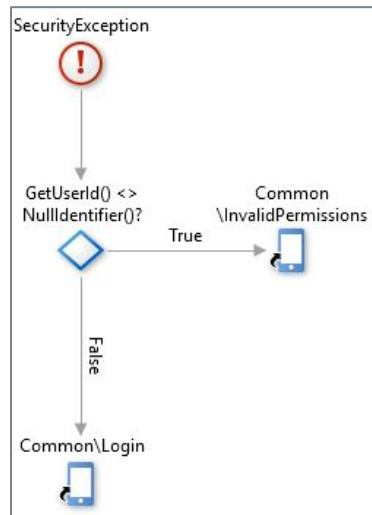
- Roles can be checked in Screens and Actions
- Screen Roles property
 - Enforces a user to have one of the Roles to access the Screen
- *Check<RoleName>Role(UserId)* Action
 - Checks if a user has the *RoleName* Role
 - Server Action
 - Can be used in Boolean conditions
 - If statement on Server Action logic flows

Orders Screen	
Name	Orders
Description	...
Title	
Roles	
Anonymous	<input type="checkbox"/>
Registered	<input type="checkbox"/>
Employee	<input checked="" type="checkbox"/>
Manager	<input type="checkbox"/>



Client-side Role-based Authorization

- User's Roles are stored in local storage at login and logout
 - Could be tampered with in local storage
 - Checks should be for UI purposes only
- Role validation is checked upon navigation
 - Access control for UI is enforced without having to go to the server
 - Available to be checked while offline
 - Raises a `SecurityException` when invalid
- Exceptions on client side can be handled in several ways:
 - Redirect to another Screen (or navigate back???)
 - Remain in the original Screen (do nothing)



Endpoints

- Server endpoints are generated for:
 - Screen Aggregates (data)
 - Server Actions used by Client Actions (logic)
- Access control is enforced by the server
- Endpoints are exposed as REST APIs
 - Difficult to discover / enumerate how many endpoints there are
 - No single place where the information is aggregated and easy to visualize
- Flowless Actions are hard to secure with business logic
 - Screen Aggregates, Entity Actions, integrations can be used in client flows
 - No place for authorization logic on these elements

Summary

- Access Control
- Users and Roles
 - Checking Permissions
 - Client-side Role-based Authorization
- Endpoints



Role-based Security
Thank You!