





DL

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## Week 5 Announcement

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## **Hello Students:**

<u>Project Two is due this week.</u> Now that you know what the differences are and can design the code for various operating platforms, you will use your experience to evaluate the characteristics, advantages, and weaknesses of each as part of Project Two. You will use the same software design template from Project One to continue developing documentation for your client, The Gaming Room. The purpose of using the same template is to create a completed software design template that can be used to move the project forward and added to your GitHub Portfolio in Week Eight.

Just like using design patterns to design classes, there are architectural patterns (such as client/server, event-driven, monolithic, microservices, serverless, SOA, etc.) to design and organize services so they can interact with one another. The principles you have learned making classes and methods interact together are the same principles needed to make applications work together. This module will explore adding capabilities to allow a login request to be handled - a necessary requirement in nearly all applications that you will develop and work on in your career.

From a security standpoint, in addition to authentication, authorization i.e. permission to perform actions is equally important. Project Two will give you exposure to securing REST endpoints, known as resources in whether an API call or a user-initiated one, needs to be protected.

You will also participate in a discussion topic on security features as part of this module.

Distributed Denial of Service (DDOS) attack, Man-In-The-Middle (MITM) attack, Credential Stuffing, Phishing attack, Social Engineering, etc. are some of the security challenges that you might want to explore. Additionally, you will also explore protection and security resources, which will help you learn how to describe measures used to protect operating platforms from security threats. Security strategy of least privileges, Token based authentication (OAuth 2.0), Single Sign On (SSO), Multi Factor Authentication (MFA), Role Based Access Control (RBAC), etc. are some of the concepts regarding security measures you might want to explore in this module as well.

Please feel free to reach out (s.sarkar1@snhu.edu) if you have any questions. I am always here to help as much as I can.

Thanks,

Suhash