

# Password Safe Sprint 2

Following user stories are in the scope of sprint 2:

## (US\_1\_S2) As a software architect I want to support different database technologies

Currently the system persists into the file system only. In future, we have to support other means of persisting, why we want to make the system compatible to other storage technologies (e.g.: databases, s3 bucket ...). Consequently, exchanging the storage technology should be an easy task and not affect the business logic of the system.

### **Technical annotations:**

Storage logic has to be refactored into a dedicated datasource layer, which operations should be accessed only by a proper interface. Then, any new database technology integrates behind this interface.

## (US\_2\_S2) As an auditor I want to get informed on entering wrong password, so that I can investigate frauds

Whenever a user enters a wrong password, the system prints a proper audit message to the console.

### **Technical annotations:**

Create a proper observer for the wrong password entered event. Whenever the event occurs, a proper audit message displays on the console. Realize this feature with Observer Pattern.

## (US\_3\_S2) As an auditor I want to get informed on a password reset, so that I can investigate frauds

Whenever a user resets her password, the system prints a proper audit message to the console.

### **Technical annotations:**

Create a proper observer for the wrong password entered event. Whenever the event occurs, a proper audit message displays on the console. Reuse logic implemented by US\_2\_S2.

## General (TODOS)

- Create a shippable product by coding required features (US\_1\_S2, US\_2\_S2, US\_3\_S2) into [https://github.com/AndiKleini/Training\\_PasswordSafeConsole\\_Java](https://github.com/AndiKleini/Training_PasswordSafeConsole_Java). Therefore, check out the master branch, or continue on the version submitted previously by sprint 1.
- Create a component diagram of the implemented observer.

## Achievements (10 points)

- US 1 -> 4 Points
- US 2 -> 1 Point
- US 3 -> 1 Point
- Correct implementation of Observer Pattern -> 2 Points
- Component Diagram -> 2 Points