Project Name: Password Store Manager

Team Member:

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Swethasarayu Simhadri (Frontend, Database)
Bhavana Arla (Backend, SQLite)

Overview:

The Password Store Manager is a secure and user-friendly application designed to help users generate, store, retrieve, and manage their passwords efficiently. The system allows users to create strong, random passwords based on specific criteria, such as length and complexity, ensuring the security of their accounts. These passwords are then securely stored in a local **SQLite** database, allowing for easy retrieval when needed. Additionally, the application offers a straightforward method for users to delete passwords when they are no longer required, although it does not support password updates or regeneration. The project is built using C# and .NET for backend development, with SQLite as the database, ensuring a reliable and secure environment for password management. Our goal is to simplify the process of managing passwords while maintaining a high level of security and usability

Project Timeline:

Week 1-2: Project Planning and Design

Define project requirements, both functional (password storage, generation, retrieval) and non-functional (security, performance). Design system architecture, including database schema (SQLite for storing passwords).

Week 3: Initial Backend Setup

Set up backend environment with C#, .NET, and SQLite.
Implement basic password storage and retrieval functionalities.

Week 4: Implement Password Generation and Deletion

Build and test the password generation algorithm.

Implement the delete functionality for passwords and the app.

Project Timeline:

4. Week 5: Frontend Development

Create the user interface for password management (e.g., forms for input and password display).

Integrate the backend with the frontend (connecting UI with C# and SQLite).

5. Week 6: Testing and Security Review

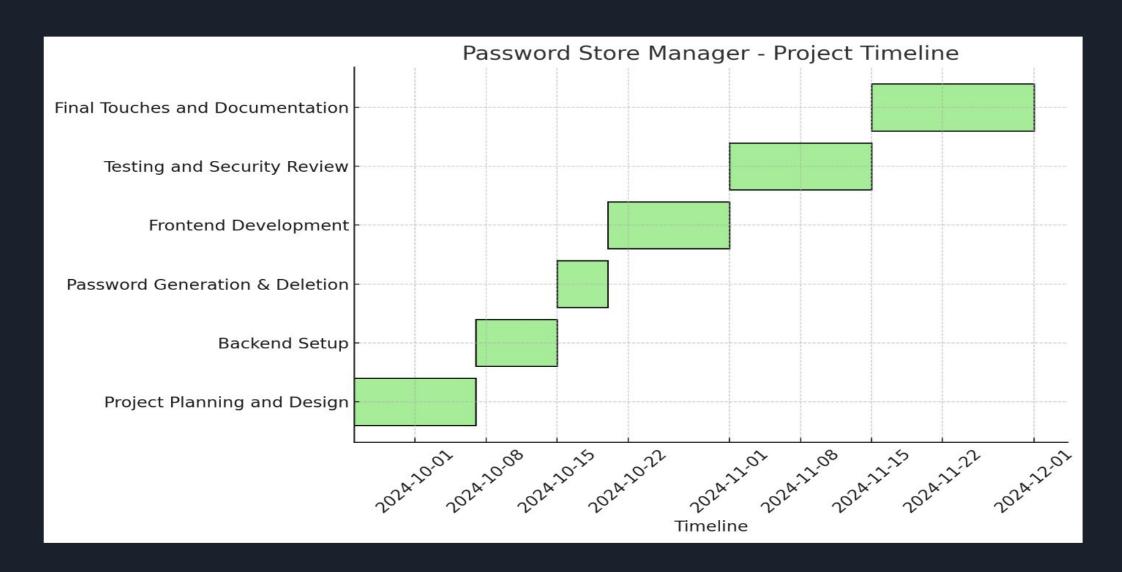
Test all functionalities (generation, storage, retrieval, deletion). Perform security checks to ensure passwords are stored securely (e.g., hashing).

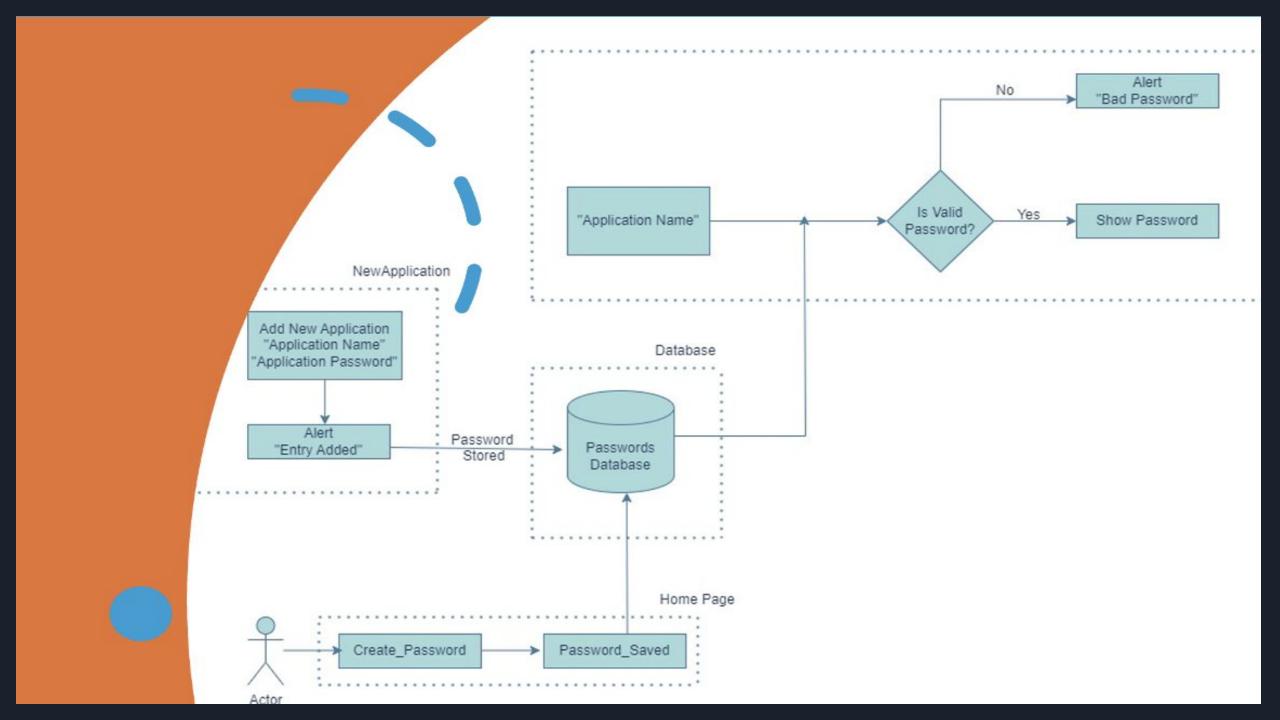
6. Week 7: Final Touches and Documentation

Polish the UI, improve user experience, and finalize any remaining issues.

Prepare project documentation and upload slides to the repository.

Gantt Chart:





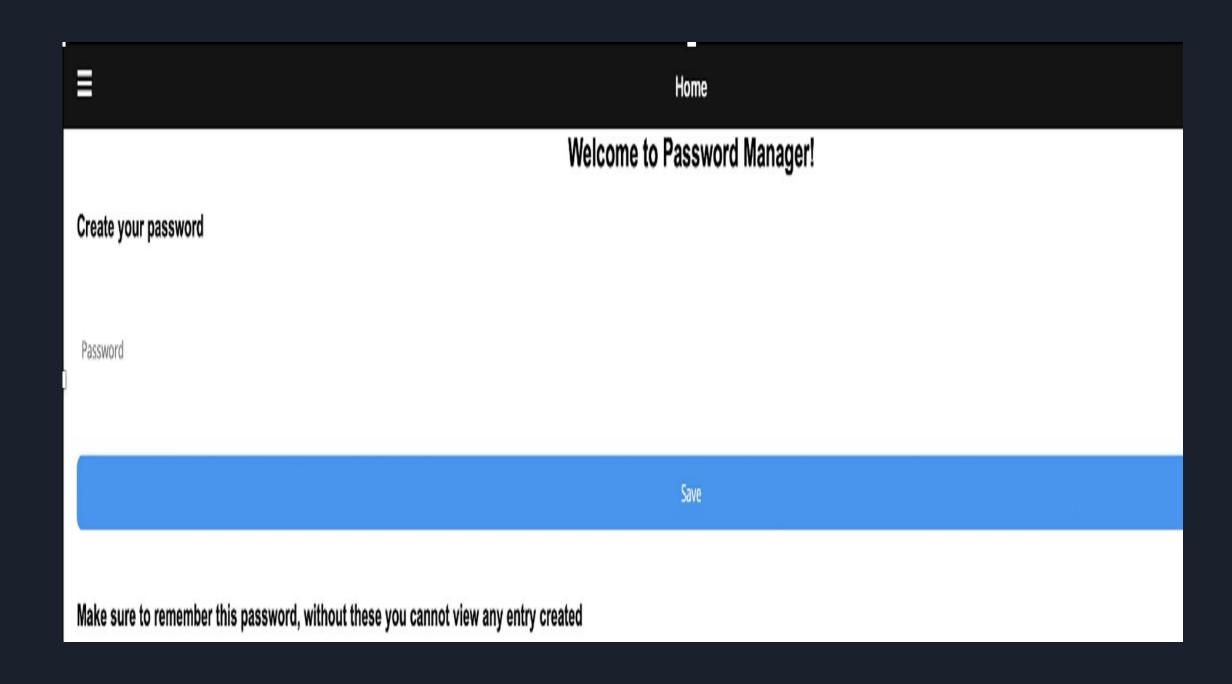
Demonstration

Main Page: Home Page

```
MainPage.xaml.cs > .
         public partial class MainPage : ContentPage
                 InitializeComponent();
                 checkAndNavigate();
              async Task<bool> checkAndNavigate()
                     var savedPassword = Preferences.Get("password", null);
                     if (savedPassword != null)
                        await navigateToNext();
                 catch (Exception e)
             async Task<int> navigateToNext()
                 NavigationPage.SetHasNavigationBar(this, false);
                 Navigation.RemovePage(this);
                 await Shell.Current.GoToAsync("//allpasswords");
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          async Task<int> navigateToNext()
               NavigationPage.SetHasNavigationBar(this, false);
               Navigation.RemovePage(this);
               await Shell.Current.GoToAsync("//allpasswords");
           private async void OnSaveButtonClicked(object sender, EventArgs e)
               var password = passwordEntry.Text;
                  Preferences.Set("password", password);
                  await DisplayAlert("Success", "Password saved!", "OK");
               await navigateToNext();
               }catch(Exception ex)
               await DisplayAlert("Error", ex.Message, "OK");
```

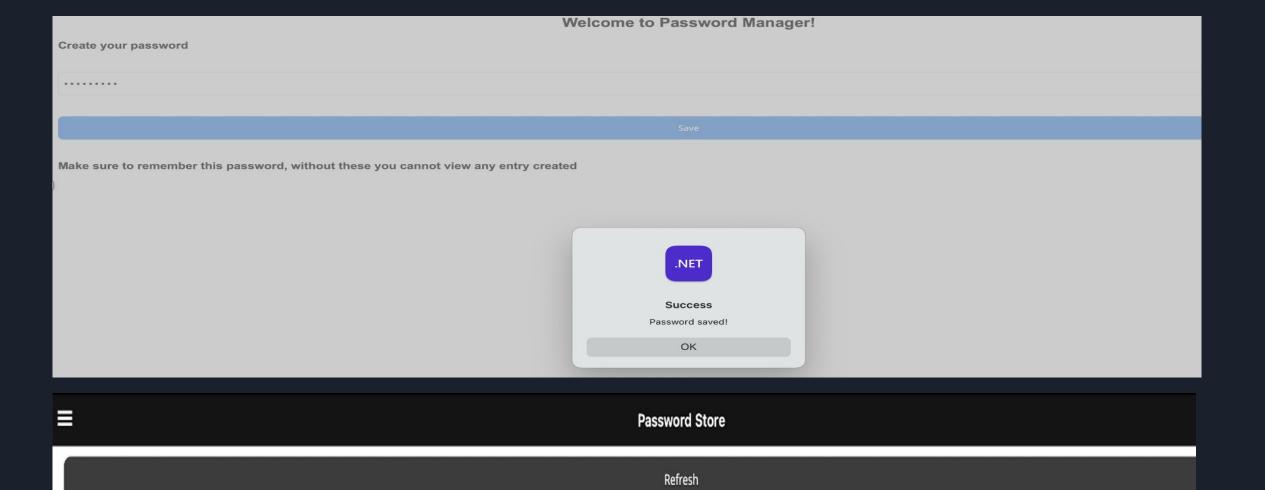


Password Store Page

```
public class BooleanToVisibilityConverter : IValueConverter
              public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
                 if (value is bool boolValue)
                      return boolValue ? Visibility. Visible : Visibility. Collapsed;
                  return Visibility.Collapsed;
              public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)
          public partial class AllPasswordsPage : ContentPage
                 InitializeComponent();
                 BindingContext = App.passwordViewModel;
              void Expander_ExpandedChanged(System.Object sender, CommunityToolkit.Maui.Core.ExpandedChangedEventArgs e)
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```
AllPasswordsPage.xaml.cs > .
 28 public partial class AllPasswordsPage : ContentPage
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         void Expander_ExpandedChanged(System.Object sender, CommunityToolkit.Maui.Core.ExpandedChangedEventArgs e)
          async void Button_Clicked_2(System.Object sender, System.EventArgs e)
             var app = (PasswordViewModel)BindingContext;
             app.removeSingle(int.Parse(btn.ClassId));
             app.initData();
              await DisplayAlert("Alert", "Item Deleted", "Okay");
             var btn = (Button)sender:
             var app = (PasswordViewModel)BindingContext;
              string result = await DisplayPromptAsync("UNLOCK PASSWORD", "Enter the unlock password !");
              var savedPassword = Preferences.Get("password", null);
              if(savedPassword == null)
                  await DisplayAlert("Alert", "No Global Password saved", "Okay");
                 await Shell.Current.GoToAsync("//MainPage");
              if (result == savedPassword)
                 var allAppLists = app.historyOut;
                  var item = allAppLists.First((e) => e.id.ToString() == btn.ClassId);
                  await DisplayAlert($"{item.Title} Password", $"Password : {item.Password}", "Okay");
                  await DisplayAlert("Alert", "BAD PASSWORD", "Okay");
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SQLite Server (Backend)

```
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ViewModel > ♥ DatabaseService.cs > ...
                 public DatabaseService()
                      SQLite.SQLiteOpenFlags.ReadWrite |
                     // create the database if it doesn't exist
SQLite.SQLiteOpenFlags.Create |
                      // enable multi-threaded database access
SQLite.SQLiteOpenFlags.SharedCache;
                public static string dbPath =>
   Path.Combine(Microsoft.Maui.Storage.FileSystem.AppDataDirectory, dbFName);
                 4 references
void refreshDB()
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```
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                   Path.Combine(Microsoft.Maui.Storage.FileSystem.AppDataDirectory, dbFName);
               4 references
void refreshDB()
                        Database.CreateTable<PasswordModel>();
                   refreshDB();
                    return Database.Table<PasswordModel>().ToList();
                public void SaveItemAsync(PasswordModel pass)
                    refreshDB();
 PROBLEMS 19 OUTPUT DEBUG CONSOLE TERMINAL PORTS SEARCH ERROR
 2024-10-15 17:50:51.374 [info] Log level: Info
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Thank you