Implementing the UserAuthenticationSecurityCheck

fork and edit tutorial (https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/8.0/authentication-and-security/user-authentication/security-check.md) | report issue (https://github.ibm.com/MFPSamples/DevCenter/issues/new)

Overview

This abstract class extends CredentialsValidationSecurityCheck and builds upon it to fit the most common use-cases of simple user authentication. In addition to validating the credentials, it creates a **user identity** that will be accessible from various parts of the framework, allowing you to identify the current user. Optionally, UserAuthenticationSecurityCheck also provides **Remember Me** capabilities.

This tutorial uses the example of a security check asking for a username and password and uses the username to represent an authenticated user.

Prerequisites: Make sure to read the CredentialsValidationSecurityCheck (../../credentials-validation/) tutorial.

Jump to:

- Creating the Security Check
- Creating the Challenge
- Validating the user credentials
- Creating the AuthenticatedUser object
- Adding Remember Me functionality
- Configuring the SecurityCheck
- Sample application

Creating the Security Check

Create a Java adapter (../../adapters/creating-adapters) and add a Java class named UserLogin that extends UserAuthenticationSecurityCheck.

```
public class UserLogin extends UserAuthenticationSecurityCheck {
    @Override
    protected AuthenticatedUser createUser() {
        return null;
    }
    @Override
    protected boolean validateCredentials(Map<String, Object> credentials) {
        return false;
    }
    @Override
    protected Map<String, Object> createChallenge() {
        return null;
    }
}
```

Creating the challenge

The challenge is exactly the same as the one described in Implementing the CredentialsValidationSecurityCheck (../../credentials-validation/security-check/).

```
@Override
protected Map<String, Object> createChallenge() {
    HashMap challenge = new HashMap();
    challenge.put("errorMsg",errorMsg);
    challenge.put("remainingAttempts",remainingAttempts);
    return challenge;
}
```

Validating the user credentials

When the client sends the challenge's answer, the answer is passed to validateCredentials as a Map. This method should implement your logic and return true if the credentials are valid.

In this example, credentials are considered "valid" when username and password are the same:

```
@Override
protected boolean validateCredentials(Map<String, Object> credentials) {
  if(credentials!=null && credentials.containsKey("username") && credentials.containsKey("password")){
     String username = credentials.get("username").toString();
     String password = credentials.get("password").toString();
     if(!username.isEmpty() && !password.isEmpty() && username.equals(password)) {
       return true;
     }
     else {
       errorMsg = "Wrong Credentials";
     }
  }
  else{
     errorMsg = "Credentials not set properly";
  }
  return false;
}
```

Creating the AuthenticatedUser object

The UserAuthenticationSecurityCheck stores a representation of the current client (user, device, application) in persistent data, allowing you to retrieve the current user in various parts of your code, such as the challenge handlers or the adapters. Users are represented by an instance of the class AuthenticatedUser. Its constructor receives a id, displayName and securityCheckName.

In this example, we are using the username for both the id and displayName.

1. First, modify the validateCredentials method to save the username:

```
private String userId, displayName;
@Override
protected boolean validateCredentials(Map<String, Object> credentials) {
  if(credentials!=null && credentials.containsKey("username") && credentials.containsKey("passwor
d")){
     String username = credentials.get("username").toString();
     String password = credentials.get("password").toString();
     if(!username.isEmpty() && !password.isEmpty() && username.equals(password)) {
       userId = username;
       displayName = username;
       return true;
    }
    else {
       errorMsg = "Wrong Credentials";
    }
  else{
     errorMsg = "Credentials not set properly";
  }
  return false;
}
```

2. Then, override the createUser method to return a new instance of AuthenticatedUser:

```
@Override
protected AuthenticatedUser createUser() {
   return new AuthenticatedUser(userId, displayName, this.getName());
}
```

You can use | this.getName() | to get the current security check name.

UserAuthenticationSecurityCheck will call your createUser() implementation after a successful validateCredentials.

Adding Remember Me functionality

UserAuthenticationSecurityCheck by default uses the successStateExpirationSec property to determine how long does the success state last; this property was inherited from CredentialsValidationSecurityCheck.

If you want to allow users to stay logged-in past the successStateExpirationSec, and even past the **token expiration**, UserAuthenticationSecurityCheck adds this capability.

UserAuthenticationSecurityCheck adds a property called rememberMeDurationSec whose default value is 0. This means that by default, users are remembered for **0 seconds**, effectively disabling the feature. Change this value to a number that makes sense for your application (a day, a week, a month...).

The feature is also managed by overriding the method rememberCreatedUser(), which returns true by default. Meaning the feature is active by default (granted you changed the duration property).

In this example, the client decides to enable/disable the remember me feature by sending a part of the submitted credentials.

1. First, modify the validateCredentials method to save the rememberMe choice:

```
private String userId, displayName;
private boolean rememberMe = false;
@Override
protected boolean validateCredentials(Map<String, Object> credentials) {
  if(credentials!=null && credentials.containsKey("username") && credentials.containsKey("passwor
d")){
     String username = credentials.get("username").toString();
     String password = credentials.get("password").toString();
     if(!username.isEmpty() && !password.isEmpty() && username.equals(password)) {
       userId = username;
       displayName = username;
       //Optional RememberMe
       if(credentials.containsKey("rememberMe") ){
         rememberMe = Boolean.valueOf(credentials.get("rememberMe").toString());
       }
       return true;
     else {
       errorMsg = "Wrong Credentials";
  }
  else{
     errorMsg = "Credentials not set properly";
  return false;
}
```

2. Then, override the rememberCreatedUser() method:

```
@Override
protected boolean rememberCreatedUser() {
  return rememberMe;
}
```

Configuring the SecurityCheck

In the **adapter.xml** file, add a <securityCheckDefinition> element:

```
<securityCheckDefinition name="UserLogin" class="com.sample.UserLogin">
  cproperty name="maxAttempts" defaultValue="3" displayName="How many attempts are allowed"/>
  cproperty name="failureStateExpirationSec" defaultValue="10" displayName="How long before the client can try again (seconds)"/>
  cproperty name="successStateExpirationSec" defaultValue="60" displayName="How long is a successful state valid for (seconds)"/>
  cproperty name="rememberMeDurationSec" defaultValue="120" displayName="How long is the user remembered when using RememberMe (seconds)"/>
  </securityCheckDefinition>
```

As mentioned previously, UserAuthenticationSecurityCheck inherits all the CredentialsValidationSecurityCheck properties, such as failureStateExpirationSec, successStateExpirationSec, etc.

In addition, a rememberMeDurationSec property can also be configured.

Sample application

To see a sample using this security check, review the below tutorials. Select a platform:

- Implementing the challenge handler in Cordova applications (../cordova)
- Implementing the challenge handler in iOS applications (../ios)
- Implementing the challenge handler in Android applications (../android)
- Implementing the challenge handler in Windows 8.1 Universal and Windows 10 UWP applications (../windows-8-10)