

Custom Authenticator and Login Module

Overview

This tutorial covers how to create a custom authenticator and a login module.

The following topics will be covered:

- How to implement a custom authenticator that collects the username and password by using a request to a predefined URL
- How to implement a custom login module that checks credentials that are received from the authenticator
- How to define a realm that uses your custom authenticator and login module
- How to use this realm to protect resources.

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- [Creating the Client-side Authentication Components](#)

Introduction

The authentication process can be interactive (for example, using a username and password), or non-interactive (for example, header-based authentication).

This process can involve a single-step (a simple user name/password form) or multiple steps (it might have to add a challenge after it issued the first password).

An authentication realm includes the class name of an authenticator and a reference to a login module.

- An authenticator is an entity that collects user information, such as a login form
- A login module is a server entity that validates the retrieved user credentials and builds the user identity

Authentication settings such as realms, authenticators, and login modules are configured in the *authenticationConfig.xml* file that is generated for every MobileFirst project.

An unauthenticated user tries to access the resource that is protected by an authentication realm.



An *authenticator* is called to collect user credentials, that is, the user name and password.



The *Login module* receives the collected credentials and validates them.



If the supplied credentials pass validation, the Login Module creates the *User Identity* object and flags the session as authenticated in a specified realm.

The authenticator, login module, and user identity instances are stored in a session scope. Therefore they exist as long as the session is alive.

You can write custom login modules and authenticators when the default provided ones do not match your requirements.

In previous tutorials, form-based authentication was implemented using a non-validating login module. Adapter-based authentication was also implemented without having to add login modules, and credentials validation was manually ran.

In some cases, though, when credentials validation cannot be run at the adapter-level and requires more complex code, you can implement an extra login module.

For example: When credentials validation must be customized for a specific enterprise, or when more information must be retrieved from each client request, such as cookie, header or user-agent.

Configuring authenticationConfig.xml

In the `realms` section of **authenticationConfig.xml**, define a realm called **CustomAuthenticatorRealm**.

Make sure that it uses **CustomLoginModule**. Specify `MyCustomAuthenticator` as the class name, which will be implemented later.

```
1 <realm name="CustomAuthenticatorRealm" loginModule="CustomLoginModule">
2   <className>com.mypackage.MyCustomAuthenticator</className>
3 </realm>
```

In the `loginModules` section, add a **loginModule** called **CustomLoginModule**.

Specify `MyCustomLoginModule` as the class name, which will be implemented later.

```
1 <loginModule name="CustomLoginModule">
2   <className>com.mypackage.MyCustomLoginModule</className>
3 </loginModule>
```

In the `securityTests` section, add a security test.

Later, this security test will be used to protect the adapter procedure. Therefore, use a `customSecurityTest` element. Remember the security test name because it will be used later.

```
1 <customSecurityTest name="DummyAdapter-securityTest">
2   <test isInternalUserID="true" realm="CustomAuthenticatorRealm" />
3 </customSecurityTest>
```

Creating a custom Java authenticator

The `WorkLightAuthenticator` API includes the following methods:

```
1 void init(Map<String, String> options)
```

The `init` method of the authenticator is called when the authenticator instance is created. It takes the parameters that are specified in the definition of the realm in the **authenticationConfig.xml** file.

```
1 | AuthenticationResult processRequest(HttpServletRequest request, HttpServletResponse response, boolean
```

The `processRequest` method is called for each request from an unauthenticated session.

```
1 | AuthenticationResult processAuthenticationFailure(HttpServletRequest request, HttpServletResponse re
```

The `processAuthenticationFailure` method is called if the `login` module returns a failure of credentials validation.

```
1 | AuthenticationResult processRequestAlreadyAuthenticated(HttpServletRequest request, HttpServletResponse
```

The `processRequestAlreadyAuthenticated` method is called for each request from an already authenticated session.

```
1 | Map<String, Object> getAuthenticationData()
```

The `getAuthenticationData` method is used by a login module to get the credentials that are collected by an authenticator.

```
1 | Boolean changeResponseOnSuccess (HttpServletRequest request, HttpServletResponse response)
```

The `changeResponseOnSuccess` method is called after authentication success. It is used to add data to the response after the authentication is successful.

```
1 | WorkLightAuthenticator clone()
```

The `clone` method is used to create a deep copy of class members.

Create a `MyCustomAuthenticator` class in the **server\java** folder.

Make sure that this class implements the `WorkLightAuthenticator` interface.

```
1 | public class MyCustomAuthenticator implements WorkLightAuthenticator{
```

Add the `authenticationData` map to your authenticator to hold the credentials information. This object is retrieved and used by a login module.

```
1 | private Map<String, Object> authenticationData = null;
```

You must add a dependency on server runtime libraries to use server-related classes, for example, **HttpServletRequest**.

1. Right-click your MobileFirst project and select **Properties**
2. Select **Java Build Path → Libraries** and click **Add Library**
3. Select **Server Runtime** and click **Next**
4. You see a list of server runtimes that are installed in your Eclipse
5. Select one and click **Finish**
6. Click **OK**

The `init` method is called when the authenticator is created. As its parameter, this method takes the map of options that is specified in a realm definition in the **authenticationConfig.xml** file.

```
1 | public void init(Map<String, String> options) throws MissingConfigurationException {  
2 |     logger.info("MyCustomAuthenticator initialized");  
3 | }
```

The `clone` method of the authenticator creates a deep copy of the object members.

```
1 | public WorkLightAuthenticator clone() throws CloneNotSupportedException {  
2 |     MyCustomAuthenticator otherAuthenticator = (MyCustomAuthenticator) super.clone();  
3 |     otherAuthenticator.authenticationData = new HashMap<String, Object>(authenticationData);  
4 |     return otherAuthenticator;  
5 | }
```

processRequest

The `processRequest` method is called for each unauthenticated request to collect credentials.

```

1  public AuthenticationResult processRequest(HttpServletRequest request, HttpServletResponse response)
2  if (request.getRequestURI().contains("my_custom_auth_request_url")){
3      String username = request.getParameter("username");
4      String password = request.getParameter("password");
5      if (null != username && null != password && username.length() > 0 && password.length() > 0){
6          authenticationData = new HashMap<String, Object>();
7          authenticationData.put("username", username);
8          authenticationData.put("password", password);
9          return AuthenticationResult.createFrom(AuthenticationStatus.SUCCESS);
10     } else {
11         response.setContentType("application/json; charset=UTF-8");
12         response.setHeader("Cache-Control", "no-cache, must-revalidate");
13         response.getWriter().print("{\"authStatus\":\"required\", \"errorMessage\":\"Please enter username and pa");
14         return AuthenticationResult.createFrom(AuthenticationStatus.CLIENT_INTERACTION_REQUIRED);
15     }
16 }
17 if (!isAccessToProtectedResource)
18     return AuthenticationResult.createFrom(AuthenticationStatus.REQUEST_NOT_RECOGNIZED);
19 response.setContentType("application/json; charset=UTF-8");
20 response.setHeader("Cache-Control", "no-cache, must-revalidate");
21 response.getWriter().print("{\"authStatus\":\"required\"}");
22 return AuthenticationResult.createFrom(AuthenticationStatus.CLIENT_INTERACTION_REQUIRED);
23 }

```

The `processRequest()` method takes the `request`, `response`, and `isAccessToProtectedResource` arguments. The method might retrieve data from a request and write data to a response, and must return a specific `AuthenticationResult` status as described later.

Reminder: the authenticator collects the credentials for a login module; it **does not** validate them.

```

1  public AuthenticationResult processRequest(HttpServletRequest request, HttpServletResponse response

```

The application sends an authentication request to a specific URL. This request URL contains a `my_custom_auth_request_url` component, which is used by the authenticator to make sure that this request is an authentication request. It is recommended to have a different URL component in every authenticator.

```

1  if (request.getRequestURI().contains("my_custom_auth_request_url")){

```

The authenticator retrieves the username and password that are passed as request parameters.

```

1  String username = request.getParameter("username");
2  String password = request.getParameter("password");

```


The authenticator checks the credentials for basic validity, creates an authenticationData object, and returns **SUCCESS**.

SUCCESS means only that the credentials were successfully collected; after that, the login module is called to validate the credentials.

```
1 | if (null != username && null != password && username.length() > 0 && password.length() > 0){
2 |     authenticationData = new HashMap<String, Object>();
3 |     authenticationData.put("username", username);
4 |     authenticationData.put("password", password);
5 |     return AuthenticationResult.createFrom(AuthenticationStatus.SUCCESS);
6 | }
```

If a problem occurs with the received credentials, the authenticator adds an error message to the response and returns **CLIENT_INTERACTION_REQUIRED**. The client must still supply authentication data.

```
1 | else {
2 |     response.setContentType("application/json; charset=UTF-8");
3 |     response.setHeader("Cache-Control", "no-cache, must-revalidate");
4 |     response.getWriter().print("{\"authStatus\":\"required\", \"errorMessage\":\"Please enter username and pass
5 |     return AuthenticationResult.createFrom(AuthenticationStatus.CLIENT_INTERACTION_REQUIRED);
6 | }
```



The isAccessToProtectedResource argument specifies whether an access attempt was made to a protected resource.

If not, the method returns **REQUEST_NOT_RECOGNIZED**, which means that the authenticator treatment is not required, and can proceed with the request as is.

```
1 | if (!isAccessToProtectedResource)
2 |     return AuthenticationResult.createFrom(AuthenticationStatus.REQUEST_NOT_RECOGNIZED);
```

If the request made to a protected resource does not contain authentication data, the authenticator adds an authStatus:required property to the response, and also returns a **CLIENT_INTERACTION_REQUIRED** status.

```
1 | response.setContentType("application/json; charset=UTF-8");
2 | response.setHeader("Cache-Control", "no-cache, must-revalidate");
3 | response.getWriter().print("{\"authStatus\":\"required\"}");
4 | return AuthenticationResult.createFrom(AuthenticationStatus.CLIENT_INTERACTION_REQUIRED);
```

The authenticator's getAuthenticationData method is used by a login module to get collected credentials.

After the authenticated session is established, all requests are transported through the changeResponseOnSuccess and processRequestAlreadyAuthenticated methods. You can use these methods to retrieve data from requests and to update responses.

```

1 public Map<String, Object> getAuthenticationData() {
2     logger.info("getAuthenticationData");
3     return authenticationData;
4 }

```

The `changeResponseOnSuccess` method is called after credentials are successfully validated by the login module.

You can use this method to modify the response before you return it to the client.

This method must return `true` if the response was modified, otherwise `false` is returned.

Use it to notify a client application about the authentication success.

```

1 public boolean changeResponseOnSuccess(HttpServletRequest request, HttpServletResponse response) {
2     if (request.getRequestURI().contains("my_custom_auth_request_url")){
3         response.setContentType("application/json; charset=UTF-8");
4         response.setHeader("Cache-Control", "no-cache, must-revalidate");
5         response.getWriter().print("{\"authStatus\":\"complete\"}");
6         return true;
7     }
8     return false;
9 }

```

The `processRequestAlreadyAuthenticated` method returns **AuthenticationResult** objects for authenticated requests.

```

1 public AuthenticationResult processRequestAlreadyAuthenticated(HttpServletRequest request, HttpServletResponse response) {
2     return AuthenticationResult.createFrom(AuthenticationStatus.REQUEST_NOT_RECOGNIZED);
3 }

```

If the login module returns an authentication failure, the `processAuthenticationFailure` method is called. This method writes an error message to a response body, and returns the **CLIENT_INTERACTION_REQUIRED** status.

```

1 public AuthenticationResult processAuthenticationFailure(HttpServletRequest request, HttpServletResponse response,
2 String errorMessage) throws IOException, ServletException {
3     response.setContentType("application/json; charset=UTF-8");
4     response.setHeader("Cache-Control", "no-cache, must-revalidate");
5     response.getWriter().print("{\"authStatus\":\"required\", \"errorMessage\":\"" + errorMessage + "\"}");
6     return AuthenticationResult.createFrom(AuthenticationStatus.CLIENT_INTERACTION_REQUIRED);
7 }

```

Creating a custom Java login module

The **WorkLightAuthLoginModule** API includes the following methods:


```
1 | void init(Map<String, String> options)
```

The `init` method of the `login` module is called when the `login` module instance is created. This method receives the options that are specified in the `login` module's definition of the **`authenticationConfig.xml`** file.

```
1 | boolean login(Map<String, Object> authenticationData)
```

The `login` method of the `login` module is used to validate the credentials that are collected by the authenticator.

```
1 | UserIdentity createIdentity(String loginModule)
```

The `createIdentity` method of the `login` module is used to create a `userIdentity` object after validation of the credentials succeeds.

```
1 | void logout()
2 | void abort()
```

The `logout` and `abort` methods are used to clean up cached data after a logout or authentication aborts.

```
1 | WorkLightLoginModule clone()
```

The `clone` method is used to create a deep copy of the class members.

Create a **`MyCustomLoginModule`** class in the **`server/java`** folder. Make sure that this class implements the **`WorkLightAuthLoginModule`** interface.

```
1 | public class MyCustomLoginModule implements WorkLightAuthLoginModule {
```

Add two private class members, `USERNAME` and `PASSWORD`, to hold the user credentials.

```
1 | private String USERNAME;
2 | private String PASSWORD;
```

The `init` method is called when the `login` module instance is created. As its parameter, it takes the map of options that are specified in a login module definition in the **`authenticationConfig.xml`** file.

```
1 | public void init(Map<String, String> options) throws MissingConfigurationException {  
2 | }
```

The `clone` method of the `login` module creates a deep copy of the object members.

```
1 | public MyCustomLoginModule clone() throws CloneNotSupportedException {  
2 |     return (MyCustomLoginModule) super.clone();  
3 | }
```

The `login` method is called after the authenticator returns the **SUCCESS** status.

When called, the `login` method gets an **authenticationData** object from the authenticator.

The `login` method retrieves the username and password that the authenticator previously stored.

In this example, the `login` module validates the credentials against hardcoded values. You can implement your own validation rules. The `login` method returns `true` if the credentials are valid.

If the validation fails, the `login` method can either return `false` or throw a `RuntimeException`. The exception string is returned to the authenticator as an `errorMessage` parameter.

```
1 | public boolean login(Map<String, Object> authenticationData) {  
2 |     USERNAME = (String) authenticationData.get("username");  
3 |     PASSWORD = (String) authenticationData.get("password");  
4 |     if (USERNAME.equals("user") && PASSWORD.equals("12345"))  
5 |         return true;  
6 |     else  
7 |         throw new RuntimeException("Invalid credentials");  
8 | }
```

The `createIdentity` method is called when the `login` method returns `true`. It is used to create a `UserIdentity` object. You can store your own custom attributes in it to use later in Java or adapter code.

```
1 | public UserIdentity createIdentity(String loginModule) {  
2 |     HashMap<String, Object> customAttributes = new HashMap<String, Object>();  
3 |     customAttributes.put("AuthenticationDate", new Date());  
4 |     UserIdentity identity = new UserIdentity(loginModule, USERNAME, null, null, customAttributes, PASSWC  
5 |     return identity;  
6 | }
```

The `UserIdentity` object contains user information. Its constructor is:

```
1  public UserIdentity(String loginModule,  
2      String name,  
3      String displayName,  
4      Set<String> roles,  
5      Map<String, Object> attributes,  
6      Object credentials)
```

The logout and abort methods are used to clean up class members after the user logs out or aborts the authentication flow.

```
1  public void logout() {  
2      USERNAME = null;  
3      PASSWORD = null;  
4  }  
5  public void abort() {  
6      USERNAME = null;  
7      PASSWORD = null;  
8  }
```