Adapter-based authentication

Overview

Adapter-based authentication is the most flexible type of authentication to implement and contains all the benefits of the IBM MobileFirst Platform Foundation Server authentication framework.

When you use adapter-based authentication, you can implement the entire authentication logic, including validation of the credentials, in an adapter by using plain JavaScript.

You can also use any login module as an extra authentication layer.

In this tutorial, an adapter-based authentication mechanism that relies on a user name and a password will be implemented.

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Realms

Add two authentication realms to the realms section of the authenticationConfig.xml file.

These realms use the AuthLoginModule login module, which is defined later.

Using the com.worklight.integration.auth.AdapterAuthenticator class means that the server-side part of the authenticator is defined in the adapter.

Whenever the MobileFirst authentication framework detects an attempt to access a protected resource, an adapter function that is defined in a **login-function** parameter is called automatically.

When logout is detected (explicit or session timeout), a logout-function is called automatically.

In both cases, the parameter value syntax is adapterName.functionName.

LoginModule

Add a login module to the loginModules section of the **authenticationConfig.xml** file and call it AuthLoginModule.

Using a NonValidatingLoginModule class name means that no additional validation is performed by the MobileFirst platform, and the developer takes responsibility for the validation of credentials within the adapter.

Because all authentication-related actions are done in the adapter code, using NonValidatingLoginModule is mandatory for adapter-based authentication.

Security Tests

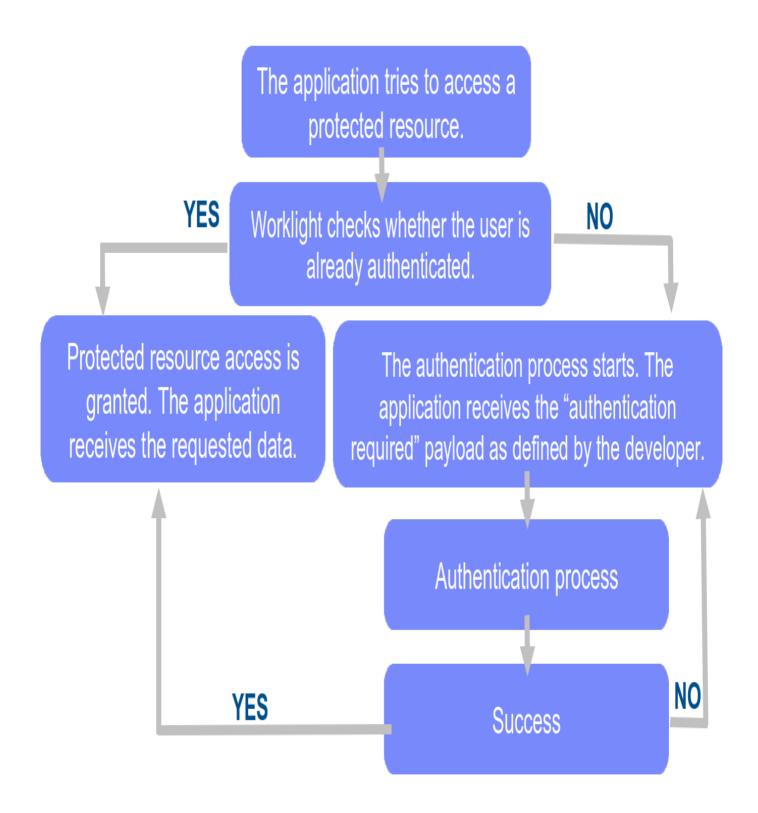
Add security tests to the securityTests section of the authenticationConfig.xml file.

You must use this security test to protect the adapter procedure, so use the customSecurityTest element. Remember the security test names. You must use them in subsequent steps.

```
<customSecurityTest name="SingleStepAuthAdapter-securityTest">
        <test isInternalUserID="true" realm="SingleStepAuthRealm"/>
        </customSecurityTest>
        <customSecurityTest name="DoubleStepAuthAdapter-securityTest"
>
        <test isInternalUserID="true" realm="DoubleStepAuthRealm"/>
        </customSecurityTest>
```

Creating the server-side authentication components

The following diagram illustrates the adapter-based authentication process:



(https://developer.ibm.com/mobileplatform/wp-content/uploads/sites/32/2014/07/09 05 flow diagram.png)

Adapter XML

The sample that is provided with this training module uses two applications and two adapters. The SingleStepAuth application and adapter will be covered here. The DoubleStepAuth application and adapter are an extension of the same technique.

Create an adapter that takes care of the authentication process. Name it **SingleStepAuthAdapter**. The **SingleStepAuthAdapter** includes the following two procedures:

• The submitAuthentication procedure takes care of the authentication process. Note that when the challenge handler invokes the submitAuthentication call, it is responsible for handling all the possible responses. In particular, if the submitAuthentication call returns a challenge, it is passed to the invocation callback, and is not processed by the security framework.

Note: It is required for the "submit" procedure to be unprotected by using the wl_unprotected security test.

• The second procedure, however, is available to authenticated users only

The following diagram shows the flow to implement:



onAuthRequired

Whenever the framework detects an unauthenticated attempt to access a protected resource, the onAuthRequired function is called, as defined in the **authenticationConfig.xml** file.

```
function onAuthRequired(headers, errorMessage){
  errorMessage = errorMessage ? errorMessage : null;
  return {
    authRequired: true,
    errorMessage: errorMessage
};
}
```

The returned object is a **custom** challenge object that is sent to the application.

This function receives the request headers and an optional errorMessage parameter. The object that is returned by this function is sent to the client application.

Note: In the sample, the authRequired:true property in the challenge handler detects that the server is requesting authentication.

submitAuthentication

The submitAuthentication function is called by a client application to validate the user name and password.

```
function submitAuthentication(username, password){
  if (username==="user" && password === "user"){
    var userIdentity = {
        userId: username,
        displayName: username,
        attributes: {
        foo: "bar"
      }
    };
    WL.Server.setActiveUser("SingleStepAuthRealm", userIdentity);
    return {
        authRequired: false
    };
    }
    return onAuthRequired(null, "Invalid login credentials");
}
```

The user name and password are received from the application as parameters. In this sample, the credentials are validated against some hardcoded values, but any other validation mode is valid, for example by using SQL or web services.

If the validation passed successfully, the WL.Server.setActiveUser method is called to create an authenticated session for the SingleStepAuthRealm, with user data stored in a userIdentity object. You can add your own custom properties to the user identity attributes.

An object ({authRequired: false}) is sent to the application, stating that the authentication screen is no

longer required.

If the credentials validation fails, an object that is built by the onAuthRequired function is returned to the application with a suitable error message.

getSecretData

For training purposes, the getSecretData function returns a hardcoded value. Keep in mind that getSecretData is protected by a security test, as defined in the adapter XML.

```
function getSecretData(){
  return {
    secretData: "Very very very secret data"
  };
}
```

onLogout

The onLogout function is defined in the **authenticationConfig.xml** file to be called automatically after a logout, for example to perform a cleanup. This step is optional.

```
function onLogout(){
  WL.Logger.debug("Logged out");
}
```