

Form-based authentication in native Android applications

fork and edit tutorial (<https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/>) | report issue (<https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/issues/new>)

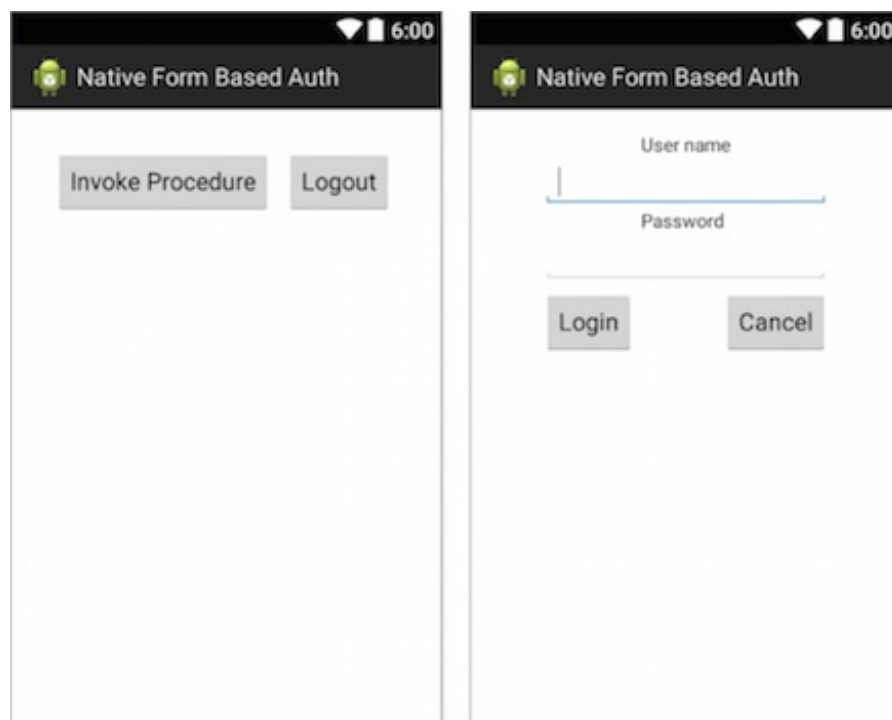
Overview

This tutorial explains how to implement the client-side of form-based authentication in native Android.

Prerequisite: Make sure that you read the Form-based authentication (../) tutorial first.

Implementing the client-side authentication

- Create a native Android application and add the MobileFirst native APIs as explained in the Configuring a native Android application with the MobileFirst Platform SDK (../../hello-world/configuring-a-native-android-application-with-the-mfp-sdk/) tutorial.
- Add an activity which handles and presents a login form.



Challenge Handler

- Create a `MyChallengeHandler` class as a subclass of `ChallengeHandler`.

```
public class AndroidChallengeHandler extends ChallengeHandler
```

- Call the `super` method:

```
public AndroidChallengeHandler(String realm) {
    super(realm);
}
```

- Add an implementation of the following `ChallengeHandler` methods to handle the form-based challenge:

1. **`isCustomResponse` method:**

The `isCustomResponse` method is invoked each time a response is received from the MobileFirst Server. It is used to detect whether the response contains data that is related to this challenge handler. It must return either `true` or `false`.

The default login form that returns from the MobileFirst Server contains the `j_security_check` string. If the response contains the string, the challenge handler returns `true`.

```
public boolean isCustomResponse(WLResponse response) {
    if (response == null || response.getResponseText() == null ||
        response.getResponseText().indexOf("j_security_check") == -1)
    {
        return false;
    }
    return true;
}
```

2. **`handleChallenge` method:**

If `isCustomResponse` returns `true`, the framework calls the `handleChallenge` method. This function is used to perform required actions, such as hiding the application screen and showing the login screen.

```
public void handleChallenge(WLResponse response){
    if (!isCustomResponse(response)) {
        submitSuccess(response);
    } else {
        cachedResponse = response;
        Intent login = new Intent(parentActivity, LoginFormBasedAuth.class)
        ;
        parentActivity.startActivityForResult(login, 1);
    }
}
```

3. **`onSuccess` and `onFailure` methods:**

At the end of the authentication flow, `onSuccess` or `onFailure` will be triggered

Call the `submitSuccess` method in order to inform the framework that the authentication process completed successfully and for the `onSuccess` handler of the invocation to be called.

Call the `submitFailure` method in order to inform the framework that the authentication process failed and for the `onFailure` handler of the invocation to be called.

```

public void onFailure(WLFailResponse response) {
    submitFailure(response);
}
public void onSuccess(WLResponse response) {
    submitSuccess(response);
}

```

submitLoginForm

When the user taps to submit the credentials, you need to call the `submitLoginForm` method in order to send the `j_security_check` string and the credentials to the MobileFirst Server.

For example, in here we implemented a `submitLogin` method that called by the MainActivity after the login process is completed.

```

public void submitLogin(int resultCode, String userName, String password, boolean back){
    if (resultCode != Activity.RESULT_OK || back) {
        submitFailure(cachedResponse);
    } else {
        HashMap<String, String> params = new HashMap<String, String>();
        params.put("j_username", userName);
        params.put("j_password", password);
        submitLoginForm("/j_security_check", params, null, 0, "post");
    }
}

```

The Main Activity

In the sample project, in order to trigger the challenge handler we use the `WLClient invokeProcedure` method.

The protected procedure invocation triggers MobileFirst Server to send the challenge.

- Create a `WLClient` instance and use the `connect` method to connect to the MobileFirst Server:

```

final WLClient client = WLClient.createInstance(this);
client.connect(new MyConnectionListener());

```

- In order to listen to incoming challenges, make sure to register the challenge handler by using the `registerChallengeHandler` method:

```

challengeHandler = new AndroidChallengeHandler(this, realm);
client.registerChallengeHandler(challengeHandler);

```

- Invoke the protected adapter procedure:

```
URI adapterPath = new URI("/adapters/AuthAdapter/getSecretData");  
WLResourceRequest request = new WLResourceRequest(adapterPath,WLResourceRequest.GET);  
request.send(new MyResponseListener());
```

Sample application

Click to download (<https://github.com/MobileFirst-Platform-Developer-Center/FormBasedAuth/tree/release71>) the MobileFirst project.

Click to download (<https://github.com/MobileFirst-Platform-Developer-Center/FormBasedAuthAndroid/tree/release71>) the Native project.

- The `FormBasedAuth` project contains a MobileFirst native API that you can deploy to your MobileFirst server.
- The `FormBasedAuthAndroid` project contains a native Android application that uses a MobileFirst native API library.
- Make sure to update the `wlclient.properties` file in the native project with the relevant server settings.

