**Security Functionality of the System**

**Authentication**
This is currently not implemented. We have a user signup page, a login page and models for the user but they do not rely on any persistent state and do not perform any checks.

**Authorization**
This is currently not implemented. We do have some checks for whether the user has the right privileges but they always return false as of now. The checks are done on the server side by querying the database. We also have a page where editors can share files with other users, i.e. they can change the authorizations of other users with regard to those files. However this is not hooked up to the backend so this is not persistent. We also do not have sanity checks (e.g. users should not be able to remove themselves as an editor), which will be done on the server side.

**Audit**
This is currently not implemented. We have integrated our logging functions on the client side so that all actions successfully executed by the server will be logged in the server. We also have a log viewer for individual files and folders. We do not have a log viewer for users since we have not implemented any admin functionality yet.

**Confidentiality**
This is currently not implemented. As we have no persistent state and little server-client communication, there is nothing to keep confidential. We only display files and folders that users have access to. (We populate a dummy list for now, but once we hook the client backend to the server backend this will automatically be correctly populated.) Nevertheless, we have included helper functions to ensure that the names of files do not run the risk of causing SQL injection. However, these functions are yet to be fully implemented.

**Integrity**
This is currently not implemented. As we have no persistent state and little server-client communication, there is no integrity to protect. We only allow users to edit, rename, overwrite or delete files and folders if the server side check shows that they have the permission to. (The client backend is not hooked up to the server backend so this check currently returns true so we can test the GUI.)