

Email/Password Authentication

We store a record in a database with the user's email and password

When the user tries to login, we compare email/pw with whats stored in DB

A user is 'logged in' when they enter the correct email/pw

OAuth Authentication

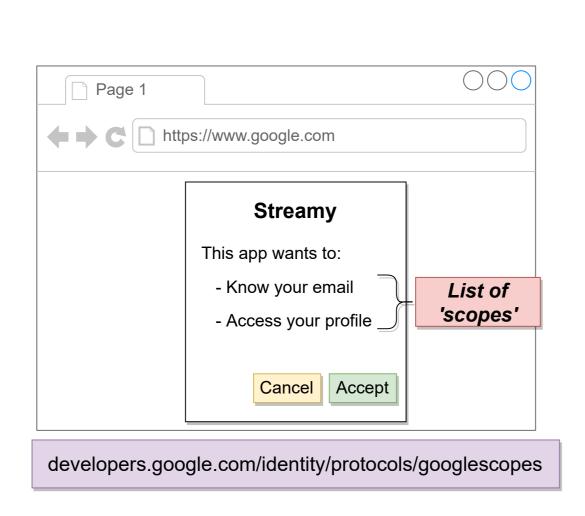
User authenticates with outside service provider (Google, Linkedin, Facebook)

User authorizes our app to access their information

Outside provider tells us about the user

We are trusting the outside provider to correctly handle identification of a user

OAuth can be used for (1) user identification in our app and (2) our app making actions on behalf of user



OAuth for Servers

OAuth for JS Browser Apps

Results in a 'token' that a server can use to make requests on behalf of the user

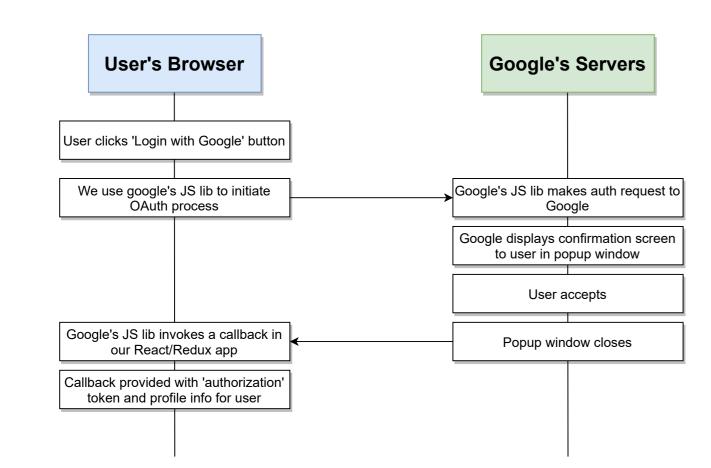
Usually used when we have an app that needs to access user data when they are not logged in Usually used when we want to authenticate a user in

Difficult to setup because we need to store a lot of info about the user

our app

Results in a 'token' that a browser app can use to make requests on behalf of the user

Usually used when we have an app that only needs to access user data while they are logged in Very easy to set up thanks to Google's JS lib to automate flow



Steps for Setting Up OAuth

Create a new project at console.developers.google.com/

Generate an OAuth Client ID

Set up an OAuth confirmation screen

Install Google's API library, initialize it with the OAuth Client ID

Make sure the lib gets called any time the user clicks on the 'Login with Google' button

developers.google.com/api-client-library/javascript/reference/referencedocs

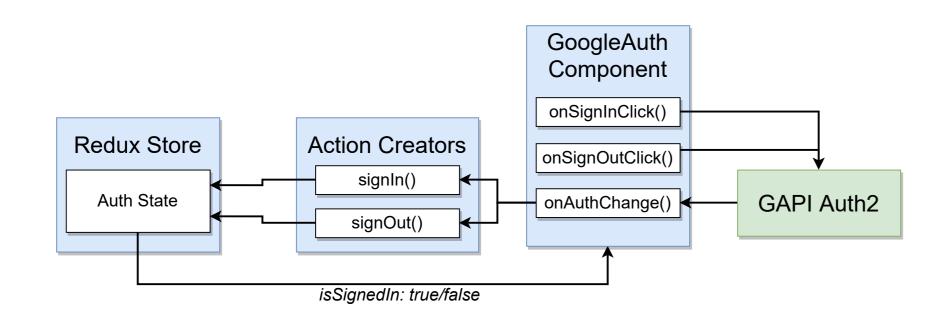
Or search for 'gapi documentation'

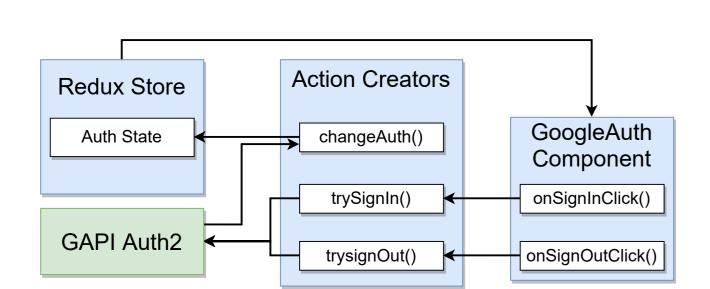
Auth Component

Get a reference to the 'auth' object after it is initialized

Print their authentication status on the screen

Figure out if the user is currently signed in





github.com/zalmoxisus/redux-devtools-extension

localhost:3000?debug_session=<some_string>

Saves all data in Redux Store between refreshes of the page