Comp 322/422 - Software Development for Wireless and Mobile Devices

Fall Semester 2018 - Week 13

Dr Nick Hayward

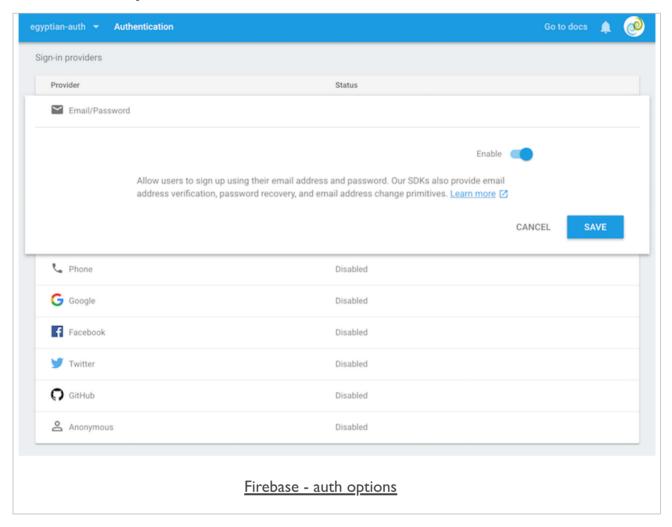
Cordova & React Native - Authentication

Firebase - setup authentication

- part of using authentication with Firebase
 - need to explicitly configure this option in the Console Dashboard
- need to setup the sign-in method for a particular database
- select various options and providers, including
 - email and password
 - phone
 - Google
 - Facebook
 - Twitter
 - GitHub
 - and Anonymous

Image - Firebase

authentication options



Cordova Login Form

HTML for this type of form might be as follows,

```
<form id="fb-login">
    <input type="text" value="add your username" />
    <input type="password" />
    <button id="submit-login">login</button>
</form>
```

• for single sign-in, e.g. Google, add a login button

```
<button id="submit-login">login</button>
```

Cordova - test form logic

- then add some initial JavaScript logic
 - test the form and the submit login button
- need to test a click event listener for the button
- define a callback for successful login and error handling

```
document.getElementById('submit-login').addEventListener('click', () => {
   console.log('login button clicked');
});
```

Auth routing

- another requirement for authentication
 - correct routing of the authentication request
- if a user's login is successful
 - they need to be redirected back to the app
- if a user's login is unsuccessful
 - user may be redirected back to the login page
 - user may be shown an appropriate error message
- another consideration for routing
 - authenticated access to an app's content
- user should be able to view all public material
 - plus any material appropriate to their authenticated status

Firebase Auth - sign-in method

- Firebase authentication requires initial configuration of settings
 - configure and update using online console
 - plus various properties defined in the host app
- add required sign-in methods
 - need to modify the default config to enable this feature
 - in the Firebase console
 - o select Authentication in left menu for required database
 - o select tab for Sign-in Method provides various options for user authentication
 - start by selecting Google authentication
 - enable authentication service

Firebase Auth - provider

- in JavaScript config file for Firebase
 - need to define the required provider for our app
- e.g. for Google sign-in method on the Firebase console
 - need to define a provider for this service in our app

```
// AUTH - define provider
const googleProvider = new firebase.auth.GoogleAuthProvider();
```

- usage is defined in the Firebase docs,
 - Firebase Auth docs Google Provider
- we may also see similar examples for Facebook, GitHub, Twitter, &c.

Firebase Auth - auth state change

- Firebase provides various methods for working with authentication
- relative to firebase object in our app's JavaScript
 - we may call auth() with various additional methods
 - allows us to check a user's login state
- e.g. check state of a user's authentication request and return

```
// provides listener for user authenication
// checks if a user is logged in or not...
firebase.auth().onAuthStateChanged((user) => {
    if (user) {
        console.log('user logged in');
    } else {
        console.log('user logged out');
    }
});
```

- this example provides a listener
- logs to the console the state of user logins to the application
- as the app starts
- initially see result of query to Firebase for current user's login state
- prevents unauthorised access to restricted data &c.
- helps reduce login requests to remote service...

Firebase Auth - auth login

- then call the following function
 - starts login process for Google authentication

```
// start login call to return sign-in...
const startLogin = () => {
    return firebase.auth().signInWithRedirect(googleProvider);
};
```

- if a user is not currently logged in
 - function will show a screen with option to login
 - e.g. with Google account...
- the app's auth state will again be checked
- test this login call with the login button in our app
 - e.g.

```
document.getElementById('submit-login').addEventListener('click', startLogin);
```

Firebase Auth - auth login

- a successful login will redirect the user back to the app
 - auth state listener will be updated, e.g. log to console
- successful login may be persisted as needed
- we may also check authenticated users in app's Firebase console
 - select the Authentication option
 - then the Users tab
- lists all of the currently authenticated users for the app
 - e.g. successful user logins

Firebase Auth - auth logout

- to allow a user to logout, start by adding an explicit logout button
 - e.g.

```
<button id="submit-logout">logout</button>
```

- we may set this button to only show when a user is logged in
 - then hide after logging out...
- button will be called with a standard event listener
 - executes a logout function

```
// start logout call to return sign-out...
const startLogout = () => {
    return firebase.auth().signOut();
};
```

Cordova app usage

- we may now allow a user to login and logout of the application
 - e.g. with the Google provider service with Firebase
- we need to setup our example app to use the authenticated status
 - e.g. authentication relative to permissions and access
- define what an authenticated user may access and view within the app
- need to define and setup specific requirements for Cordova app
 - e.g. plugins, config, app usage...

Cordova app usage - initial Firebase setup

- after creating a Firebase app & adding authentication options
 - e.g. Google Sign-in
- need to enable specific native SDK support in Firebase
 - e.g. setup an Android app for the hosted Firebase project
- in the Settings options for the current Firebase project
 - add any require apps in the Your App section
- gives us the option to add support for Firebase in various apps
 - e.g. Android, iOS, and Web app
- select option to add Android support, and complete required fields, e.g.
 - app nickname basic-fbauth
 - package name com.ancientlives.fbauth
 - •

Cordova app usage - enable Firebase Dynamic Links

- a notable difference between Firebase Authentication with web and Cordova
 - the use of a redirect instead of the expected popup
- Firebase requires each project to enable **Dynamic Links**
 - permits an app to redirect a user's authentication and custom token
- further details may be found at the following URL,
 - https://firebase.google.com/docs/dynamic-links/
- use the following link to select a project to use with Dynamic Links
 - https://console.firebase.google.com/project/_/durablelinks/links/
- after adding Dynamic Links
 - need to record domain created for current Firebase project, e.g.
 - https://myproject.page.link

Cordova app usage - setup app

- after creating a Cordova app, adding support for the required platforms...
- need to install the following plugins for authentication support

```
# plugin for build info (app name, ID...)
cordova plugin add cordova-plugin-buildinfo --save
# plugin handles Universal Links (Android app link redirects)
cordova plugin add cordova-universal-links-plugin --save
# plugin handles opening secure browser views on iOS/Android mobile devices
cordova plugin add cordova-plugin-browsertab --save
# plugin handles opening a browser view in older versions of iOS and Android
cordova plugin add cordova-plugin-inappbrowser --save
# plugin handles deep linking through Custom Scheme for iOS
# & adds *com.firebase.cordova* in an iOS bundle ID...
cordova plugin add cordova-plugin-customurlscheme --variable \
URL_SCHEME=com.firebase.cordova --save
```

Cordova app usage - update config.xml

- then, we need to update config.xml to work with Dynamic Links
 - e.g.

```
<universal-links>
  <host name="myproject.page.link" scheme="https" />
  <host name="myproject.firebaseapp.com" scheme="https">
        <path url="/__/auth/callback" />
        </host>
  </universal-links>
```

Cordova app usage - update for Android

- specific to an Android app
- need to update the manifestWriter.js file in the following install directory
- ./plugins/cordova-universal-links-plugin/hooks/lib/android/
- need to update it as follows

from

```
var pathToManifest = path.join(cordovaContext.opts.projectRoot,
    'platforms', 'android', 'cordovaLib', 'AndroidManifest.xml');
```

to

```
var pathToManifest = path.join(
    cordovaContext.opts.projectRoot,
    'platforms',
    'android',
    'app',
    'src',
    'main',
    'AndroidManifest.xml');
```

- we may then add the required JS logic to the Cordova app
 - test authentication with Firebase and Google sign-in

Cordova app usage - redirecting a user

- as a user logs in and logs out of an application
 - need to ensure they are redirected correctly
 - to appropriate content, page, or screen for their authentication status
- e.g. a user might be redirected to their account page after logging in
 - then to the home page upon logout
- with explicit routing frameworks, we may define such pages or screens
 - including custom stack navigation...
- we may also restrict access relative to log in status
 - e.g. user, editor, admin...

Cordova app usage - user access

- for a single page app
 - we may restrict certain content relative to a user's authentication status
- a simple test of this status may be executed
 - test in the state listener for Firebase authentication
 - e.g.

```
// provides listener for user authenication
// checks if a user is logged in or not...
firebase.auth().onAuthStateChanged((user) => {
    if (user) {
        loginBtn.style.display = 'none';
        logoutBtn.style.display = 'inline';
        console.log('user logged in');
    } else {
        loginBtn.style.display = 'inline';
        logoutBtn.style.display = 'none';
        console.log('user logged out');
    }
});
```

- now modifying value of display property for each button
 - updated relative to a user's authentication status
- shows appropriate button to user dependent upon their auth state
- we might show certain content and options for an authenticated user
- or execute an async query for that user to the Firebase data store...

Cordova app usage - app content

- one option we may test is simply showing and hiding content
- relative to a user's auth state
- e.g. a user logs into the app
 - content is queried from the connected Firebase datastore
 - app's UI is then updated with this content

```
// provides listener for user authenication
// checks if a user is logged in or not...
firebase.auth().onAuthStateChanged((user) => {
    const output = document.getElementById('fb-content');
    if (user) {
        loginBtn.style.display = 'none';
        logoutBtn.style.display = 'inline';
        outputData(output);
        console.log('user logged in - data output');
    } else {
        loginBtn.style.display = 'inline';
        logoutBtn.style.display = 'none';
        clearData(output);
        console.log('user logged out - data output removed');
    }
});
```

Cordova app usage - async data loading

- as data is loaded asynchronously from Firebase
 - only loaded in app when a user has logged in successfully
 - e.g.

```
// get ref in db once
// call forEach() on return snapshot
// push values to local array
// unique id for each DB parent object is `key` property on snapshot
function loadData() {
 // get data from FB
   const data = db.ref('egypt/ancient_sites')
      .once('value')
     .then((snapshot) => {
       const sites = [];
       snapshot.forEach((siteSnapshot) => {
         sites.push({
           id: siteSnapshot.key,
           ...siteSnapshot.val()
         });
       });
            return sites;
        // return data Promise
       return data;
```

Cordova app usage - output data

- then call the then() method in the outputData() function to update the UI
 - e.g.

```
// prepare data from loadData() for rendering
function outputData(elem) {
    // use data Promise - append to DOM...
    const output = loadData().then((data) => {
        for (site in data) {
            const p = document.createElement('p');
            const title = document.createTextNode(data[site]['title']);
            p.appendChild(title);
            elem.appendChild(p);
        }
    });
    // return the generated output for rendering...
    return output;
}
```

- we might then abstract this further with separate functions and logic
 - e.g. render updates, element building, validation &c.

Cordova app usage - clear data

- as a user logs out of the app
 - need a function to delete the rendered content
 - e.g.

```
// check child nodes relative to passed element
function clearData(elem) {
    // check passed element for child nodes
    while (elem.firstChild) {
        // remove child...
        elem.removeChild(elem.firstChild);
    }
}
```

- checks passed element for child nodes
- while they exist, simply remove them from the UI
- deletes the required app content

React Native - app usage

- various options for adding authentication to a React Native app
- for Firebase authentication, we may consider the following options
 - Firebase
 - React Native Firebase
- React Native Firebase offers a complete solution for working with Firebase services
- e.g. React Native Firebase includes a starter boilerplate app
 - includes support for each service available with minimal configuration
- we may also consider OAuth 2.0 options, e.g.
 - React Native OAuth

React Native - fetching data

HTML5 Fetch API - intro

- React Native also provides support for the developing HTML5 Fetch API
- also use other JS libraries such as axios or standard XMLHttpRequest
 - no CORS (cross-origin resource sharing) issues with React Native
- use for network based queries, API requests, and so on...
- start with a simple query structure with fetch

```
fetch('https://your-server/api/getnotes.json')
```

- Fetch API with return a promise
 - we can then chain to then ()
 - or perhaps use with async or await using ES6 JavaScript
- might also add a second paremeter to this fetch query

```
fetch('https://your-server/api/getnotes.json', {
  method: 'POST',
  headers: {
    ...
  },
  body: JSON.stringify({
    ...
  })
})
```

React Native - fetching data

HTML5 Fetch API - working with the data

- response from a Fetch request will return a Blob
- response contains metadata
- access return data using a promise chain &c.

```
fetch('https://your-server/api/getnotes.json')
   .then(result => result.json())
   .then(yourData => this.setState({
     yourData
     })
   )
   .catch(error => {
     console.error(error);
   });
```

Mobile Design & Development - Authentication

Fun Exercise

Four apps with variant login and logout designs,

- Login designs http://linode4.cs.luc.edu/teaching/cs/demos/422/gifs/login/
 - Animation
 - Colour
 - Slide
 - Transition

For each design, consider the following

- ease of use
 - e.g. recognition of usage, options, variant logins...
- did aesthetics help with login options?
- from a developer perspective
 - what is required as the user logs into the app or service?
 - what is the relationship between the login option and app's data?
- which login option do you find intuitive?
 - which do you prefer?

~ 10 minutes

References

- Cordova
 - Cordova plugin Firebase Auth
 - Cordova, OAuth, & Firebase
- React & React Native
- React DevTools
- React Native Firebase
- React Navigation
- Various
 - Firebase database rules
 - MDN Fetch API
 - NPM Firebase
 - XMLHttpRequest