

```
package model;

import data.Database;

import java.util.Scanner;

/**
 *
 * This class' purpose is to allow authentication for users.
 * The constructor's purpose is to set the active user to null which
 * then will be modified by the login method (see UserInterace.login).
 * Since only one user can be logged-in at once, the static User variable
 * is set globally and accessible via the public getter getActiveUser();
 * below.
 *
 */
public class Auth {
    static Scanner input = new Scanner(System.in);
    private static User activeUser;

    // To Do: needed?
    public Auth() {
        activeUser = null;
    }

    /**
     * Set the activeUser.
     */
    public static void setActiveUser(User newActiveUser) {
        activeUser = newActiveUser;
    }

    /**
     * Retrieve the activeUser.
     *
     * @return activeUser
     */
    public static User getActiveUser() {
        return activeUser;
    }

    /**
     * DEBUG FUNCTION
     *
     * Logs in a user with a specific id automatically to test the
     * application
     * more rapidly.
     * Sets the activeUser variable.
     *
     * @param id The id of the user you want to log in as.
     */
    public static void autoLogin(int id) {
        activeUser = null;
        for ( User user : Database.getUsers() ) {
            if ( user.getId() == id ) {
                activeUser = user;
            }
        }
    }
}
```

```
    }  
}
```