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What is MyPass?

MyPass is a password management software designed to securely store and manage sensitive data such as login credentials, credit card information, personal identity details, and secure notes. Users can register, create a master strong password, and manage sensitive information in a secure vault. Key features include password suggestions, secure data masking, data unmasking options, and automatic locking for inactivity. MyPass aims to enhance user security with password management while ensuring ease of use and data protection.











Demo time!













Technology & Contributions







What did we use?

React

For building the user interface and managing component states.



Firebase

Used for user authentication and storing user data securely in the cloud.

Zustand

State management solution for handling global state across the app.



A component library for building a responsive, accessible, and customizable UI.







Contribution Breakdown

Who did what?

<u>Heba</u>	Authentication with Singleton Pattern, Proxy Pattern for masking/unmasking, Observer Pattern for expiration date notifier. Firebase and Repo setup. Overall app functionalities like adding, editing, and deleting data.
Celine	Chain of Responsibility Pattern for recovering password. Mediator Pattern for UI communication on login page. Database schema diagram.
<u>Afrah</u>	Builder pattern for creating complex passwords. Observer pattern for warning of weak password.









Contribution Breakdown

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UML Diagrams







Singleton

Authentication

Zustand, by design, creates a single global store that is shared across your entire application. When we use the create function, it creates a single instance of the store that can be accessed via the useAuthStore hook, ensuring the state is globally accessible and consistent across the app.

useAuthStore - user + login(user): void + logout(): void + setUser(user): void

import useAuthStore from "../store/authStore";



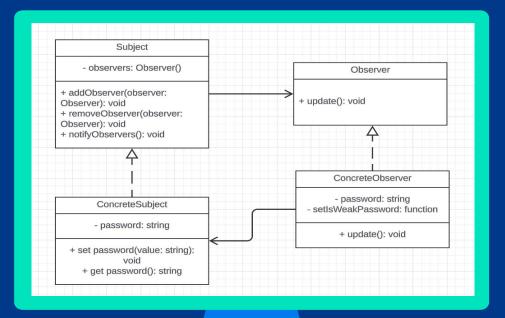




Observer

Weak password

The **Observer** interface defines the update() methods, implemented by ConcreteObserver. The Subject class manages a list of observers, and ConcreteSubject, which extends Subject, notifies observers of state changes. The ConcreteObserver depends on **ConcreteSubject** for updates, and both are directly associated, with ConcreteSubject implementing Subject and **ConcreteObserver** implementing Observer.



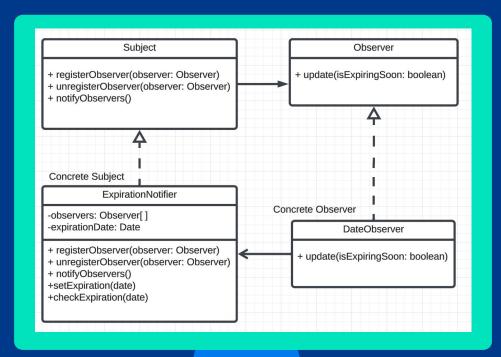




Observer

ExpirationNotifications

This diagram illustrates the Observer Pattern with a Subject class defining methods to manage and notify observers. ExpirationNotifier implements the subject, tracking an expirationDate and notifying observers when it changes. The Observer class defines an update() method, implemented by DateObserver, which reacts to updates using a callback.





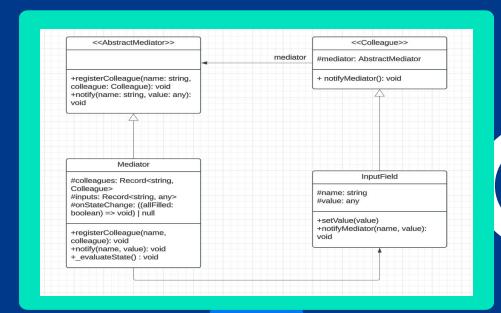




Mediator

UI Communication

The Mediator pattern is used to coordinate interactions between input fields in a login form, ensuring the "Log in" button is enabled only when both fields are filled. The **AbstractMediator** class defines the interface, while **Mediator** handles the state of input fields and triggers updates. **InputField**, extending Colleague, represents individual inputs and notifies the **Mediator** when their values change.



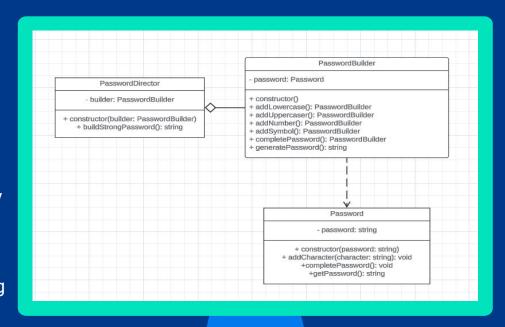




Builder

Generate Password

The **Password** class manages the password string and its modifications. The **PasswordBuilder** class provides methods to construct the password by adding characters such as lowercase letters, uppercase letters, numbers, and symbols. The **PasswordDirector** class oversees the creation of a strong password by directing the builder. The Password class has a dependency on the PasswordBuilder, and the PasswordDirector has an aggregation relationship with the PasswordBuilder.

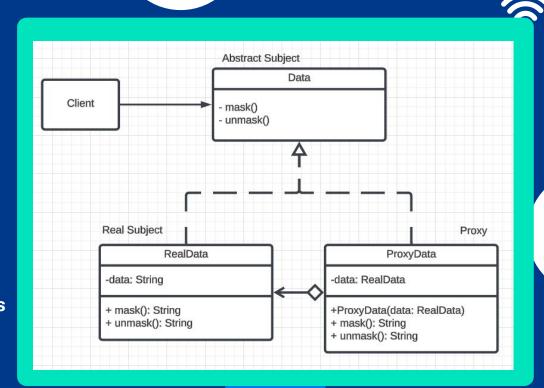




Proxy

Data Masking

This diagram shows an abstract Data class with mask() and unmask() methods. RealData extends Data, implementing these methods by masking with asterisks and unmasking to reveal the data. ProxyData, also extending Data, acts as a proxy for RealData, delegating the mask() and unmask() calls to it, controlling access to the real data.







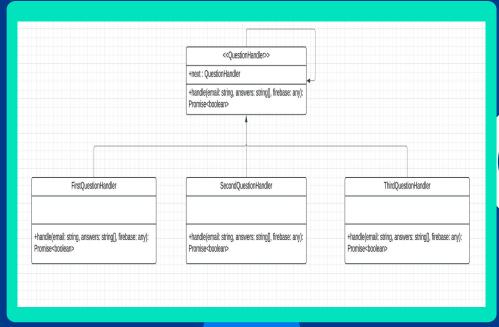
Chain of Responsibility

Recovery

The QuestionHandler class is an abstract base class that sets up a structure for handling security questions during password recovery. It includes a constructor to link handlers in a chain and an abstract handle() method that must be implemented by subclasses.

FirstQuestionHandler, SecondQuestionHandler, and ThirdQuestionHandler extend

QuestionHandler and implement handle() to validate answers against specific questions in Firebase. Each handler checks an answer and, if correct, passes processing to the next handler. If an answer is incorrect, the handler logs an error and returns false, stopping the chain.











Database Schema











uid	string PK	- U	uid	string FK
email	string	n l	name	string
masterPassword	string	p	password	string
createdAt	int	u	ırl	string
astLogin	int	u	ısername	string
licenseExpiration	string			
licenseNumber string			cards	
passportExpiration passportNumber ssn securityAnswer1 securityAnswer2 securityAnswer3	string string string string string string string	C	aid cardNumber cvv expiryDate name	string FK string string string string
		U	notes uid	string FK





string

content



05

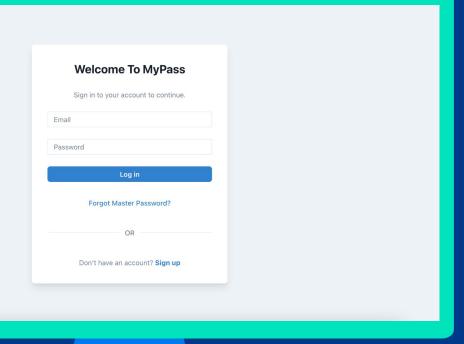
Interface Screenshots







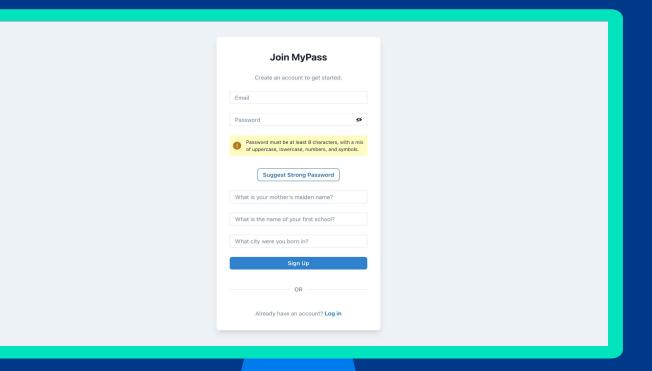
Login Screen







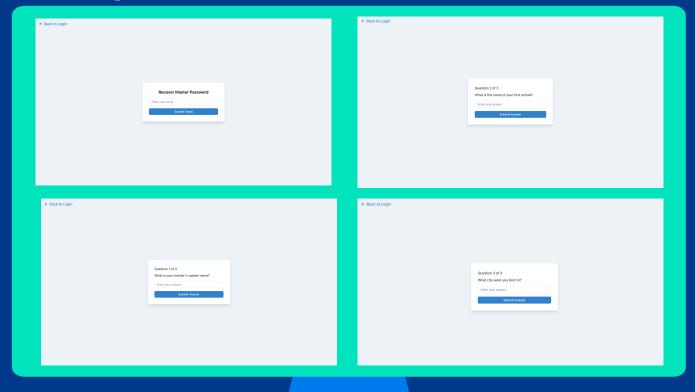
Register Screen







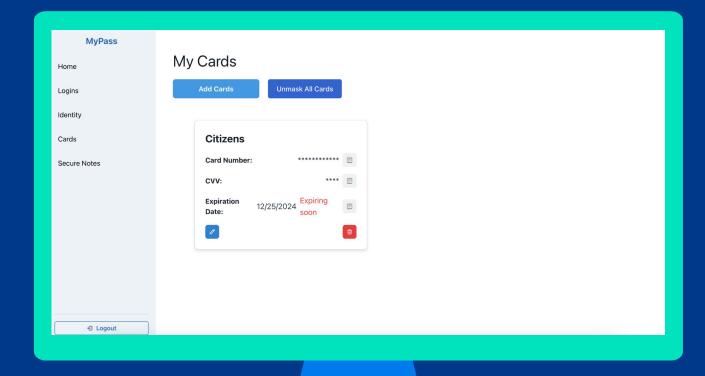
Recovery Screen







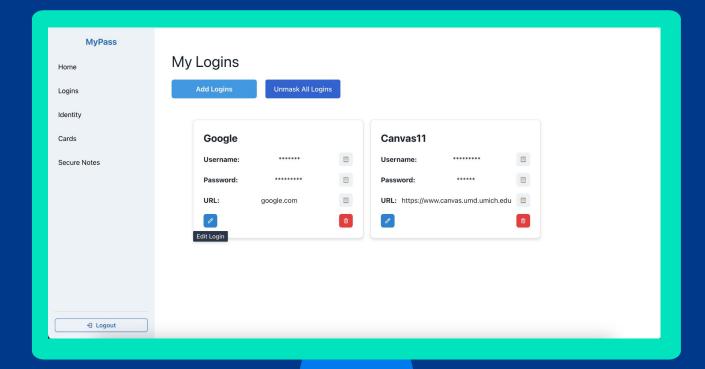
Cards Page







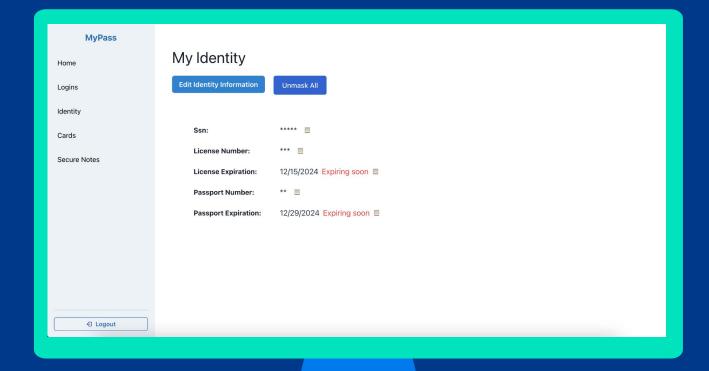
Logins Page







Identity Page







Notes Page

