

Building Authorization Server

Registering new Client Applications

Client Application

- Confidential Client 
- Public Client 

Resoure Server

// Later

Authorization Server

- Authorizes client application
- Issues access tokens

Realm

Collection of applications / servers which share the same set of users and authentication scheme

Registering new Client

1. Adding new client
2. Generating client secret

Adding new client

1. Name
2. SignIn Redirect URIs
3. SignOut Redirect URIs
4. Web Origins (for Public Clients)

Client Id

- Public Information
- Not easily guessable
- Unique
- Random 32-character hex string

Client Secret

- Known to app and auth server
- Only for **Confidential Clients**
- Sufficient random
- UUID libraries ❌
- Secure Random libraries ✅
- 256-bit value --> hex

Storing Client Secret

- Plain text 
- Encrypted / Hashed secret 

Let's code



youtube.com/@java-rush