

Auth Microservice Handbook

This handbook is a visual companion to the Auth Microservice module of the course.

It summarizes the architecture, design diagrams, and code examples covered in the lectures.

Use this document as a reference guide while following the hands-on videos.

All diagrams and visuals match the slides shown in the course for easier navigation.



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Auth Microservice

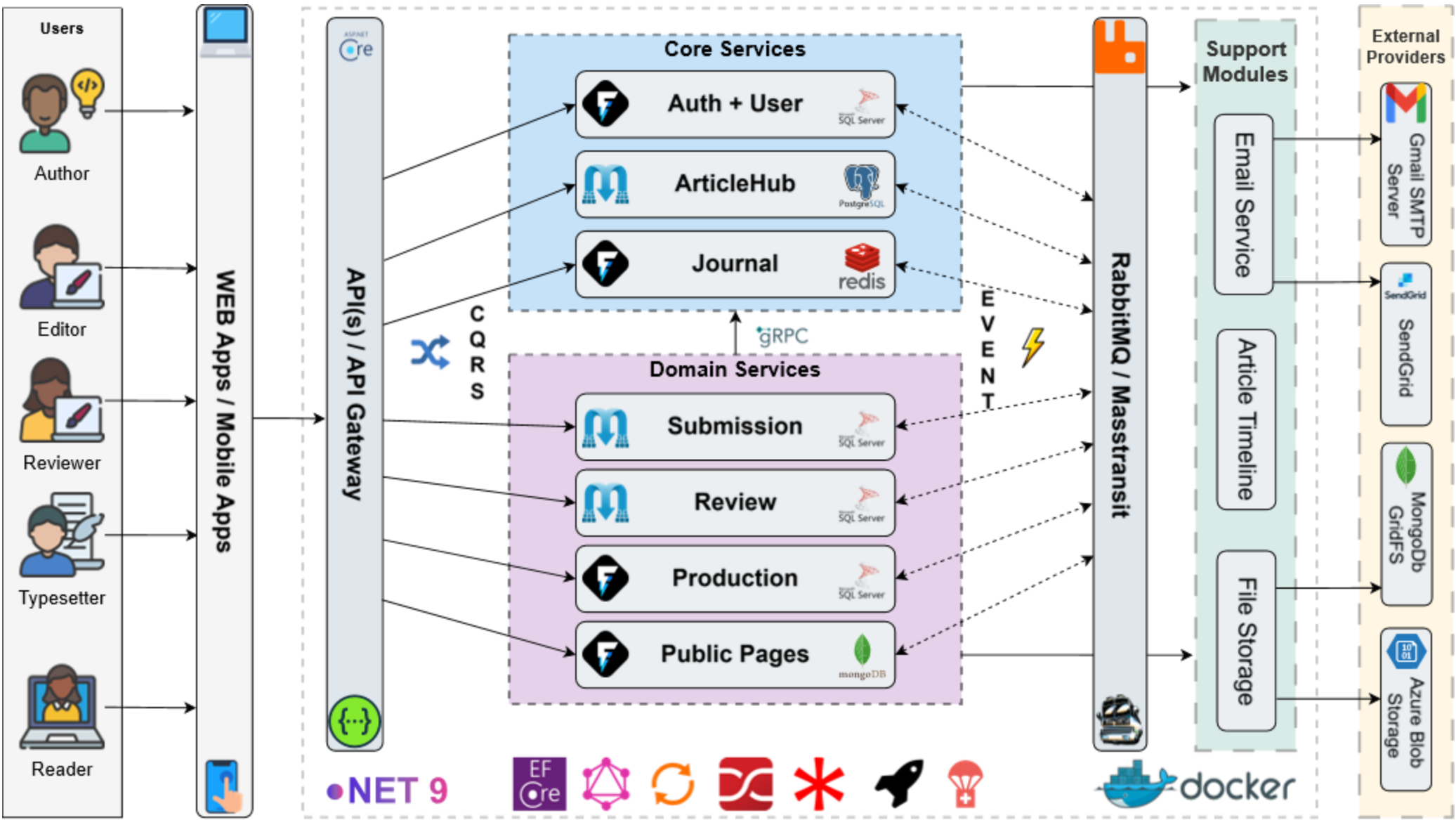
with FastEndpoints, JWT Authentication
& Role-Based Access Control

- Build API Endpoints & implement CQRS with **FastEndpoints**
- **FluentValidation** integration with FastEndpoints
- Generate **JWT & Refresh Tokens** using a Factory
- Send **confirmation emails** via **domain event handlers**
- Manage Users & Roles with **ASP.NET Identity**
- Expose Person data through a **gRPC** service (**protobuf-net**)
- Configure Domain **Persistence** with **EF Core**



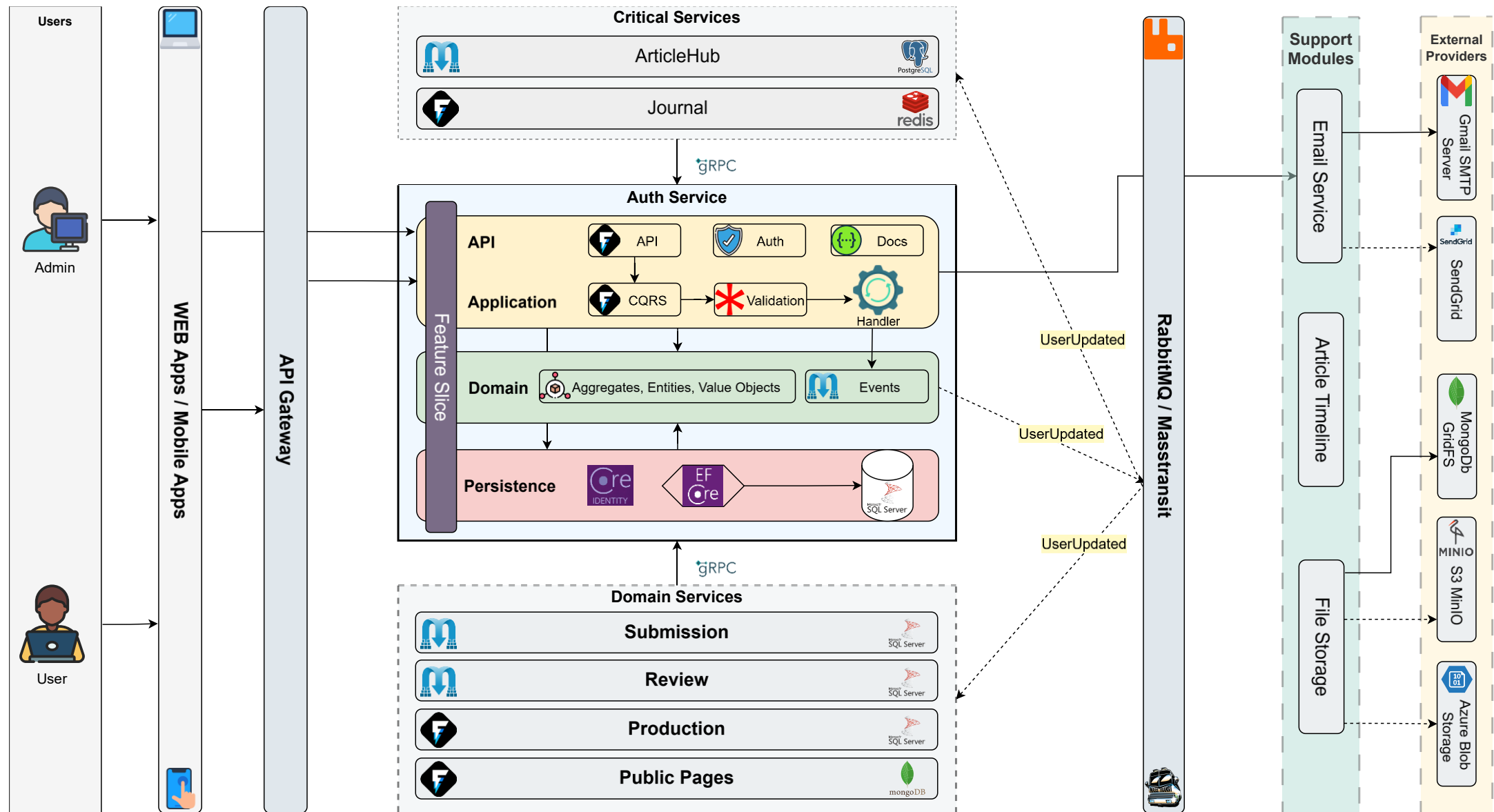


High Level Architecture | C4 Level 2 (Container View)

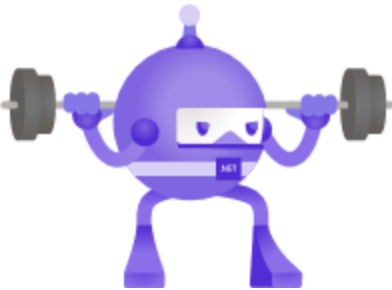




Auth Architecture – C4 Level 2 (Container View)



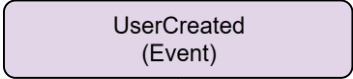
Tactical Design Diagram (DDD) - C4 Level 4



Role (Entity)	
PK	<u>Id</u>
	RoleName
	Type
	Description

UserRole (Entity)	
PK	<u>Id</u>
	RoleId
	UserId
	StartDate
	ExpiringDate

RefreshToken (Entity)	
PK	<u>Id</u>
	UserId
	Token
	Expires



User (Aggregate)	
PK	<u>Id</u>
	UserName
	Email
	FirstName
	LastName
	Gender
	Honorific
	PictureUrl
	Profile

	UserRoles
	RefreshTokens

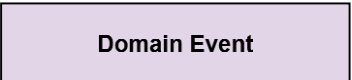
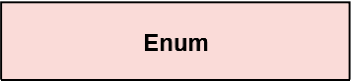
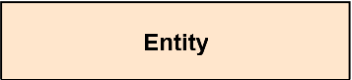
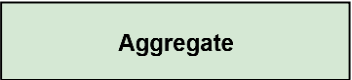
EmailAddress
(Value Object)

Gender
(Enum)

Honorific
(Value Object)

ProfessionalProfile (Value Object)	
	Position
	CompanyName
	Affiliation

Legend



PK = Primary Key

== 1 To 1

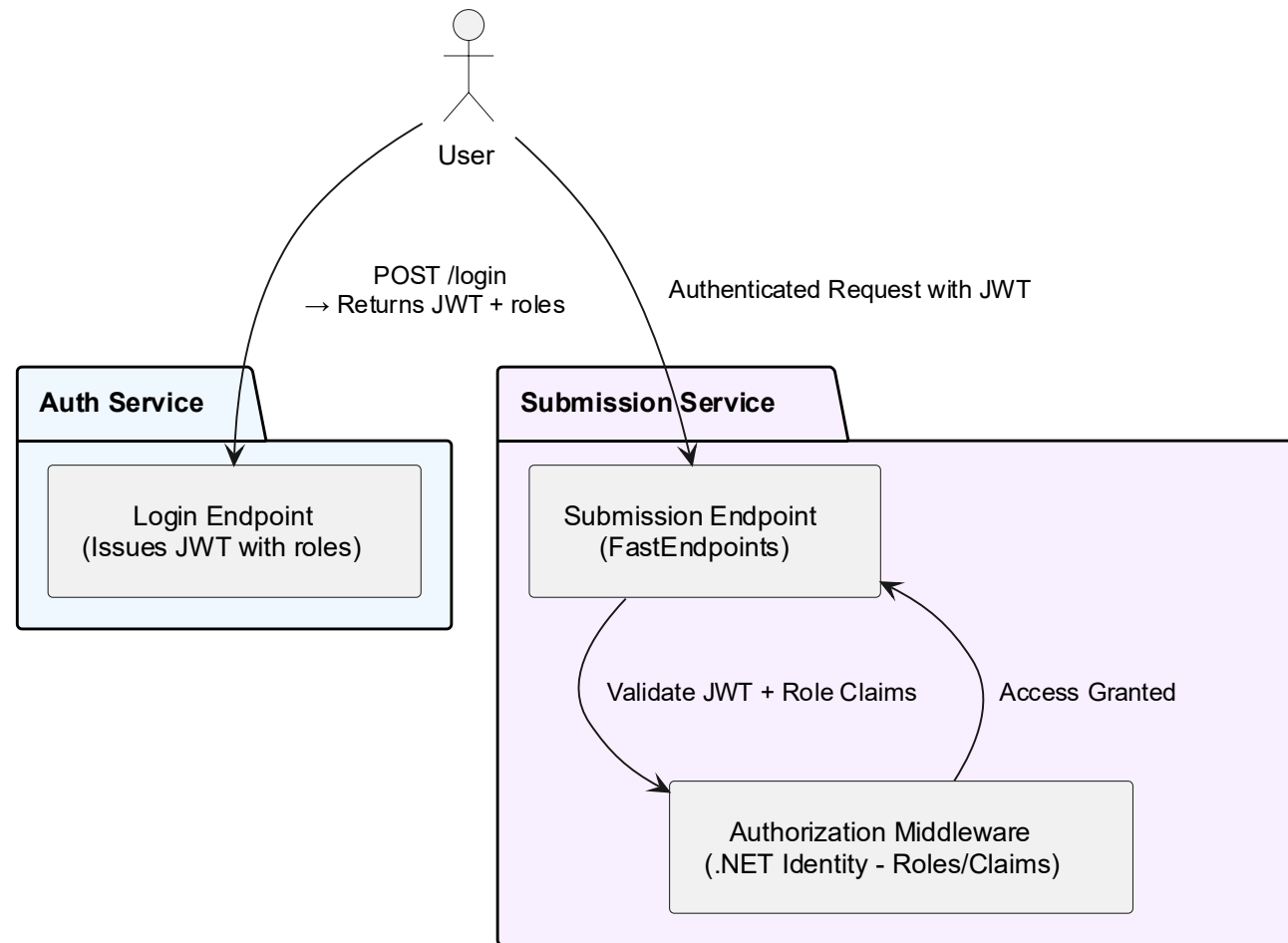
—> 1 To Many

—> Reference

Authentication + Authorization Flow – C4 Level 2



C4 Level 2 - Authentication + Authorization Flow

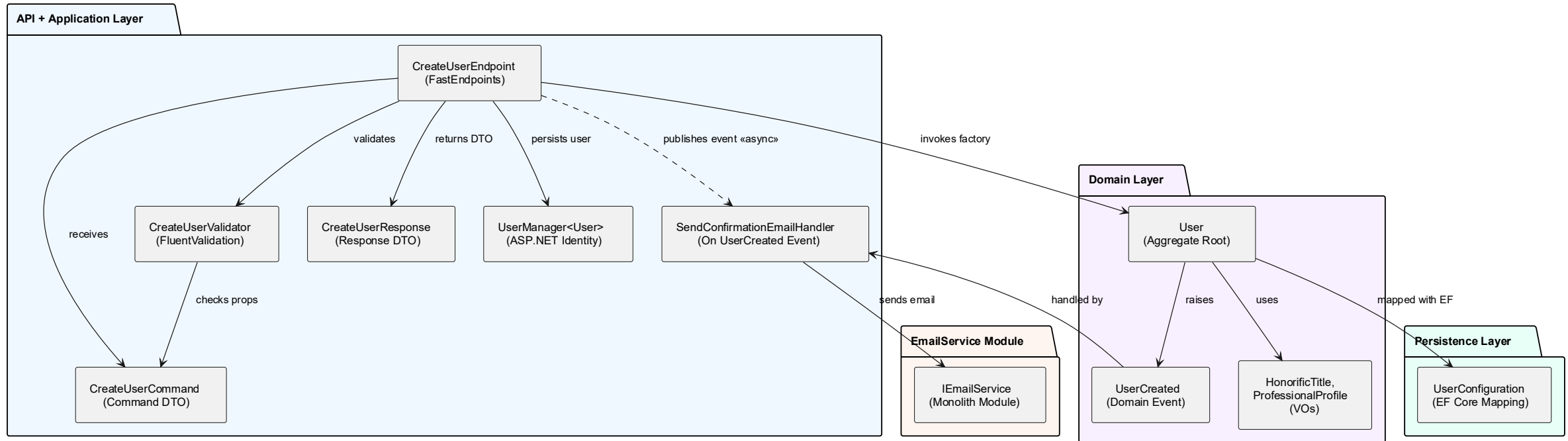


User logs in via AuthService and accesses protected endpoints using JWT + roles via .NET Identity

Create User - C4 Level 3 (Component)

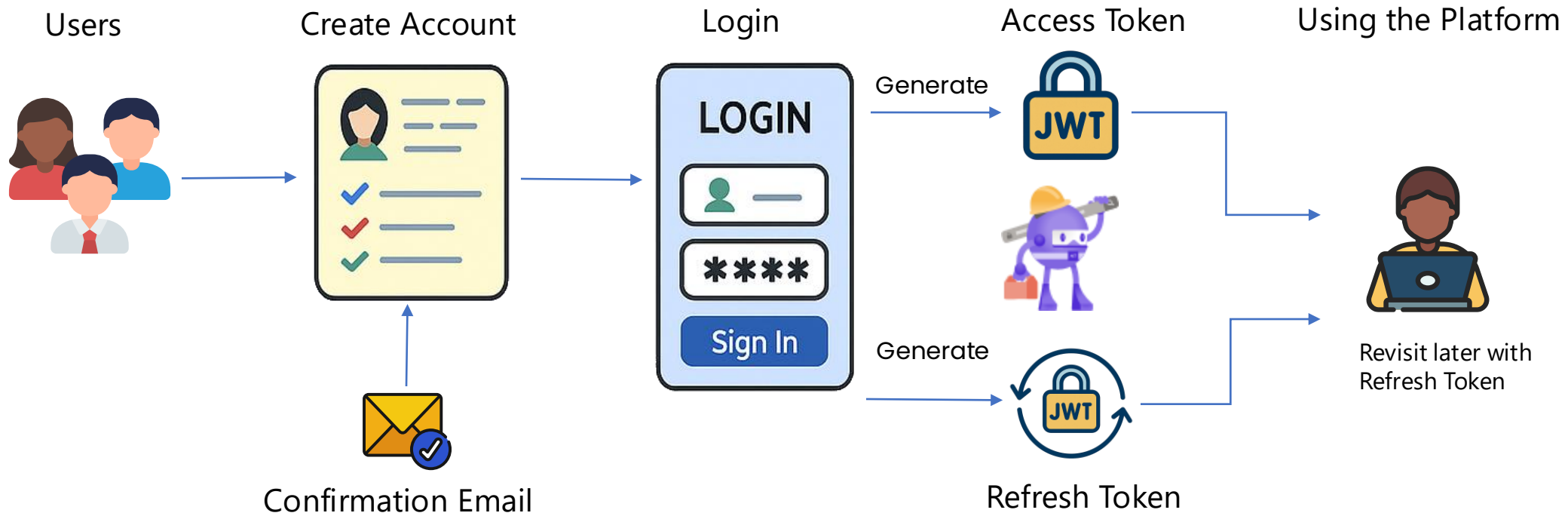


C4 Level 3 - CreateUser Feature in Auth Microservice



Shows internal components and interactions of CreateUser within the Auth service.

Auth Workflow



- Centralized service for authentication & authorization
- Issues JWT Token + Refresh Token
- Controls Access via role-based authorization
- Required by all services in the system

User Stories

- **Create User**

As an **Admin**, I want to **create a new user and assign roles**, so that the user can verify their identity and activate their account.

- **Set Password**

As a **User**, I want to **set my password using a secure token**, so that I can activate my account or complete a password reset.

- **Request Password Reset**

As a **User who forgot my password**, I want to **request a reset link via email**, so that I can regain access to my account.

- **Login**

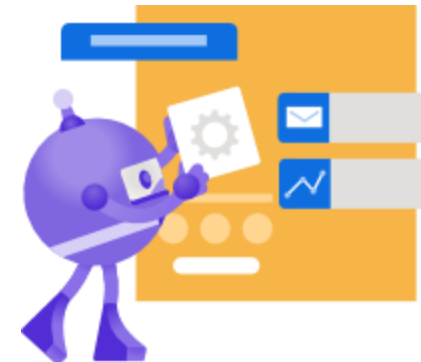
As a **User**, I want to **log in with my email and password**, so that I can access the platform and use its features.

- **Refresh Token**

As a **User**, I want to **stay logged in without having to log in again**, so that I can continue using the platform seamlessly.

- **Get User Info**

As a **Service**, I want to **fetch user information by ID**, so that I can enforce business rules or show user details.



Endpoints

Name	Method	Roles	Endpoint
Create User	POST	ADMIN	/api/users
Set Password	POST	-	/api/password
Request Password	POST	-	/api/password:request
Login	POST	-	/api/login
Refresh Token	POST	-	/api/token:refresh
Get User	gRPC	SYSTEM	UserService.GetUserById(userId)
Optional(Not implemented)			
Get User	GET	AUTH	/api/users/{userId}
Update User	PUT	AUTH	/api/users/{userId}

Requirements



Functional



Create User (by Admin)

- Required fields → FirstName, LastName, Email, Roles, Personal & Professional Details
- Send Email confirmation? → Yes

Set Password

- Triggered by email link with token
- Required fields → Token, NewPassword, ConfirmPassword
- Constraints → Min length, complexity rules

Request Password Reset

- Input → Email
- Output → Email & Secure token

Login

- Required fields → Email, Password
- Output → JWT Access Token + Refresh Token

Refresh Token

- Input → Refresh Token
- Output → New JWT Access Token

Get User Info (gRPC)

- Input → UserId
- Output → UserId, FullName, Email, Personal & Professional Details



Non-Functional

Authentication

- Token type → JWT (Access + Refresh)
- Expiration → Access: 15 min, Refresh: 7 days

Password Management

- Storage → Hashed using ASP.NET Identity default
- Requirements → Min 8 chars, 1 uppercase, 1 digit, 1 special char

Security

- Role-based access enforced via attributes or policies One role only, ADMIN
- Some endpoints allow anonymous access and some require only authentication (no specific role needed)

Scalability

- Stateless endpoints (except refresh token storage)
- Compatible with horizontal scaling

Performance

- Login and token generation under 200ms (target)
- gRPC responses within 100ms (target)

gRPC User Info

- Used only internally (SYSTEM role)
- Secured via gRPC headers + internal network access

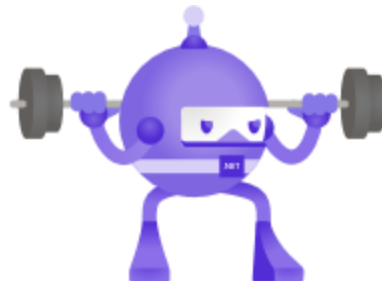
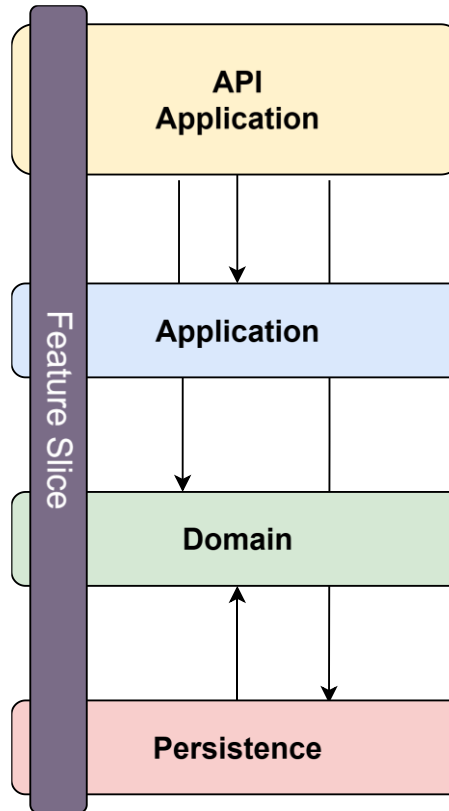
Clean Architecture

- **API / Application**

- Endpoints with FastEndpoints
- Integrates Authorization & other middleware(s)
- Coordinates the use case logic of the system.
- Each feature slice includes:
 - A **Command/Query & A Validator** (FluentValidation)
 - A **Handler** (FastEndpoints) - coordinates the feature logic
 - A **Mapping configuration** (Mapster)
- **Depends on:**
 - Domain (for domain models)
 - Persistence (for DbContext & Repositories) & other Infrastructure integrations

- **Application**

- Creates JWT and refresh tokens

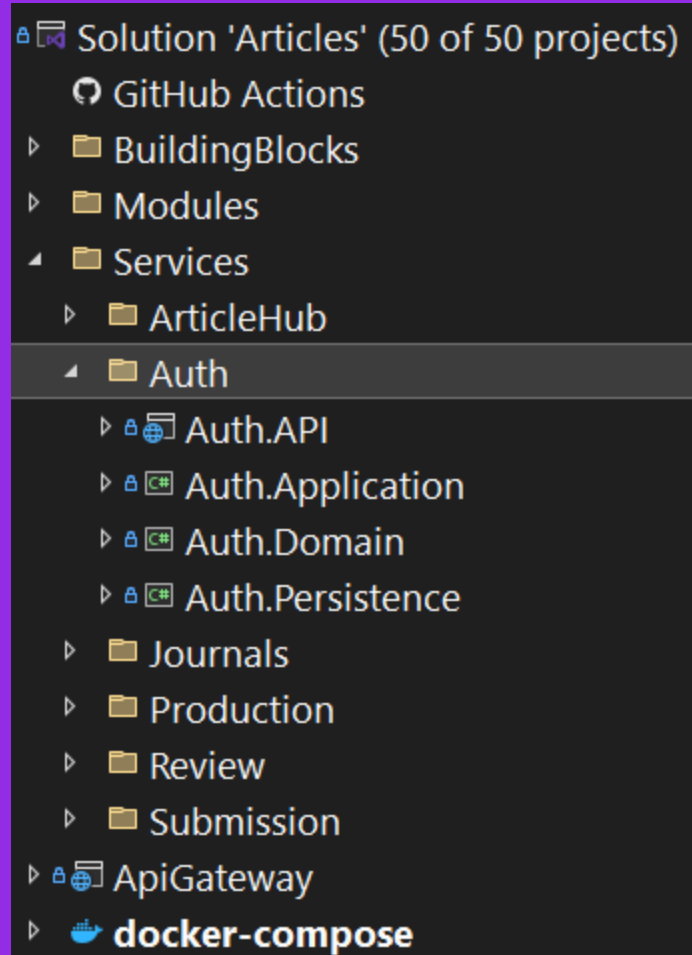


- **Domain**

- Core business logic and rules.
- Contains:
 - **Aggregates** (User, Role)
 - **Entities** (UserRole, RefreshToken)
 - **Value Objects** (HonorificTitle, ProfessionalProfile)
 - **Domain Events** (UserCreated, UserUpdated)
- Domain Functions – business rules and behavior per feature
- **Completely isolated** — does not depend on any other layer.

- **Infrastructure / Persistence**

- Handles all technical concerns and integration points.
- Contains:
 - EF Core (DbContext, Repositories)
 - References to shared modules (e.g., EmailService)
- Implements contracts or patterns defined in Application or Domain.
- **Depends on:** Domain



- **Clean Architecture Projects Setup**
 - Create the solution and 4 projects: **API, Application, Domain, Persistence**
 - Add project references and essential **NuGet packages**
- **Designing the Domain Model**
 - Define Aggregates, Entities, Value Objects, Events and domain behavior
- **Configuring Persistence**
 - Set up **DbContext** and EF Core configuration
 - Create the **first migration** and apply it
- **Implementing the Vertical Slice**
 - Create folders in each of the Projects following Vertical Slice
 - Implement Command, Validator, Handler
 - Apply business rules and trigger domain logic
- **Exposing the Endpoint**
 - Add FastEndpoints **endpoints** and set up routing
 - Wire everything up in the **API startup**
- **Docker & End-to-End Testing**
 - Add **Dockerfile** and **docker-compose** setup
 - Test the flow using **Swagger** or **Postman**
- **Pushing to GitHub** (optional)
 - Initialize Git and push the code to **GitHub**

Auth – Reset Password Feature



```
namespace Auth.API.Features.Users.SetPassword;

1 reference
public partial class SetPasswordEndpoint(UserManager<User> _userManager)
    : Endpoint<SetPasswordCommand, SetPasswordResponse>
{
    0 references
    public override async Task HandleAsync(SetPasswordCommand command, CancellationToken ct)
    {
        var user = await _userManager.FindByEmailAsync(command.Email);
        if (user == null)
            throw new BadRequestException($"User with email {command.Email} doesn't exist");

        var result = await _userManager.ResetPasswordAsync(
            user, command.TwoFactorToken, command.NewPassword);
        if (!result.Succeeded)
            throw new BadRequestException($"Unable to change password for {command.Email}");

        await Send.OkAsync(new SetPasswordResponse(command.Email));
    }
}
```

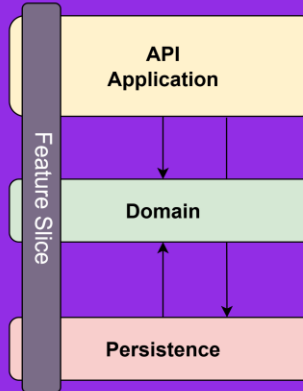
API / Application

```
namespace Auth.API.Features.Users.SetPassword;

3 references
public record SetPasswordCommand(
    string Email, string NewPassword, string ConfirmPassword, string TwoFactorToken);

3 references
public record SetPasswordResponse(string Email);
```

```
public class SetPasswordValidator : AbstractValidator<SetPasswordCommand>
{
    0 references
    public SetPasswordValidator()
    {
        RuleFor(c => c.Email).NotEmpty().EmailAddress();
        RuleFor(c => c.NewPassword).NotEmpty();
        RuleFor(c => c.ConfirmPassword).NotEmpty();
        RuleFor(c => c.TwoFactorToken).NotEmpty();
        RuleFor(c => c.NewPassword).Must(
            (command, value) => command.NewPassword == command.ConfirmPassword)
            .WithMessage("Passwords doesn't match");
    }
}
```



```
namespace Auth.Domain.Users;

30 references
public partial class User : IdentityUser<int>, IAggregateRoot
{
    0 references
    public DateTime RegistrationDate { get; init; } = DateTime.UtcNow;
    0 references
    public DateTime? LastLogin { get; set; }

    4 references
    public string FullName => Person.FullName;
    2 references
    public int PersonId { get; set; }
    7 references
    public Person Person { get; init; } = null!;

    private List<UserRole> _userRoles = new List<UserRole>();
    1 reference
    public virtual IReadOnlyList<UserRole> UserRoles => _userRoles;

    private List<RefreshToken> _refreshTokens = new();
    4 references
    public virtual IReadOnlyList<RefreshToken> RefreshTokens => _refreshTokens;
}
```

Domain

```
namespace Auth.Persistence.EntityConfigurations;

0 references
internal class UserEntityConfiguration : AuditedEntityConfiguration<User>
{
    16 references
    public override void Configure(EntityTypeBuilder<User> builder)
    {
        base.Configure(builder);

        builder.HasMany(p => p.UserRoles).WithOne().HasForeignKey(p => p.UserId)
            .IsRequired().OnDelete(DeleteBehavior.Cascade);
        builder.HasMany(p => p.RefreshTokens).WithOne().HasForeignKey(p => p.UserId)
            .IsRequired().OnDelete(DeleteBehavior.Cascade);

        builder.HasOne(u => u.Person).WithOne(p => p.User)
            .HasForeignKey<User>(u => u.PersonId)
            .IsRequired()
            .OnDelete(DeleteBehavior.Restrict);
    }
}
```

Persistence