OAuth is considered to be an “industry-standard protocol for authorization” (*OAuth 2.0 — OAuth*, n.d.). It isn’t an API and it’s not a service. “It’s an open standard for authorization” (*What the Heck Is OAuth?*, 2017) It’s what apps can use to secure access. Currently there are two versions OAUTH 1.0 and OAUTH 2.0 and its not backwards compatible between the two versions. (*What the Heck Is OAuth?*, 2017)OAuth is an authorization framework for REST APIs. (*What the Heck Is OAuth?*, 2017) It allows the apps to get limited access or called scopes to the user’s data, but it will not give out the user’s password (*What the Heck Is OAuth?*, 2017). It also has support for server to server, browser apps, mobile apps and even TVs (*What the Heck Is OAuth?*, 2017). OAuth works by first the app will request authorization, the user will then authorize the app and it will send proof, third the app shows the proof of its authorization and gets a token, lastly the token has a restricted access from what the user has authorized. (*What the Heck Is OAuth?*, 2017)

OpenID Connect is part of the OAuth 2.0 framework as an identity layer. (Auth, n.d.). Its purpose is to allow the third party apps that will verify each user. (Auth, n.d.). The difference between OAuth 2.0 and OIDC is that “OAuth 2.0 is about resource access and sharing” and “OIDC is about user authentication.” It will allow you to have a single login for more than one site. (Auth, n.d.) Each time you want to log into a website you will need to login to OIDC by being redirected to an OpenID site. (Auth, n.d.)

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