# Package 'login'

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**Type** Package

**Title** 'shiny' Login Module

**Version** 0.9.3

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**Maintainer** Jason Bryer <jason@bryer.org>

**Description** Framework for adding authentication to 'shiny' applications.
Provides flexibility as compared to other options for where user
credentials are saved, allows users to create their own accounts, and
password reset functionality. Bryer (2024)
<doi:10.5281/zenodo.10987876>.

**License** GPL (>= 3)

**URL** https://github.com/jbryer/login, https://jbryer.github.io/login/

**BugReports** https://github.com/jbryer/login/issues

**Imports** cookies, DBI, digest, emayili, htmltools, shiny, shinybusy,
shinyjs, stringr, utils

**Suggests** knitr, rmarkdown

**Enhances** RSQLite

**VignetteBuilder** knitr

**Encoding** UTF-8

**RoxygenNote** 7.3.1

**NeedsCompilation** no

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**Repository** CRAN

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## R topics documented:

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emayili_emailer *Returns a function to send emails using the* emayili *package.*

---

### Description

This returns a function that can be used with the [login_server()](). Specifically, the function takes two parameters, to_email and message.

### Usage

```
emayili_emailer(
  email_host = NULL,
  email_port = NULL,
  email_username = NULL,
  email_password = NULL,
  from_email = NULL
)
```

### Arguments

| | |
|---|---|
| email_host | SMTP email host. |
| email_port | SMPT email port. |
| email_username | username for the SMTP server. |
| email_password | password for the SMTP server. |
| from_email | the from email address sent from [login_server()](). |

### Value

returns a function to send an email using the emayili package.

### See Also

[login_server()]()

---

is_logged_in *Display Shiny elements only if the user is logged in.*

---

### Description

This function can be used on the Shiny UI side. It will check to see if the user is logged in, if so the other Shiny elements will be displayed.

### Usage

```
is_logged_in(id, ...)
```

### Arguments

id          id unique ID for the Shiny Login module.

...         Shiny UI elements.

### Value

a [shiny::conditionalPanel()](shiny::conditionalPanel()) object.

### See Also

[login_server()](login_server())

---

is_not_logged_in *Display Shiny elements only if the user is not logged in.*

---

### Description

This function can be used on the Shiny UI side. It will. check to see if the user is not logged in, if so the other Shiny elements will be displayed.

### Usage

```
is_not_logged_in(id, ...)
```

### Arguments

id          id unique ID for the Shiny Login module.

...         Shiny UI elements.

### Value

a [shiny::conditionalPanel()](shiny::conditionalPanel())

**See Also**

[login_server()](login_server())

---

login_server                          *Login server module.*

---

**Description**

This is the main server logic for the `login` Shiny module to be included in server.R side,.

**Usage**

```
login_server(
  id,
  db_conn = NULL,
  users_table = "users",
  activity_table = "users_activity",
  emailer = NULL,
  new_account_subject = "Verify your new account",
  reset_password_subject = "Reset password",
  verify_email = !is.null(emailer),
  additional_fields = NULL,
  cookie_name = "loginusername",
  cookie_expiration = 30,
  username_label = "Email:",
  password_label = "Password:",
  create_account_label = "Create Account",
  create_account_message = NULL,
  reset_email_message = NULL,
  enclosing_panel = shiny::wellPanel,
  code_length = 6,
  salt = NULL,
  salt_algo = "sha512",
  shinybusy_spin = "fading-circle",
  shinybusy_position = "full-page"
)
```

**Arguments**

| | |
|---|---|
| id | unique ID for the Shiny Login module. |
| db_conn | a DBI database connection. |
| users_table | the name of the table in the database to store credentials. |
| activity_table | the name of the table in the database to log login and logout activity. |

emailer  function used to send email messages. The function should have have three parameters: `to_email` for the address to send the email, `subject` for the subject of the email and `message` for the contents of the email address. See [emayili_emailer()](emayili_emailer()) for an example.

new_account_subject

  the subject used for verifying new accounts.

reset_password_subject

  the subject of password reset emails.

verify_email if true new accounts will need to verify their email address before the account is crated. This is done by sending a six digit code to the email address.

additional_fields

  a character vector of additional fields the user is asked to fill in at the when creating a new account. The names of the vector correspond to the variable names and the values will be used as the input labels.

cookie_name the name of the cookie saved. Set to `NULL` to disable cookies.

cookie_expiration

  the number of days after which the cookie will expire.

username_label label used for text inputs of username.

password_label label used for text inputs of password.

create_account_label

  label for the create account button.

create_account_message

  Email message sent to confirm email when creating a new account. Include \%s somewhere in the message to include the code.

reset_email_message

  Email message sent to reset password. Include \%s somewhere in the message to include the code.

enclosing_panel

  the Shiny element that contains all the UI elements. The default is [shiny::wellPanel()](shiny::wellPanel()). If you wish a more subtle appearance [htmltools::div()](htmltools::div()) is a reasonable choice.

code_length the number of digits of codes emailed for creating accounts (if `verify_email == TRUE`) or resetting passwords.

salt  a salt to use to encrypt the password before storing it in the database.

salt_algo the algorithm used to encrypt the password. See [digest::digest()](digest::digest()) for more details.

shinybusy_spin Style of the spinner when sending emails. See [shinybusy::use_busy_spinner()](shinybusy::use_busy_spinner()) for more information.

shinybusy_position

  Position of the spinner when sending emails. See [shinybusy::use_busy_spinner()](shinybusy::use_busy_spinner()) for more information.

**Value**

a [shiny::reactiveValues()](shiny::reactiveValues()) object that includes two values: `logged_in` (this is TRUE if the user is logged in) and `username` which has the user's login username if logged in.

## Examples

```
library(shiny)
library(login)

###### User Interface ############################################################
ui <- fluidPage(
    titlePanel("Shiny Login Simple Demo"),
    p("You can login with 'test/test'."),
    login::login_ui(id = 'login_demo'),
    login::logout_button('login_demo'),
    hr(),
    div('Are you logged in? ', textOutput('is_logged_in')),
    div('Username: ', textOutput('username')),
    login::is_logged_in(
        id = 'login_demo',
        div("This only shows when you are logged in!")
    ),
    login::is_not_logged_in(
        id = 'login_demo',
        div("This only shows when you are NOT logged in!")
    )
)

##### Server ######################################################################
server <- function(input, output, session) {
    USER <- login::login_server(
        id = 'login_demo',
        db_conn = RSQLite::dbConnect(RSQLite::SQLite(), 'users.sqlite')
    )

    observeEvent(USER$logged_in, {
        if(USER$logged_in) {
            shinyjs::hide(id = 'login_box')
        } else {
            shinyjs::show(id = "login_box")
        }
    })

    output$is_logged_in <- renderText({
        USER$logged_in
    })

    output$username <- renderText({
        USER$username
    })
}

##### Run the application #########################################################
if(interactive()) {
    shinyApp(ui = ui, server = server)
}
```

---

login_ui                    *Login UI elements.*

---

### Description

This will render (if the user is not logged in) text boxes and buttons for the user to login.

### Usage

```
login_ui(id)
```

### Arguments

id                id unique ID for the Shiny Login module.

### Value

a `shiny::div()` object.

---

logout_button                *Logout button.*

---

### Description

Render a button for the user to logout.

### Usage

```
logout_button(
  id,
  label = "Logout",
  icon = shiny::icon("right-from-bracket"),
  style = "",
  check_login = TRUE
)
```

### Arguments

| | |
|---|---|
| id | id unique ID for the Shiny Login module. |
| label | label of the logout button. |
| icon | icon for the logout button. |
| style | CSS styles for the logout button. |
| check_login | if TRUE this will call `is_logged_in()`. |

### Value

a `shiny::actionButton()` if the user is logged in.

---

new_user_ui                    *UI for creating a new user account.*

---

### Description

This will render the UI for users to create an account.

### Usage

```
new_user_ui(id)
```

### Arguments

id                  id unique ID for the Shiny Login module.

### Value

shiny object containing the input fields for a user to create an account.

---

passwdInput                    *Password input textbox.*

---

### Description

This is an extension to Shiny's built in passwordInput by encrpting the password client side before
sending it to the server. Although it is encrypted in the client using JavaScript it highly recommend
that you also use an SSL certificate (for https) as well.

### Usage

```
passwdInput(inputId, label, value)
```

### Arguments

inputId          ID for the input.

label            label for the textbox.

value            default value.

### Value

a [shiny::tagList()](shiny::tagList()) object.

---

reset_password_ui *UI for resetting password.*

---

### Description

Displays UI for users to reset their password. In order for the password reset feature to work credentials to a SMTP server must be passed to the [login_server()](login_server()) function.

### Usage

```
reset_password_ui(id)
```

### Arguments

id           id unique ID for the Shiny Login module.

### Value

a shiny object containing the input fields for a user to reset their password.

---

use_login *JavaScript and CSS dependencies.*

---

### Description

This ensures the JavaScript and CSS dependencies are available to the client. Files are located in assets/ folder when installed..

### Usage

```
use_login()
```

### Value

a [htmltools::htmlDependency()](htmltools::htmlDependency()) object defining the JavaScript and CSS files.

# Index