Programação na Internet

Turma i52d

Lesson 40 and 41 Cookies, Session and Authentication (with passportjs)

Authentication

Goal: get the user identity!

1x: Credentials ---> User ----> User ID (on session state)

Further requests: User ID ----> User (on Web App)

=> HTTP is stateless => How can we keep User ID on session state?

R: Some how with Cookies!!!!

Cookies

A cookie is **only** a header in an HTTP request or response!

Special behavior with the browser.

- 1. A cookies born in the server and is sent to the browser.
- 2. The browser sends back the cookie to the origin.

By default:

• Life cycle is session, i.e. browser life cycle.

Cookies in action...

Let's see cookies in action:

- Using cookie-parser module:
- require('cookie-parser')()
 - => returns a middleware (express handler)
- app.use(require('cookie-parser')()) => intercepts all HTTP requests:
 - req Adds a property: cookies
 - res Adds a method: cookie(name, value, options)
 - Options has the values to append on header Set-Cookie

Session rather than Cookies only

- With session we maintain one only cookie with the Session Id.
- Session maintains data in server associated to each Session Id.

HTTP request ----> session ID ----> server restores data from Session Id

- ++ Less cookies
- --- By default, session has no persistence!

Session in action...

- require('express-session')(....)
 => returns a middleware (express handler)
 app.use(require('express-session')(....)) => intercepts all HTTP requests
 => provides an object in req.session
 => req.session is kept in server
 - => mantains a single cookie connect.sid per session

Authentication

(with passportjs)

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Passport

- Based in different and unlimited authentication strategies:
 - OAuth
 - Local
 - Etc...

+++ Flexible

---- Complex

WE ARE NOT GOING TO USE STRATEGIES

Login error

res.redirect('/vinyl/login') + send the Error message

Problem: the Error message should be attached with redirect and next GET Solution?

R: keep it on session

R: Remember to clean message when arrive to /login i.e. delete it on first read.

=> Already provided by flash libraries (e.g. connect-flash)