

Virtuoso Infotech Pvt. Ltd.





**OAuth 2.0**

# History

**Login to Twitter below and post this tweet to  
get Sky Downloader PRO for FREE!**

Don't have a Twitter account? [Register Here](#)

[www.bnsofts.com](http://www.bnsofts.com)

Twitter username:

bnsofts

Password:

\*\*\*\*\*



**What's happening?**

16

Just got the NEW Sky Downloader PRO for FREE (\$49 value) in exchange for this Tweet!  
<http://www.skydownloader.com/tweet4pro/>

← No Thanks

Post Tweet

If a third party wanted access to an account, you'd give them your password.

# Problems

- Apps store the user's password.
- Apps get complete access to a user's account.
- Users can't revoke access to an app except by changing their password.
- Compromised apps might expose user's password.
- Many services implemented things similar to OAuth 1.0.
- Each implementation was slightly different, certainly not compatible with each other.

# What is OAuth?

- OAuth stands for “Open Authorization” .
- An open standard protocol that provides simple and secure authorization for different types of applications.
- A simple and safe method for consumers to interact with protected data.
- Allows providers to give access to users without any exchange of credentials Designed for use only with HTTP protocol.

# Why OAuth?

- OAuth is created by studying each of the proprietary protocols.
- It is flexible, compatible and designed to work with all applications
- Provides a method for users to grant third-party access to their resources without sharing their credentials.
- Provides a way to grant limited access in terms of scope and duration.

# Difference between OAuth 1.0 and OAuth 2.0

- More OAuth Flows to allow better support for non-browser-based applications.
- OAuth 2.0 no longer requires client applications to have cryptography.
- OAuth 2.0 signatures are much less complicated.
- OAuth 2.0 Access tokens are "short-lived".
- OAuth 2.0 is meant to have a clean separation of roles.

# OAuth 2.0 flow



# Basic Concepts

# Roles

OAuth defines four roles:

- Resource owner (the user)
- Resource server (the API): must be able to accept and validate access tokens and grant the request.
- Authorization server: Shows Auth prompt, grants access token etc.
- Client (the third-party app):
  1. Confidential Clients(web apps)
  2. Public Clients

# Scopes

Permissions asked by client when requesting a token.



**Authorize Facebook to use your account?**

This application **will be able to**:

- Read Tweets from your timeline.
- See who you follow, and follow new people.
- Update your profile.
- Post Tweets for you.

**Authorize app**

**Cancel**

This application **will not be able to**:

- Access your direct messages.
- See your Twitter password.



Facebook

By Facebook

[www.facebook.com/twitter](http://www.facebook.com/twitter)

Facebook to Twitter

You can revoke access to any application at any time from the [Applications tab](#) of your Settings page.

By authorizing an application you continue to operate under Twitter's Terms of Service. In particular, some usage information will be shared back with Twitter. For more, see our [Privacy Policy](#).

# Tokens

## Access Token (Required)

- Short- lived token used by Client to access Resource Server (API)
- No client authentication required (Public Clients)
- Usually can't be revoked

## Refresh Token (Optional)

- Long- lived token that is used by Client to obtain new access tokens from Authorization Server.
- Usually requires Confidential Clients with authentication
- Can be revoked

# Client ID

- The client\_id is a public identifier for apps.
- It's best that it isn't guessable by third parties.
- Implementations use something like a 32-character hex string.
- It must also be unique across all clients.

# Client Secret

- The client\_secret is a secret known only to the application and the authorization server.
- It must be sufficiently random to not be guessable.
- Generate a secure secret by using 256-bit value and converting it to a hexadecimal representation.

# Grant Types

- Web-server apps – authorization\_code
- Browser-based apps – implicit
- Username/password access – password
- Application access – client\_credentials
- Mobile apps – implicit

# Web Server Apps - Authorization Code Grant

# Create a “Log In” link

Link to:

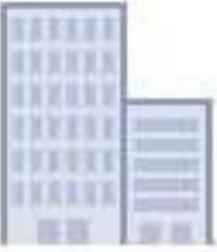
`https://facebook.com/dialog/oauth?response_type=code&client_id=YOUR_CLIENT_ID&redirect_uri=REDIRECT_URL&scope=email`



# Authorization Grant Parameters

- client\_id:It is the identifier for your app
- response\_type: is set to code indicating that you want an authorization code as the response.
- redirect\_uri (optional):This is the URL to which you want the user to be redirected after the authorization is complete.
- scope (optional):Include one or more scope values to request additional levels of access.
- state (recommended):The state serves as a parameter.

# User visits the authorization page



Everyday City

Go to App Cancel

3 people use this app

ABOUT THIS APP

Who can see posts this app makes for you on your Facebook timeline: [?]

Everyone ▾

THIS APP WILL RECEIVE:

- Your basic info [?]
- Your email address (aaron@parecki.com)
- Your location

By proceeding, you will be taken to [everydaycity.com](#) - Report App

# Continue..

- On success, user is redirected back to your site with auth code.

[https://example.com/auth?code=AUTH\\_CODE\\_HERE](https://example.com/auth?code=AUTH_CODE_HERE)

- On error, user is redirected back to your site with error code.

[https://example.com/auth?error=access\\_denied](https://example.com/auth?error=access_denied)

# Server exchanges auth code for an access token

- Your server makes the following request

POST

[https://graph.facebook.com/oauth/access\\_token](https://graph.facebook.com/oauth/access_token)

Post Body:

grant\_type=authorization\_code&code=CODE&redirect\_uri=REDIRECT  
\_URI&client\_id=YOUR\_CLIENT\_ID  
&client\_secret=YOUR\_CLIENT\_SECRET

# Exchanging code for an access token

- Your server gets a response like the following

```
{  
  "access_token":"RsT5OjbzRn430zqMLgV3Ia", "token_type":"bearer",  
  "expires_in":3600, "refresh_token":"e1qoXg7Ik2RRua48IXIV"  
}
```

- or if there was an error

```
{  
  "error":"invalid_request"  
}
```

# Browser-Based Apps - Implicit Grant

# Create a “Log In” link

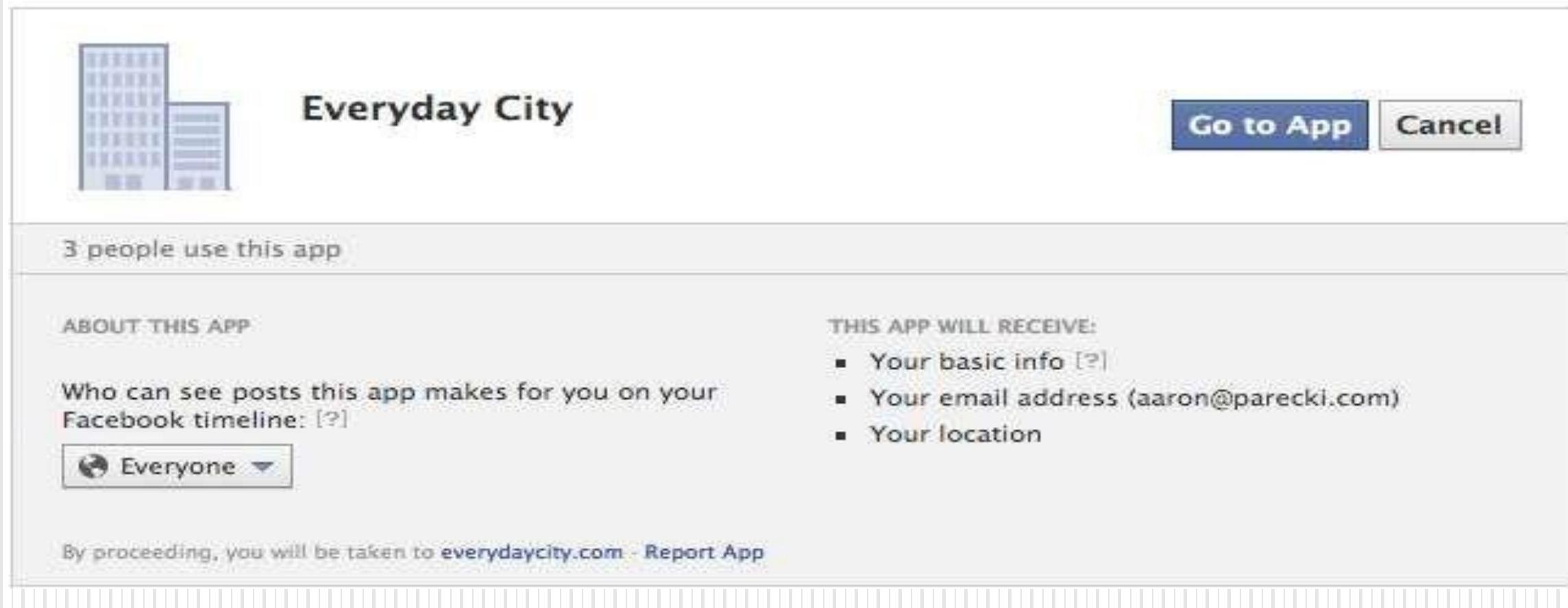
Link to:

[https://facebook.com/dialog/oauth?response\\_type=token&client\\_id=CLIENT\\_ID&redirect\\_uri=REDIRECT\\_URI&scope=email](https://facebook.com/dialog/oauth?response_type=token&client_id=CLIENT_ID&redirect_uri=REDIRECT_URI&scope=email)



# User visits the authorization page

[https://facebook.com/dialog/oauth?response\\_type=token&client\\_id=2865368247587&redirect\\_uri=everydaycity.com&scope=email](https://facebook.com/dialog/oauth?response_type=token&client_id=2865368247587&redirect_uri=everydaycity.com&scope=email)



The image shows a screenshot of a Facebook application authorization dialog. At the top left is a small icon of two buildings. Next to it, the text "Everyday City" is displayed. To the right are two buttons: a blue "Go to App" button and a white "Cancel" button. Below this header, a light gray bar contains the text "3 people use this app". The main content area is divided into two sections. On the left, under "ABOUT THIS APP", there is a question "Who can see posts this app makes for you on your Facebook timeline: [?]" followed by a dropdown menu set to "Everyone". On the right, under "THIS APP WILL RECEIVE:", there is a list of permissions: "Your basic info [?]", "Your email address (aaron@parecki.com)", and "Your location". At the bottom of the dialog, a note states "By proceeding, you will be taken to everydaycity.com - Report App".

# Continue..

- On success, user is redirected back to your site with the access token in the fragment

[https://example.com/auth#token=ACCESS\\_TOKEN](https://example.com/auth#token=ACCESS_TOKEN)

- On error, user is redirected back to your site with error code

[https://example.com/auth#error=access\\_denied](https://example.com/auth#error=access_denied)

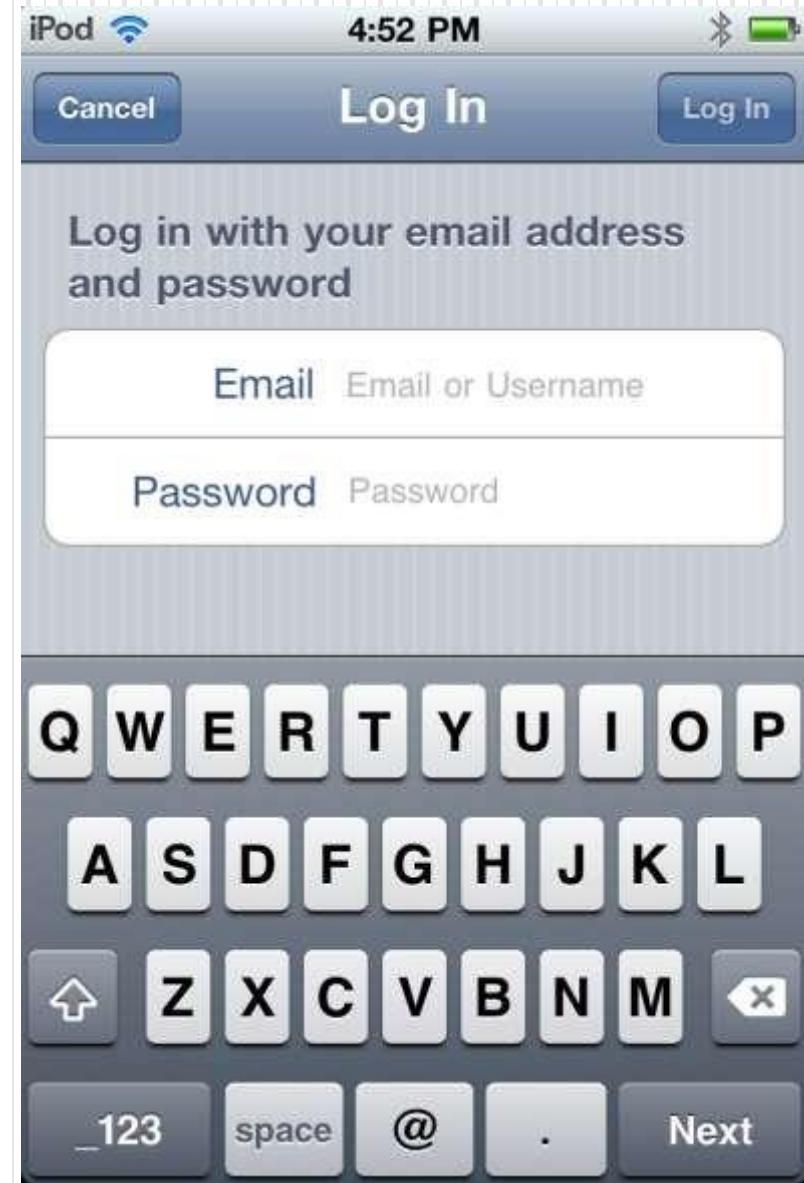
# Browser-Based Apps

- Use the “Implicit” grant type
- No server-side code needed
- Client secret not used
- Browser makes API requests directly

# **Username/Password - Password Grant**

# Password Grant

- For trusted clients only (first-party apps).
- Only appropriate for your service's website or your service's mobile apps.



# Continue..

POST

<https://api.example.com/oauth/token>

Post Body:

grant\_type=password&username=USERNAME&password=PASSWORD  
&client\_id=YOUR\_CLIENT\_ID&client\_secret=YOUR\_CLIENT\_SECRET

Response:

```
{  
  "access_token": "RsT5OjbzRn430zqMLgV3la", "token_type": "bearer,  
  "expires_in": 3600, "refresh_token": "e1qoXg7Ik2RRua48IXIV"  
}
```

# **Application Access** - Client Credentials Grant

# Client Credentials Grant

POST

<https://api.example.com/1/oauth/token>

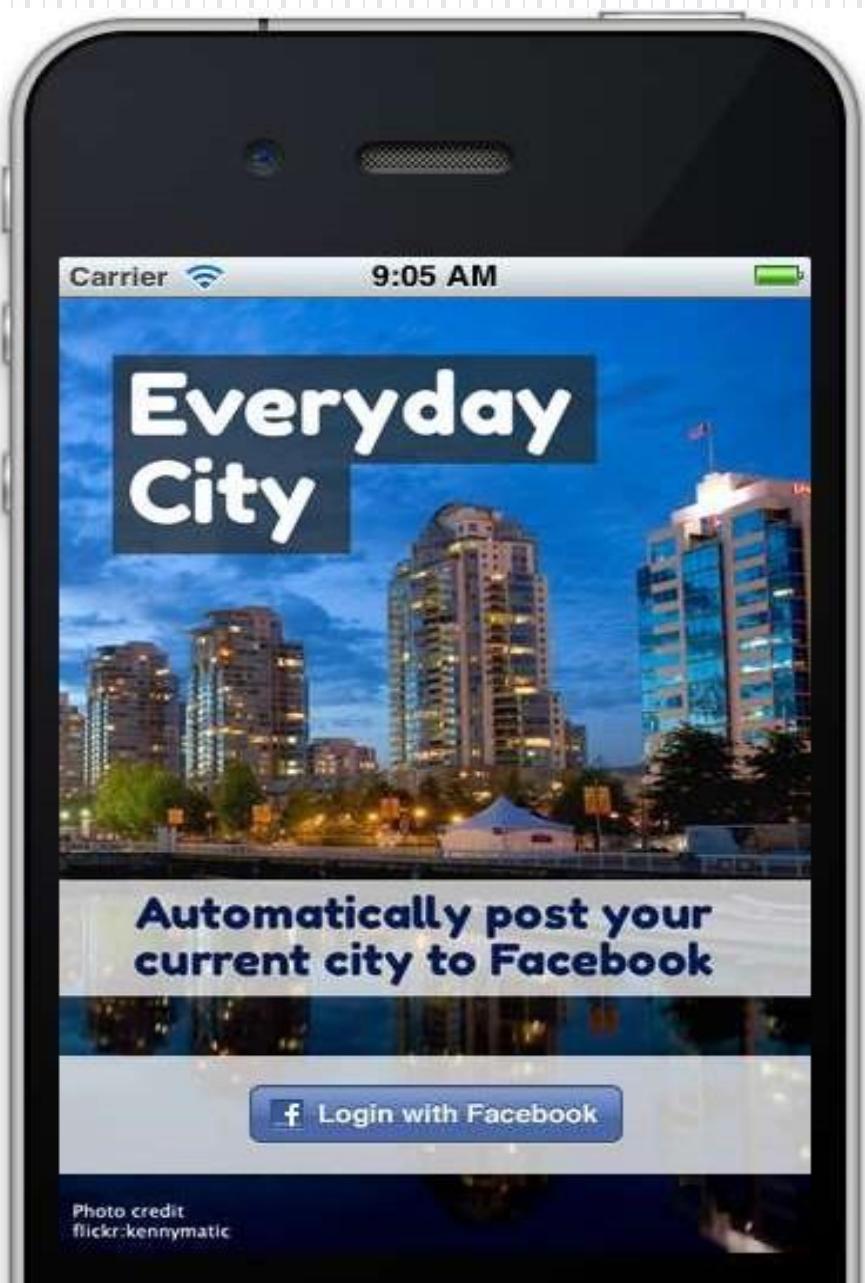
Post Body:

grant\_type=client\_credentials&client\_id=CLIENT\_ID&client\_secret=YOUR\_CLIENT\_SECRET

Response:

```
{  
  "access_token": "RsT5OjbzRn430zqMLgV3la",  
  "token_type": "bearer", "expires_in": 3600,  
  "refresh_token": "e1qoXg7Ik2RRua48IXIV"  
}
```

# Mobile Apps - Implicit Grant



# Redirect back to your app

- Facebook app redirects back to your app using a custom URI scheme.
- Access token is included in the redirect, just like browser-based apps.

[fb2865://authorize/#access\\_token=BAAEEmo2nocQBAFFOeRTd](fb2865://authorize/#access_token=BAAEEmo2nocQBAFFOeRTd)



# Mobile Apps

- Use the “Implicit” grant type
- No server-side code needed
- Client secret not used
- Mobile app makes API requests directly

# Making Authenticated Requests

- There are two ways API servers may accept Bearer tokens.
  1. As a Header parameter.
  2. As a Body parameter.
- Passing in the access token in an HTTP header:

POST /resource/1/update HTTP/1.1

Authorization: Bearer RsT5OjbzRn430zqMLgV3Ia"

Host: api.authorization-server.com

description=Hello+World

# Continue..

- If the service accepts access tokens in the post body, then you can make a request like the following:

POST /resource/1/ HTTP/1.1

Host: api.authorization-server.com

access\_token=RsT5OjbzRn430zqMLgV3la

&description=Hello+World

# Common OAuth 2.0 Security Issues

- Too many inputs that need validation
  - 1. Token hijacking with CSRF
    - Always use CSRF token with state parameter .Leaking authorization codes or tokens through redirects
    - Always whitelist redirect URIs and ensure proper URI validations
  - 2. Token hijacking by switching clients
    - Bind the same client to authorization grants and token requests
- Leaking client secrets

# Thank You!

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