Start Building Your App

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Fork me on GitHub

OH MY GOD ITS OAUTH 2

Lets face it Oauth 2 is...

- Scary

- Awesome

- The future

- All of the above

A more technical overview of Oauth 2…

Using ArcGIS with OAuth 2.0

Aaron Parecki @ Middle East Dev Summit

Before OAuth 2…

Now…

OAuth 2 is great becuse…

- Users don't have to give away their passwords

- You dont have to store users passwords

- Standardized central & authorative login system

- A well accepted standard around the web

Questions and Decisions

- Do my users have ArcGIS Online accounts?

- Do I want my users to login w/ their ArcGIS Online accounts?

- What is my users don't have ArcGIS Online accounts?

A Tale Of Two Use Cases

"App Logins" vs "User Logins"

"User Logins"

Users allow your applcation to access their ArcGIS Online content an use services on their behalf.

- Users will login with their ArcGIS Online accounts

- Your app will get an `access_token`

- Use `access_token` to access that users content

- Use the `access_token` to access services like directions, geocoding, GeoEnrichment, ect...

"User Logins" great for

- Building apps for the ArcGIS Marketplace

- Extending ArcGIS Online

- Letting ArcGIS Online users access premium services

"App Logins"

Your application uses services on behalf of users.

- Your app gets an `access_token` from ArcGIS Online

- Use the `access_token` to access premium services like directions, geocoding, GeoEnrichment, ect…

- You will be able to read from services owned by the same account as the application

"App Logins" great For

- Allowing users to use ArcGIS Online services without authentication

- Letting your own authenticated users access ArcGIS services

- Server and script based applications

Demo Apps

1. Vanilla JS user login

2. JS API user login

3. App login on the server

4. App login with a proxy

Vanilla JS user login

OAuth 2 with no frameworks or servers.

Source on GitHub

JS API user login

Integrate OAuth 2 authentication into the JS API.

Source on GitHub