
groundwork-users Documentation

Release 0.1.2

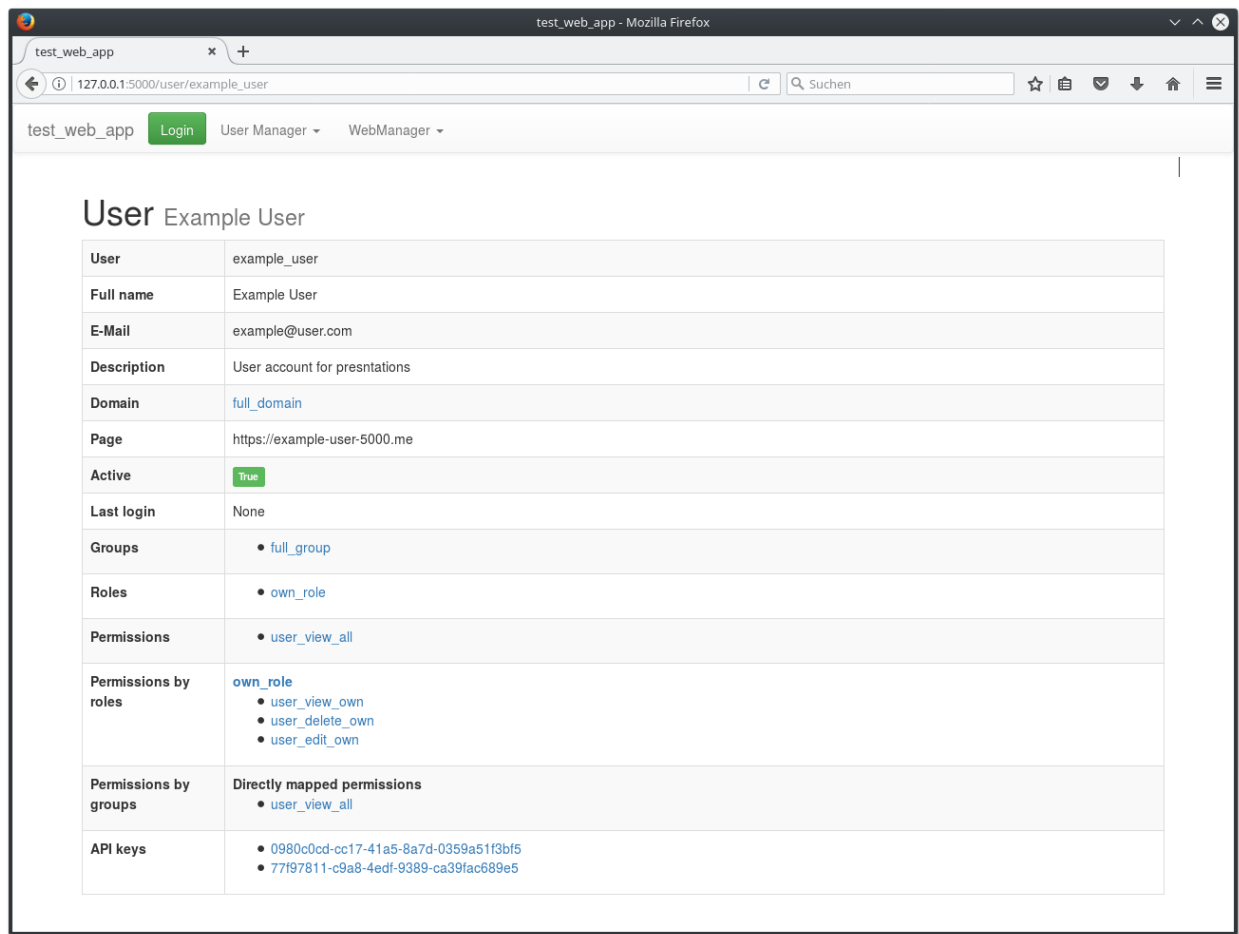
team useblocks

Sep 07, 2017

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This is a [groundwork](#) extension package for managing users and related functions.



More images are shown on the [Screenshots](#) page.

groundwork framework

[groundwork](#) is a plugin based Python application framework, which can be used to create various types of applications: console scripts, desktop apps, dynamic websites and more.

Visit groundwork.useblocks.com or read the [technical documentation](#) for more information.

All of the following functions are available as API via *GwUsersPattern* or as ready-to-use web views via the plugin *GwUsersWebManager*.

Users and Groups

- Create, edit and delete users and their data
- Create, edit and delete groups
- Bundle users inside groups
- Activate/Deactivate user accounts

Permissions and Roles

- Create, edit and delete permissions
- Create, edit and delete roles
- Bundle permissions inside roles
- Assign roles to users/groups
- Assign single permission to users/groups
- Secure functions/views with needed permissions

Authentication

- Authenticate users by basicAuth, token, session or api_key
- Secure functions with specific auth methods like “api_key only for API calls”.

API keys

- Create, edit and delete API keys
- Assign multiple API keys to users
- Activate/Deactivate api keys

Domains

- Create, edit and delete domains
- Bundle users to domains for multi-client-support ([Multitenancy](#))

CHAPTER 2

Package content

- Plugins
- GwUsersCliManager
- GwUsersWebManager
- Patterns
- GwUsersPattern

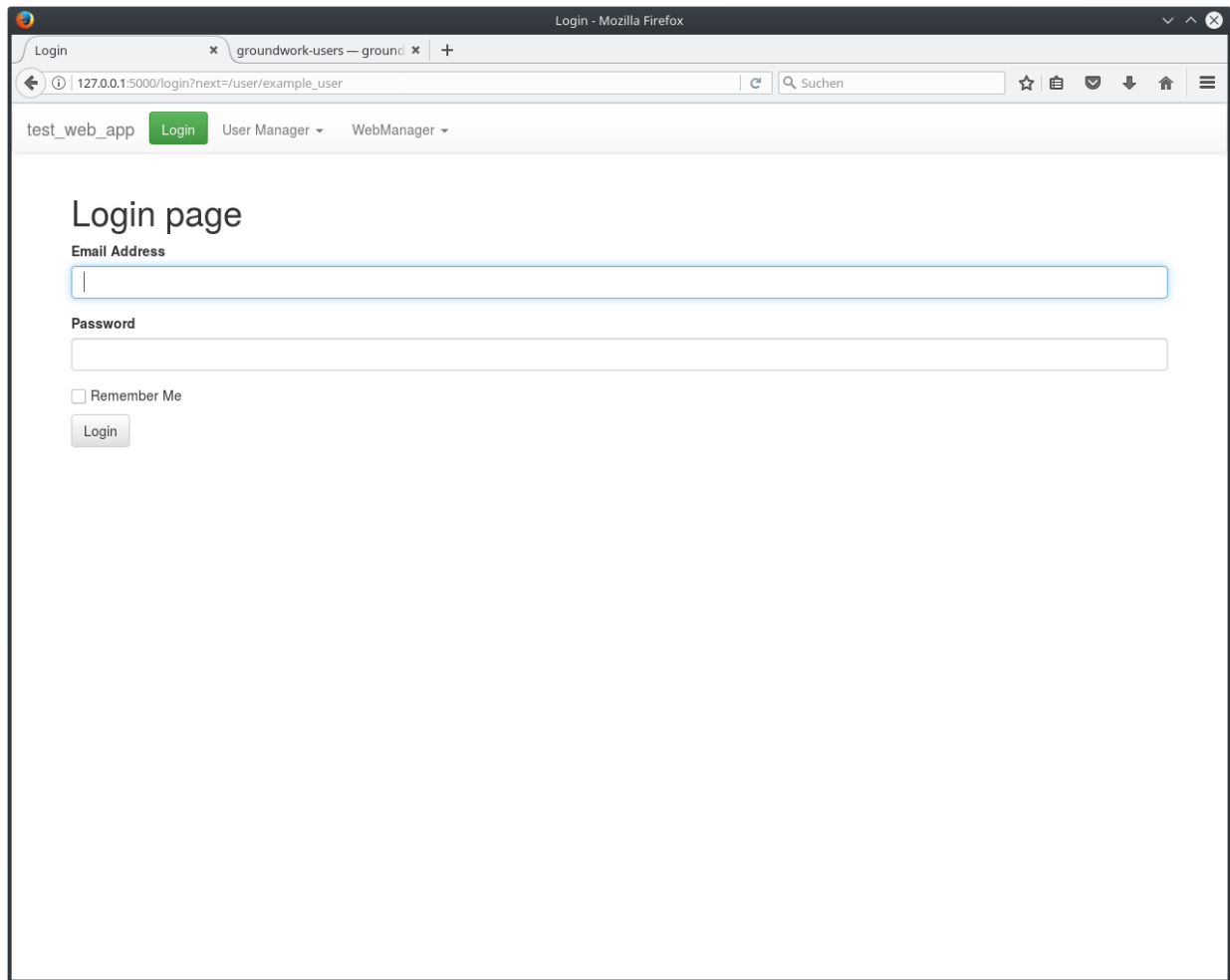
CHAPTER 3

Content

Screenshots

The following screenshots are all taken from the plugin *GwUsersWebManager*.

Login



The screenshot shows a web browser window titled "Login - Mozilla Firefox". The address bar displays the URL "127.0.0.1:5000/login?next=/user/example_user". The page content includes a navigation bar with "test_web_app", a green "Login" button, and dropdown menus for "User Manager" and "WebManager". The main section is titled "Login page" and contains two input fields: "Email Address" and "Password". Below these fields is a checkbox labeled "Remember Me" and a "Login" button.

test_web_app Login User Manager WebManager

Login page

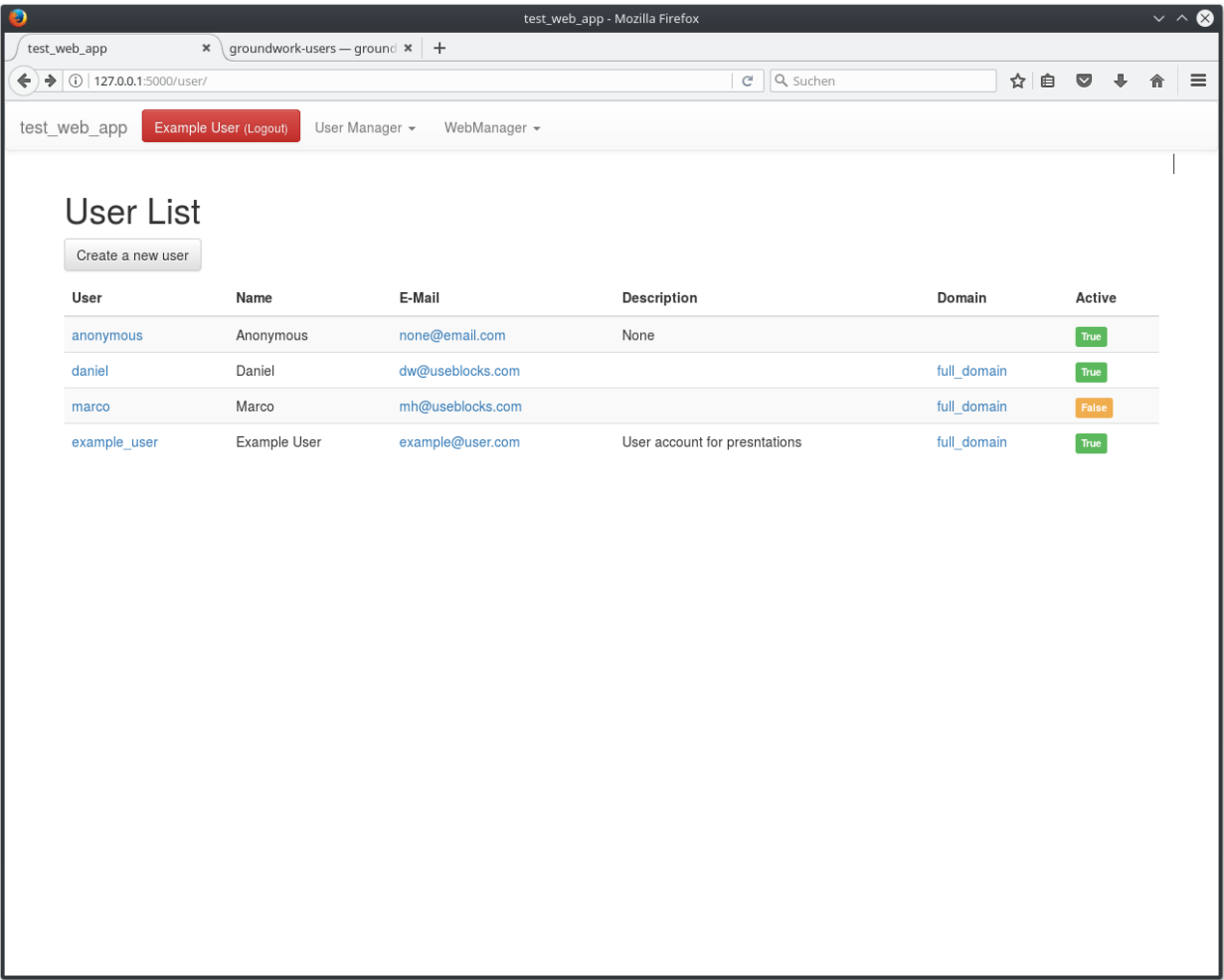
Email Address

Password

☐ Remember Me

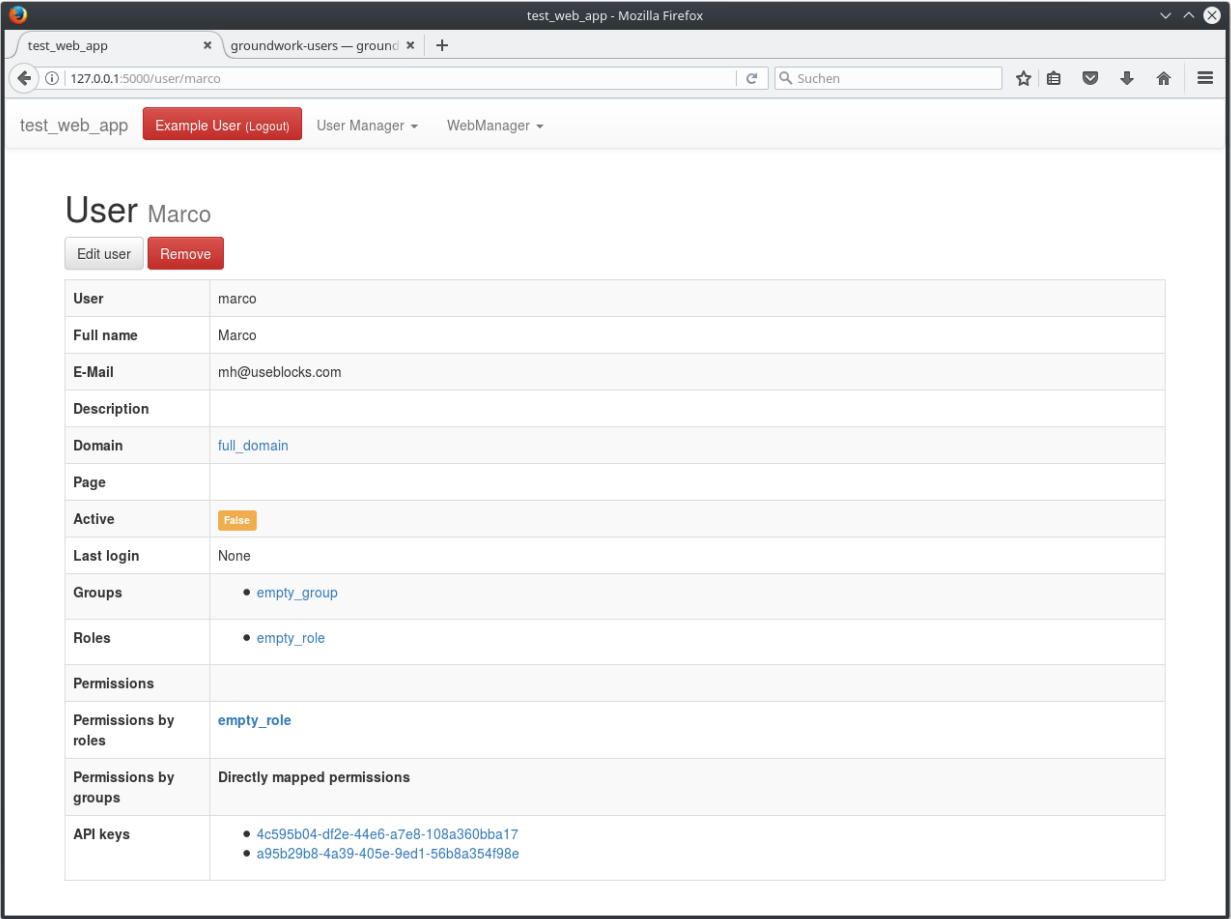
Login

Users



The screenshot shows a web browser window with the address bar displaying '127.0.0.1:5000/user/add'. The page title is 'test_web_app'. The navigation bar includes 'test_web_app', 'Example User (Logout)', 'User Manager', and 'WebManager'. The main content area is titled 'Usermanager new' and contains the following form elements:

- Email Address**: A text input field.
- User name**: A text input field.
- Full name**: A text input field.
- Domain**: A dropdown menu with 'empty domain' selected. Below it is the text 'Select domain'.
- Active**: A checkbox. Below it is the text 'Is user active and can be used for logins?'.
- Select groups**: A list box containing 'full_group' and 'empty_group'. Below it is the text 'Select groups'.
- Select roles**: A list box containing 'Anonymous', 'empty_role', 'admin_role', and 'own_role'. Below it is the text 'Select permission roles'.
- Select permissions**: A list box containing 'user_view_all' and 'user_edit_all'.



test_web_app 127.0.0.1:5000/user/edit/marco

test_web_app Example User (Logout) User Manager WebManager

Usermanager

Email Address
mh@useblocks.com

User name
marco

Full name
Marco

Domain
full domain
Select domain

Active
☐
Is user active and can be used for logins?

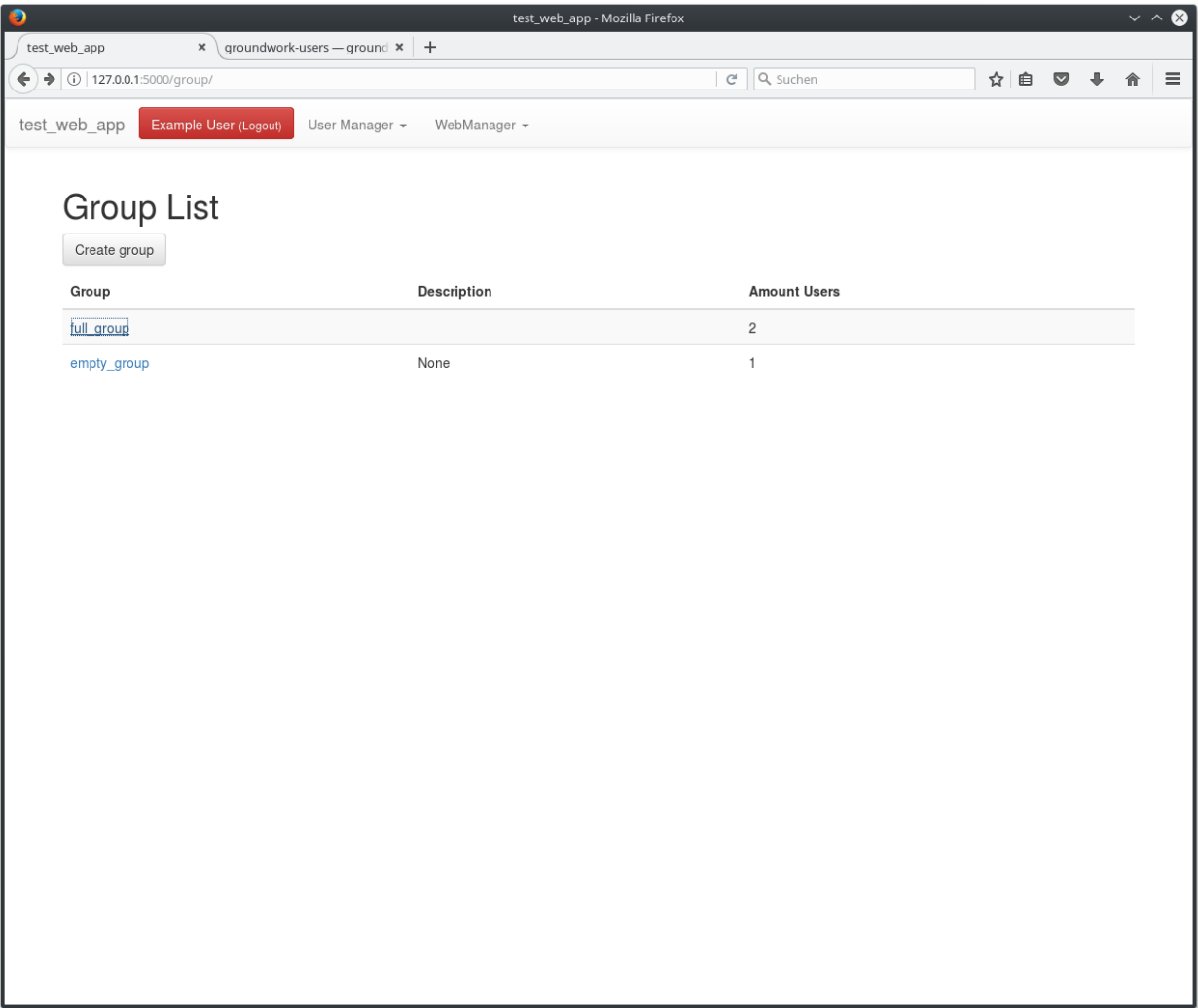
Select groups
full_group
empty_group
Select groups

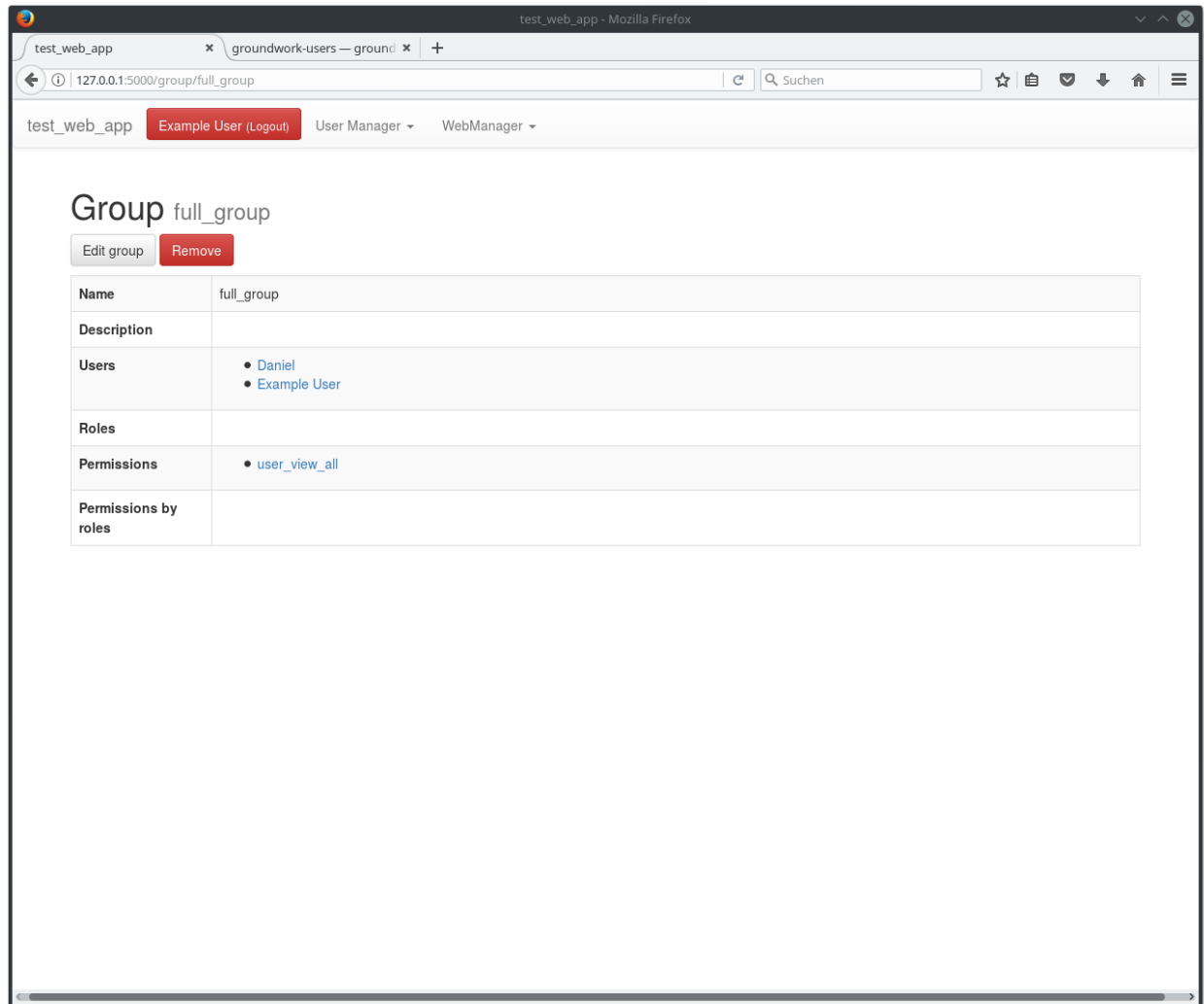
Select roles
Anonymous
empty_role
admin_role
own_role
Select permission roles

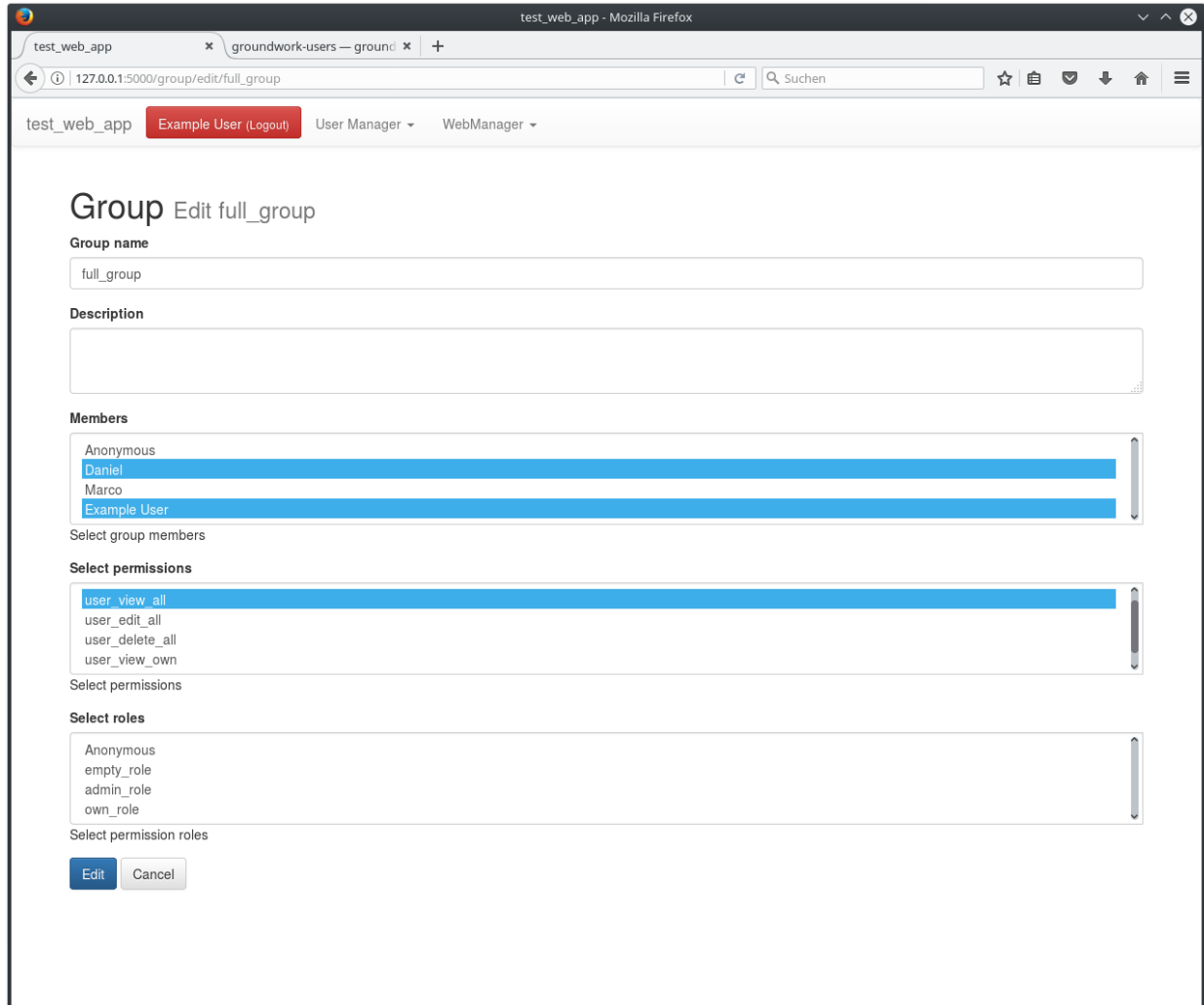
Select permissions
user_view_all
user_edit_all
user_delete_all
user_view_own
Select permissions

Description

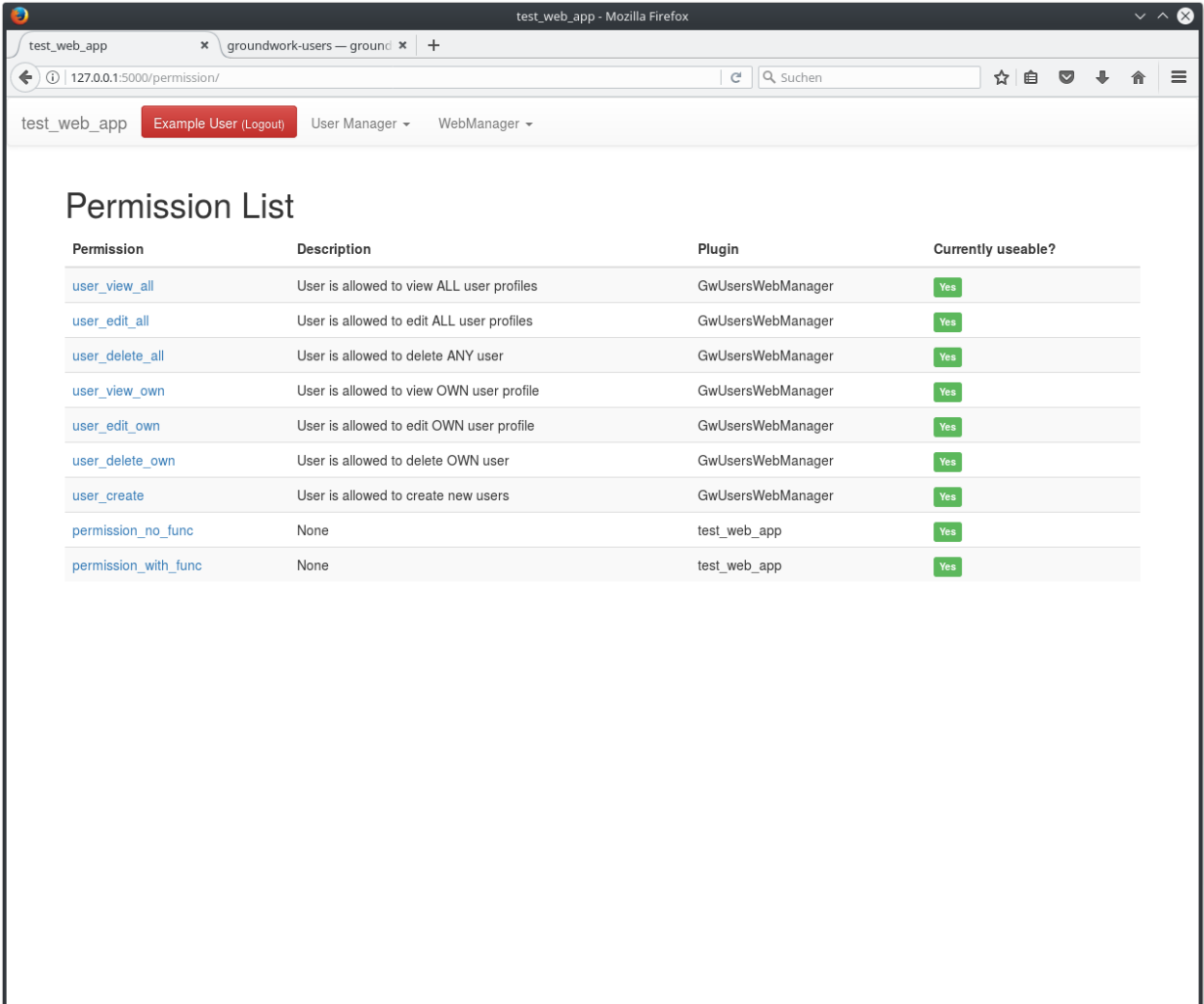
Groups



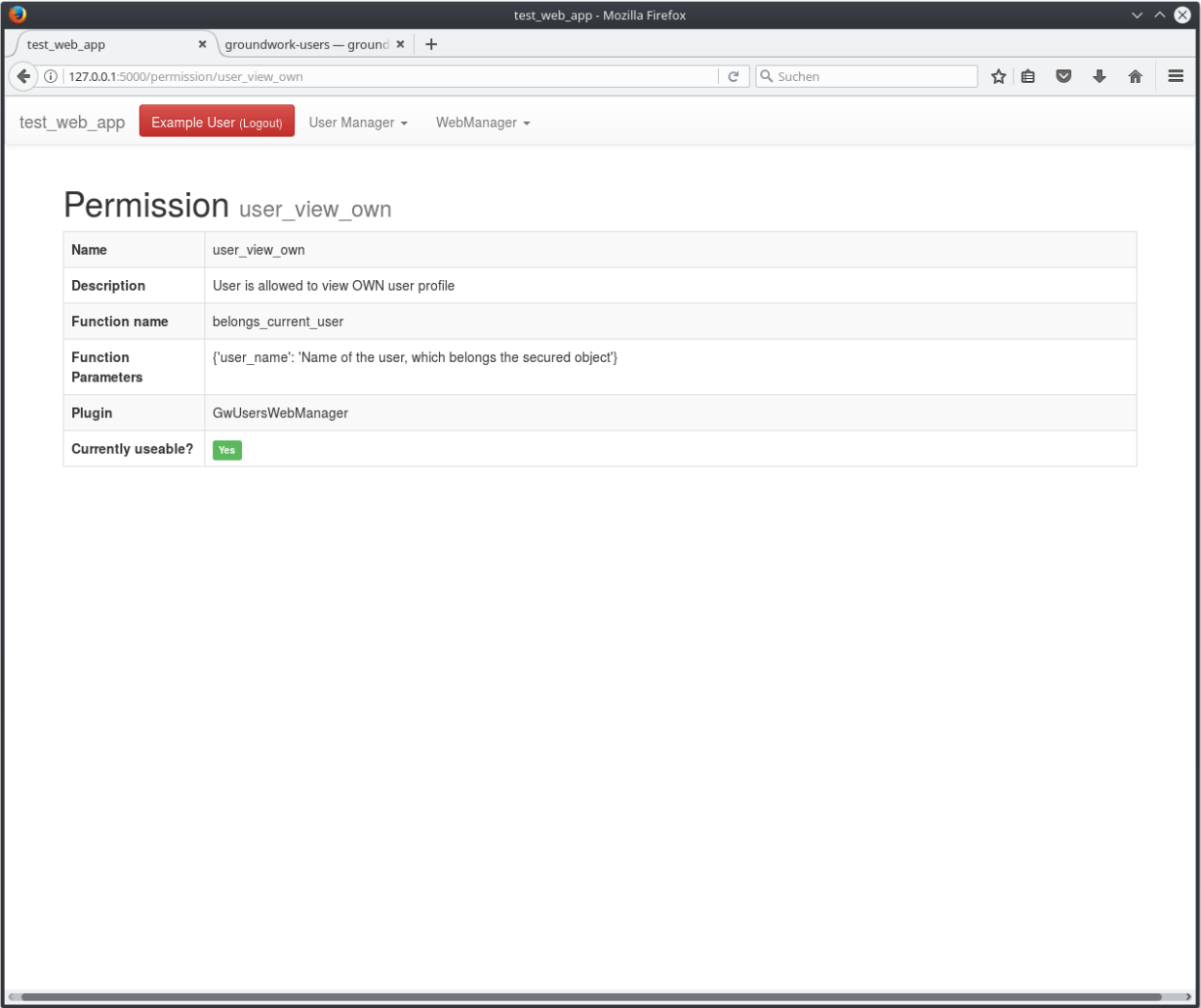




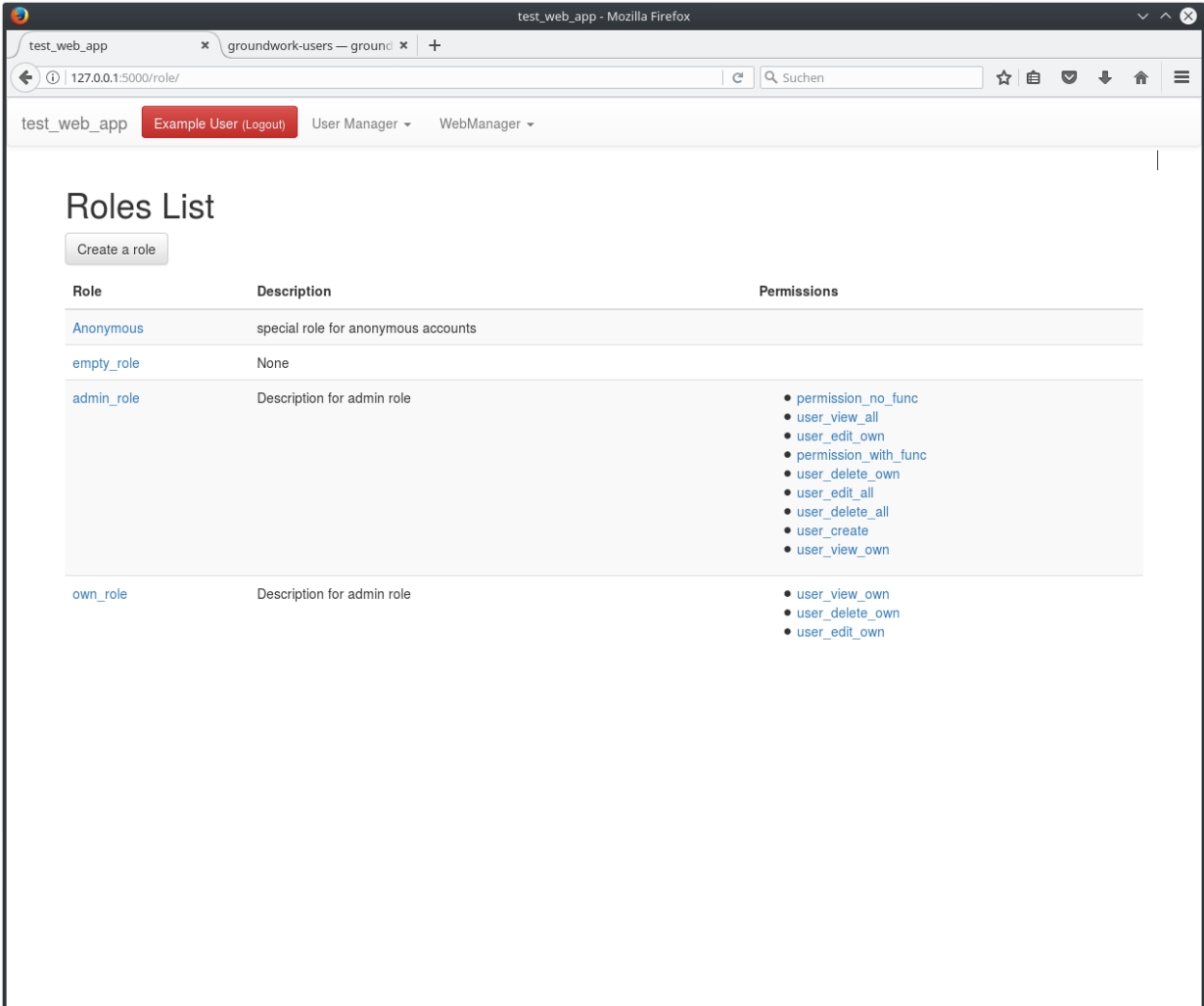
Permissions



Permission	Description	Plugin	Currently useable?
user_view_all	User is allowed to view ALL user profiles	GwUsersWebManager	Yes
user_edit_all	User is allowed to edit ALL user profiles	GwUsersWebManager	Yes
user_delete_all	User is allowed to delete ANY user	GwUsersWebManager	Yes
user_view_own	User is allowed to view OWN user profile	GwUsersWebManager	Yes
user_edit_own	User is allowed to edit OWN user profile	GwUsersWebManager	Yes
user_delete_own	User is allowed to delete OWN user	GwUsersWebManager	Yes
user_create	User is allowed to create new users	GwUsersWebManager	Yes
permission_no_func	None	test_web_app	Yes
permission_with_func	None	test_web_app	Yes

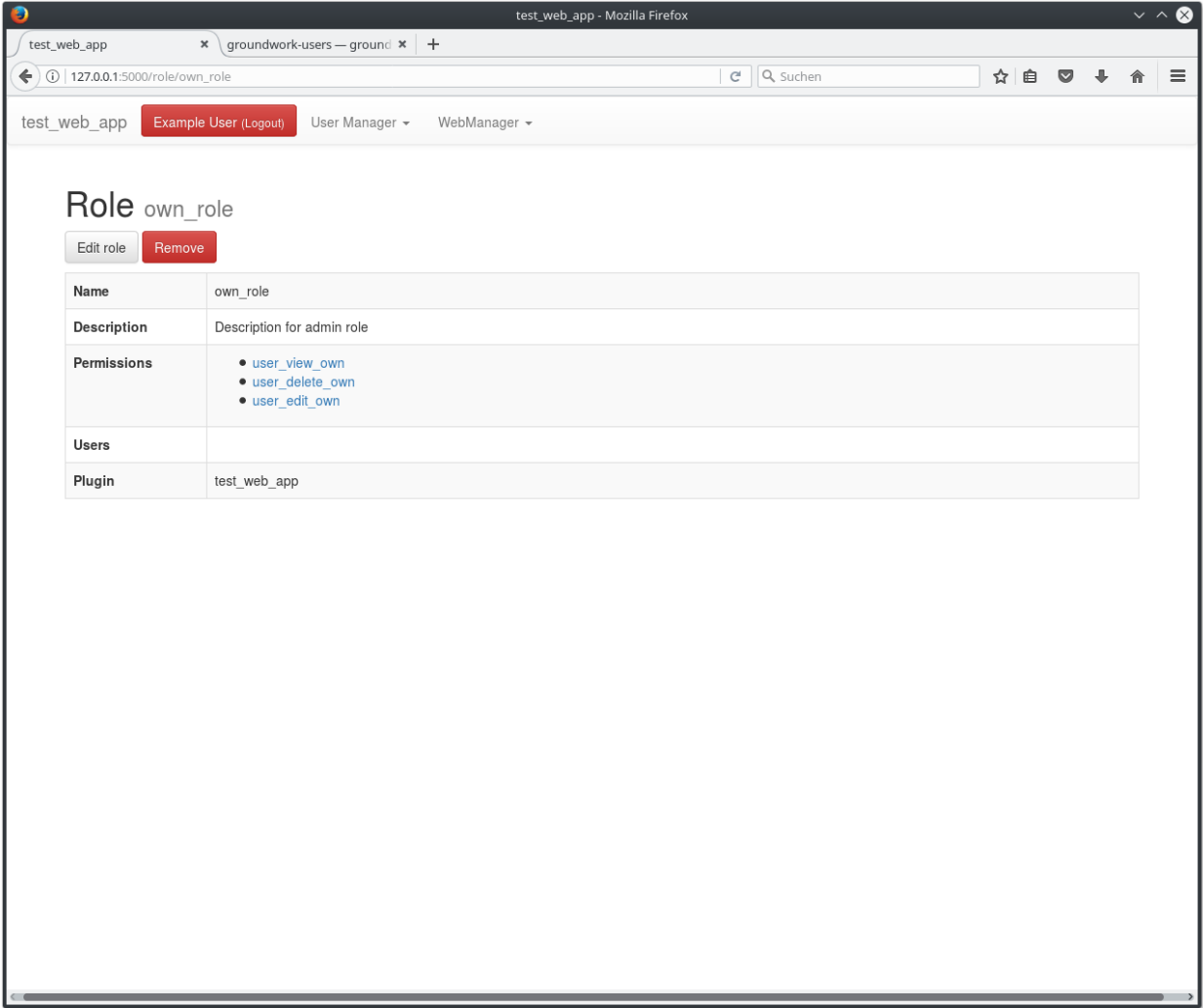


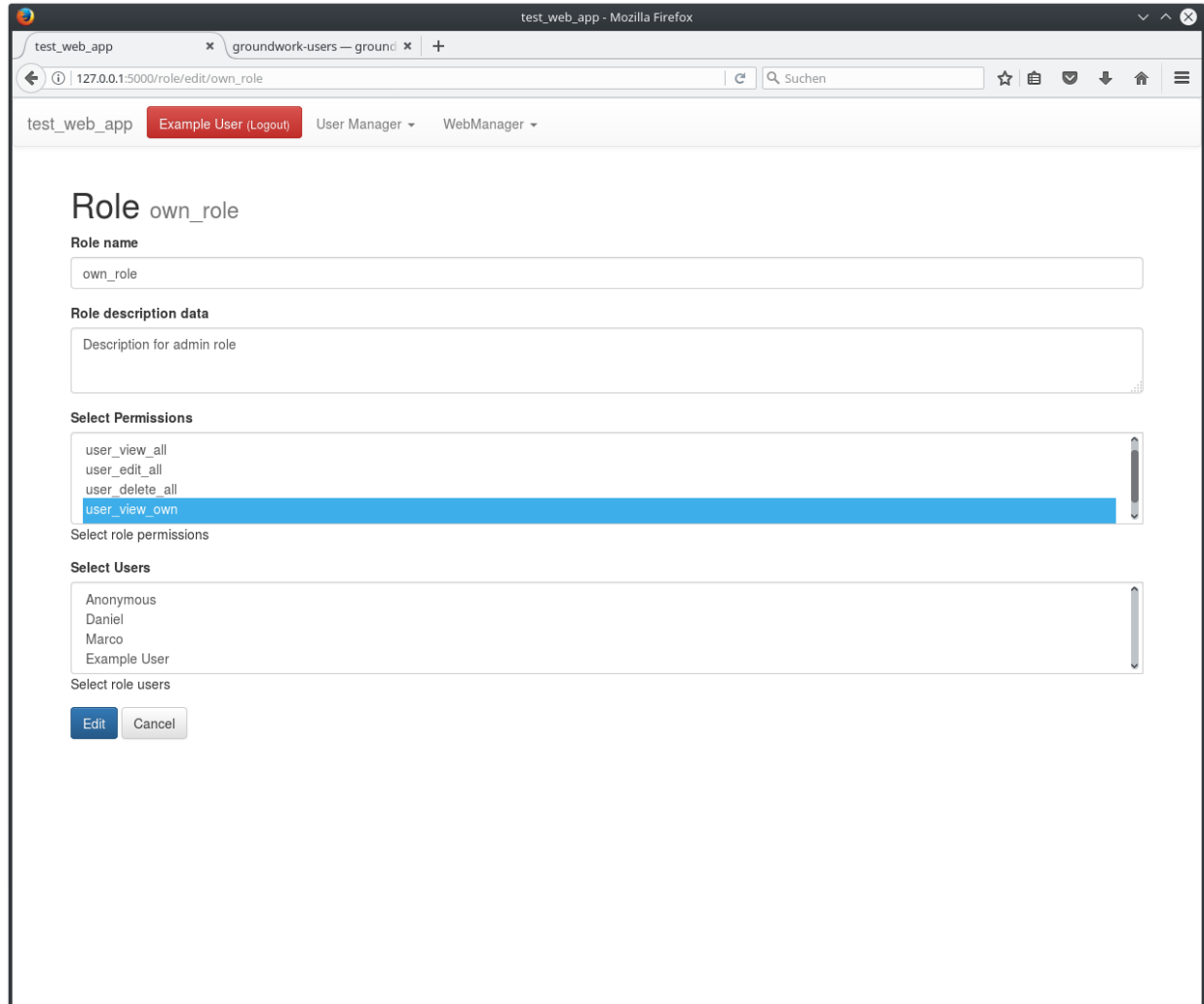
Roles



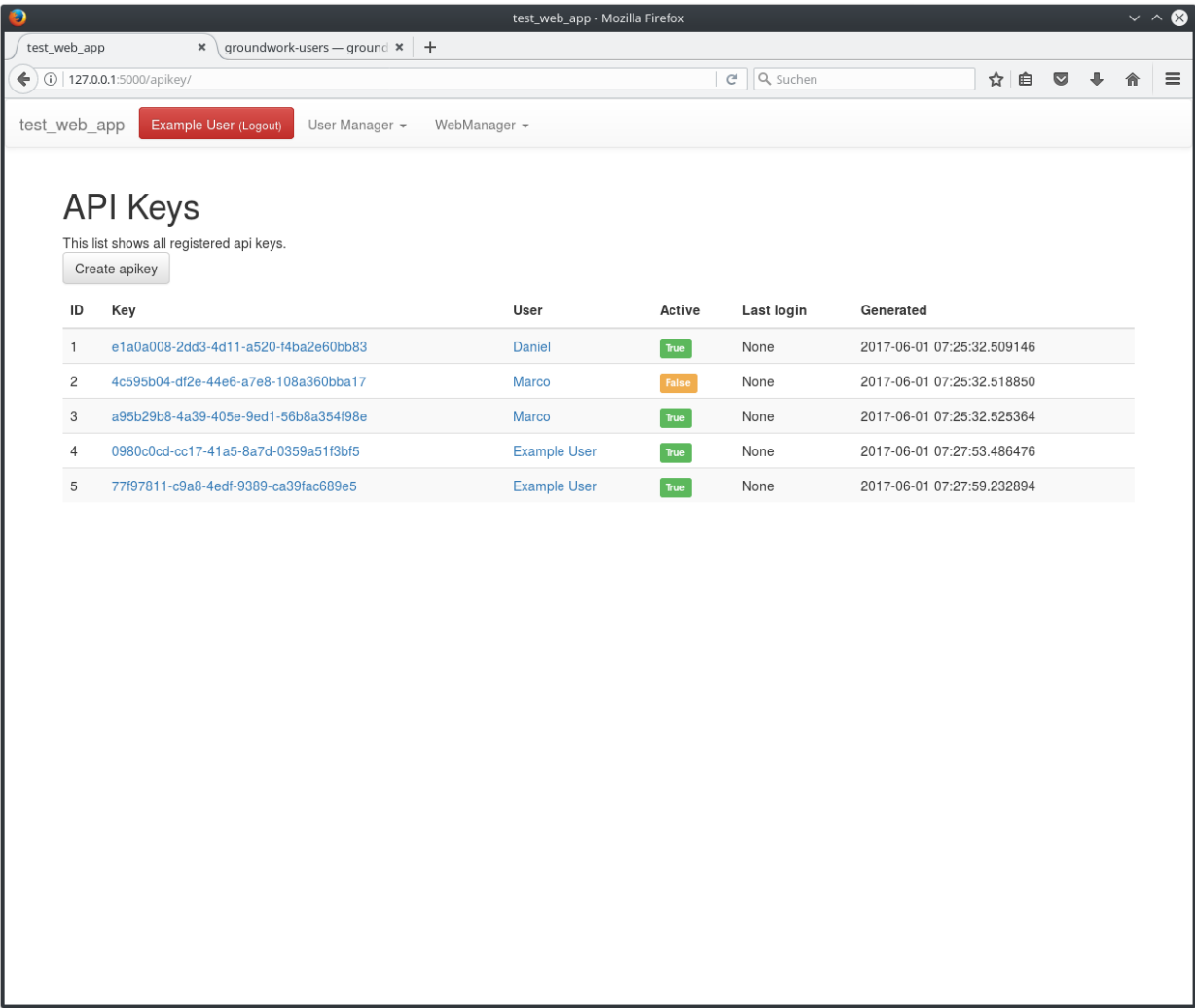
The screenshot shows a web browser window titled "test_web_app - Mozilla Firefox" with the URL "127.0.0.1:5000/role/". The page displays the "Roles List" interface. At the top, there is a navigation bar with "test_web_app", "Example User (Logout)", "User Manager", and "WebManager". Below the navigation bar, the "Roles List" section features a "Create a role" button and a table with the following data:

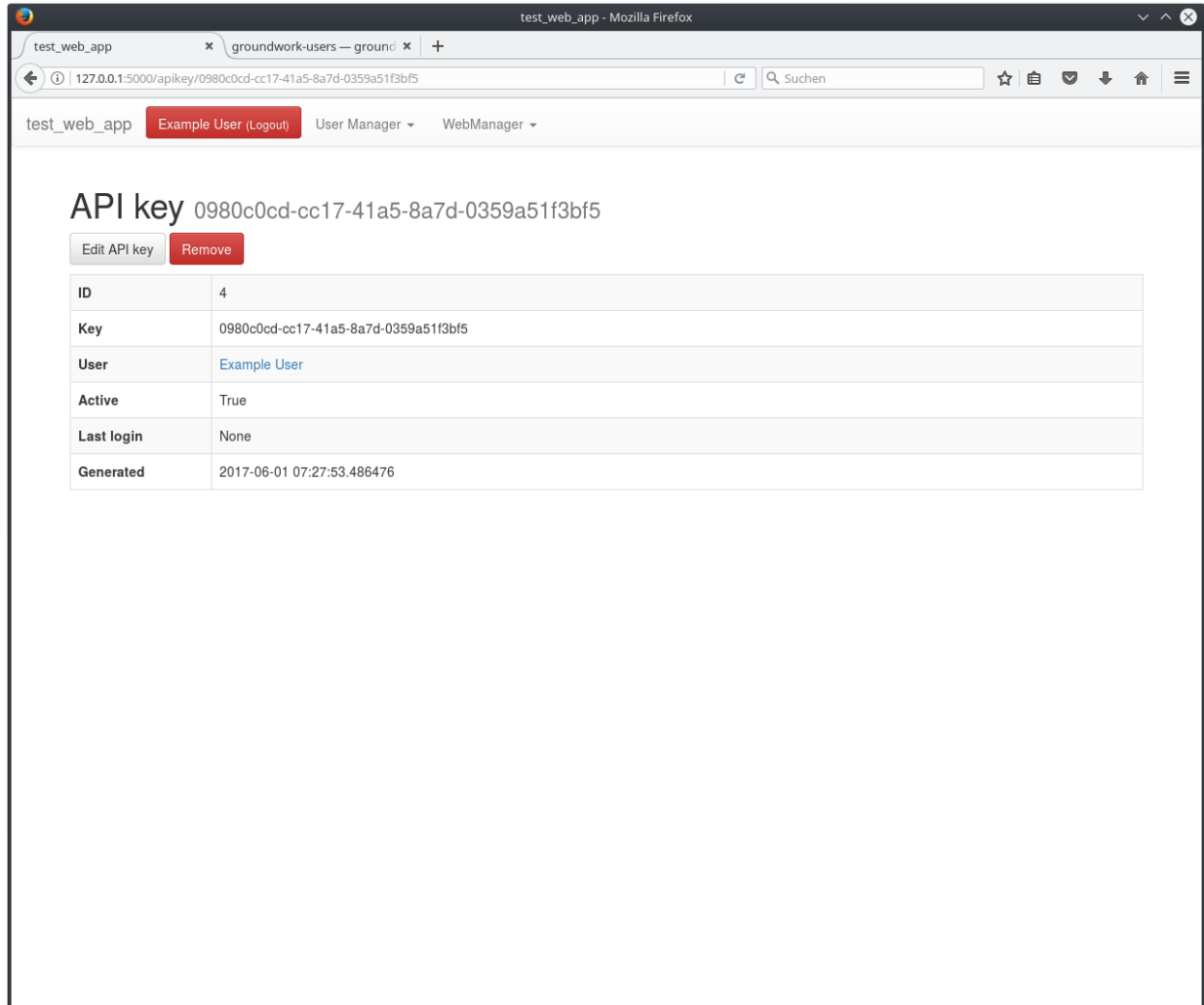
Role	Description	Permissions
Anonymous	special role for anonymous accounts	
empty_role	None	
admin_role	Description for admin role	<ul style="list-style-type: none">• permission_no_func• user_view_all• user_edit_own• permission_with_func• user_delete_own• user_edit_all• user_delete_all• user_create• user_view_own
own_role	Description for admin role	<ul style="list-style-type: none">• user_view_own• user_delete_own• user_edit_own





API keys





Web views

Using web views

By using the plugin `GwUsersWebManager` you get automatically web views and menu entries to view, create, edit and delete users and their related objects.

All you have to do is to load and activate `GwUsersWebManager`:

```
from groundwork import App

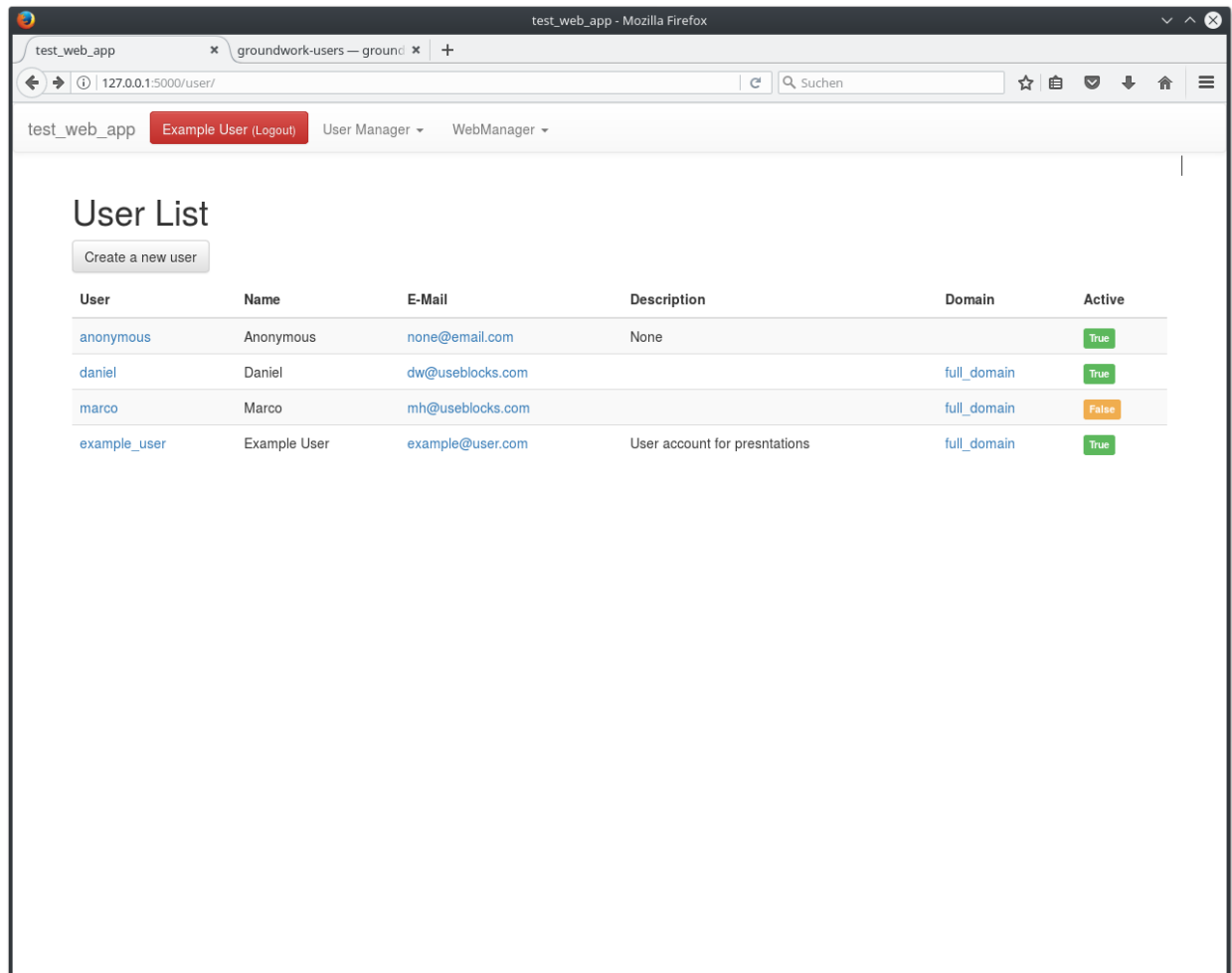
def start_app():
    app = App(["my_config_file"])
    app.plugins.activate(["GwUsersWebManager", "Another_Plugin", "One_More_Plugin"])

    # Register a new user on application level
    user = app.users.register("test_user", "user@test.com", "my_password")

if "main" in __name__:
```

```
start-app()
```

After starting your application, you should be able to see a list of users under the url **http://your_server/user**



Set permissions

Before you can start creating and editing users, you have to be sure the `current_user` has the right permission to perform these actions.

`GwUsersWebManager` creates some permission during activations and secures the related views and buttons:

```
* user_view_all
* user_edit_all
* user_delete_all
* user_view_own
* user_edit_own
* user_delete_own
```

xx_all allows to perform the action on **all** user objects.

xx_own allows the currently logged in user to perform the related action on its own user profile only.

So to finally create a user via web-interface, you already need an existing user with the right permissions.

But that's quite easy to achieve, by creating some sort of an "administrator" user during application start up:

```
from groundwork import App

def start_app():
    app = App(["my_config_file"])
    app.plugins.activate(["GwUsersWebManager", "Another_Plugin", "One_More_Plugin"])

    # Check if an "admin" user already exists
    admin_user = app.users.get("admin")
    if admin_user is None or len(admin_user) == 0:
        # Get all existing permissions because our new user is admin. Muhaaaa!
        admin_permissions = app.permission.get()

        # Register admin user
        admin_user = app.users.register("admin", "admin@my_company.com", "admin_
↪password",
                                     permissions=admin_permissions)

if "main" in __name__:
    start_app()
```

After you started your application you can login with the admin user and have all available permissions to perform really every action.

Users

To register, edit or delete users and their related data, your plugin needs to inherit from *GwUsersPattern*

Register a new user

```
from groundwork_users.patterns import GwUsersPattern

class MyUserPlugin(GwUsersPattern):
    # Plugin initialisation, no user related stuff here
    def __init__(self, app, *args, **kwargs):
        self.name = "MyUserPlugin"
        super(MyUserPlugin, self).__init__(app, *args, **kwargs)

    def activate(self):
        # Register a new user
        user = self.users.register("test_user", "user@test.com", "my_password")
```

If you already have registered some permissions, roles, *Groups* or domains you can use them during the registration process:

```
class MyUserPlugin(GwUsersPattern):
    ...

    def activate(self, ):
        user_roles = self.roles.get("my_role")
        user_permissions = self.permission.get("my_permission")
        user_groups = self.roles.get("my_group")
        user_domain = self.domains.get("my_domain")
```

```
user = self.users.register(user_name="new_user",
                           full_name="New User",
                           email="new@user.com",
                           password="secret_password",
                           page="http://user_page.com",
                           description="My new user for tests",
                           domain=users_domain,
                           groups=user_groups,
                           roles=user_roles,
                           permissions=user_permissions
                           )
```

Update an existing user

To update an existing user you can use the Users database model and commit the change to the database after changes has been made:

```
class MyUserPlugin(GwUsersPattern):
    ...

    def change_user(self, user_name):
        user = self.users.get(user_name)
        if user is None:
            self.log.error("User {0} does not exist".format(user_name))
            return

        # Make a change on the user model
        user.full_name = "My new user name"

        # Commit the change
        self.users_db.commit()
```

Deleting a user

```
class MyUserPlugin(GwUsersPattern):
    ...

    def deactivate(self):
        # Let's delete our test user from database, if the plugin gets deactivated
        self.users.delete("new_user")
```

Getting users

For searching and filter users you can use the `get()` function:

```
class MyUserPlugin(GwUsersPattern):
    ...

    def activate(self):
        # Get a user by user_name
        users = self.users.get("new_user")
        if users is not None:
            user = users[0]
```

Note: `get()` always returns a list, if users were found or None, if no user was found. Even if only a single user is found a list is returned!

You can use additional key-word arguments to filter for users. Each given keyword is passed to the sqlalchemy filter function and therefore must be part of the user database model:

```
# Filter by full name
users = self.users.get(full_name="user")

# Filter by active status
users = self.users.get(active = True)

# Filter my multiple values
roles = self.roles.get("my_role")
users = self.users.get(active = True, roles=roles)
```

User database model

Below you can see the currently used database model for a user object:

```
class User(Base, UserMixin):
    """
    Class/Table for storing single users.
    The following columns are needed by the flask-security extension:
    * confirmed_at
    * last_login_at
    * current_login_at
    * last_login_ip
    * current_login_ip
    * login_count
    """
    __tablename__ = "user"
    id = Column(Integer, primary_key=True)
    email = Column(Text(255), unique=True)
    full_name = Column(Text(255))
    password = Column(Text(255))
    user_name = Column(Text(255), unique=True)
    description = Column(Text(2048))
    page = Column(Text(255))
    plugin_name = Column(Text(255))
    active = Column(Boolean())
    confirmed_at = Column(DateTime())
    last_login_at = Column(DateTime())
    current_login_at = Column(DateTime())
    last_login_ip = Column(Text(255))
    current_login_ip = Column(Text(255))
    login_count = Column(Integer)
    roles = relationship('Role', secondary=roles_users,
                        backref=backref('users', lazy='dynamic'))
    permissions = relationship('Permission', secondary=permissions_users,
                              backref=backref('users', lazy='dynamic'))
    domain_id = Column(Integer, ForeignKey('domain.id'))
    domain = relationship("Domain", backref="users")
```

Groups

groups are used to bundle users, so that you can assign permissions and roles easily to a group instead of assigning them separately to each user.

To register, edit or delete groups and their related data, your plugin needs to inherit from `GwUsersPattern`

Register a new group

```
from groundwork_users.patterns import GwUsersPattern

class MyGroupPlugin(GwUsersPattern):
    # Plugin initialisation, no group related stuff here
    def __init__(self, app, *args, **kwargs):
        self.name = "MyGroupPlugin"
        super(MyUserPlugin, self).__init__(app, *args, **kwargs)

    def activate(self):
        # Register a new group
        self.groups.register("my_group", "my own group description")
```

You can also assign users, permission and roles during group registration:

```
class MyGroupPlugin(GwUsersPattern):
    ...
    def activate(self):
        # Register a user
        user = self.users.register("test_user", "user@test.com", "my_password")

        # Get a permissions
        permission = self.permissions.get("my_permission")[0]

        # Register a role
        role = self.roles.register("my_role", permissions=[permission])

        # Register a new group
        self.groups.register("my_group", "my own group description",
                             users=[user],
                             permissions=[permission],
                             roles=[role])
```

Updating an existing group

```
class MyGroupPlugin(GwUsersPattern):
    ...

    def change_group(self, group_name):
        group = self.groups.get(group_name)
        if group is None:
            self.log.error("Group {0} does not exist".format(group_name))
            return

        # Make changes on the group model
        group.name = "new_name"
```



```

        new_permissions = self.permissions.get("some_new_permissions")
        group.permissions = group.permissions + new_permissions # Add the new_
↪permissions to the existing ones

        # Commit the change
        self.users_db.commit()

```

Deleting a group

```

class MyGroupPlugin(GwUsersPattern):
    ...
    def deactivate(self):
        self.groups.delete("my_group")

```

Getting groups

```

class MyGroupPlugin(GwUsersPattern):
    ...

    def activate(self):
        # Get a group by name
        groups = self.groups.get("my_group")
        if groups is not None:
            group = groups[0]

```

Note: `get()` always returns a list, if groups were found or `None`, if no group was found. Even if only a single group is found a list is returned!

You can use additional key-word arguments to filter for groups. Each given keyword is passed to the sqlalchemy filter function and therefore must be part of the user database model:

```

# Filter by plugin_name, which has registered the group
groups = self.groups.get(plugin_name="MyGroupPlugin")

# Filter by an user
users = self.users.get("my_user")
groups = self.groups.get(users=[users])

```

Groups database model

Below you can see the currently used database model for a group object:

```

class Group(Base):
    """
    Class/Table for storing groups.
    """
    __tablename__ = "group"
    id = Column(Integer(), primary_key=True)
    name = Column(Text(255), unique=True)

```

```
description = Column(Text(2048))
plugin_name = Column(Text())
users = relationship('User', secondary=groups_users,
                     backref=backref('groups', lazy='dynamic'))
roles = relationship('Role', secondary=roles_groups,
                     backref=backref('groups', lazy='dynamic'))
permissions = relationship('Permission', secondary=permissions_groups,
                           backref=backref('groups', lazy='dynamic'))
```

JINJA Templates

Check permission

You can easily check the permission status of the current user:

```
{% if current_user.has_permission("user_edit_all") %}
<a class="btn btn-default" href="{{url_for('.add')}}">
    {{_("Create a new user")}}</a>
{% endif %}
```

The above code will show a button “Create a new user” only, if the current logged in user has the permission “user_create”.

Configuration

Application configuration parameters

USERS_DB_URL

Database connection string / url, which defines the database to use for storing user related data.:

```
USERS_DB_URL = "sqlite://{0}/my_users.db".format(APP_PATH)
```

API

Plugins

GwUsersWebManager

```
class groundwork_users.plugins.GwUsersWebManager(app, *args, **kwargs)
```

Patterns

GwUsersPattern

```
class groundwork_users.patterns.GwUsersPattern(app, *args, **kwargs)
```

users = None

Instance of *UsersPlugin*. Provides functions to register and manage users

Users

The following functions are available inside each plugin, which inherits from *GwUsersPattern* via *self.users*.

```
class groundwork_users.patterns.gw_users_pattern.users.UsersPlugin (plugin)

    delete (user_name)
    get (user_name=None, **kwargs)
    register (user_name, email, password, full_name='', page=None, description=None, domain=None,
              groups=None, roles=None, permissions=None, confirmed_at=None, active=True)

class groundwork_users.patterns.gw_users_pattern.users.UsersApplication (app)

    delete (user_name, plugin=None)
    get (user_name=None, plugin=None, **kwargs)
    register (user_name, email, password, full_name=None, page=None, description=None,
              plugin=None, domain=None, groups=None, roles=None, permissions=None, con-
              firmed_at=None, active=True)
```

Errors

```
class groundwork_users.patterns.gw_users_pattern.users.NoUserDatabaseException
class groundwork_users.patterns.gw_users_pattern.users.NoUserTableException
class groundwork_users.patterns.gw_users_pattern.users.UserDoesNotExistException
```

Groups

The following functions are available inside each plugin, which inherits from *GwUsersPattern* via *self.groups*.

```
class groundwork_users.patterns.gw_users_pattern.groups.GroupsPlugin (plugin)

    delete (group_name)
    get (group_name=None)
    register (name, description=None, users=None, permissions=None, roles=None)

class groundwork_users.patterns.gw_users_pattern.groups.GroupsApplication (app,
                                                                           users_db)

    delete (group_name, plugin=None)
    get (group_name=None, plugin=None, **kwargs)
    register (name, description=None, users=None, permissions=None, roles=None, plugin=None)
```


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delete() (groundwork_users.patterns.gw_users_pattern.groups.GroupsApplication
method), 31

delete() (groundwork_users.patterns.gw_users_pattern.groups.GroupsPlugin
method), 31

delete() (groundwork_users.patterns.gw_users_pattern.users.UsersApplication
method), 31

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method), 31

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method), 31

GroupsApplication (class in ground-
work_users.patterns.gw_users_pattern.groups),
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GroupsPlugin (class in ground-
work_users.patterns.gw_users_pattern.groups),
31

GwUsersPattern (class in groundwork_users.patterns), 30

GwUsersWebManager (class in ground-
work_users.plugins), 30

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NoUserDatabaseException (class in ground-
work_users.patterns.gw_users_pattern.users),
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NoUserTableException (class in ground-
work_users.patterns.gw_users_pattern.users),
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register() (groundwork_users.patterns.gw_users_pattern.groups.GroupsApplication
method), 31