

Json Web Tokens

- What is JSON Web Token?
- When should you use JSON Web Tokens?
- What is the JSON Web Token structure?
- How do JSON Web Tokens work?
- Why should we use JSON Web Tokens?

What is JSON Web Token?

- An open standard that defines a compact and selfcontained way for securely transmitting information between parties as a JSON object.
 - Compact: Because of its smaller size, JWTs can be sent through an URL, POST parameter, or inside an HTTP header.
 - Self-contained: The payload contains all the required information about the user, avoiding the need to query the database more than once.

When should you use JSON Web Tokens?

- Authentication: Once the user is logged in, each subsequent request will include the JWT, allowing the user to access routes, services, and resources that are permitted with that token.
- Information Exchange: JSON Web Tokens are a good way of securely transmitting information between parties, because they can be signed.

What is the JSON Web Token structure?

- Three parts separated by dots (.), which are:
 - Header
 - Payload
 - Signature
- A JWT typically looks like the following.
 - XXXXX.YYYYY.ZZZZ



JWT Structure : Header

- Typically consists of two parts:
 - hashing algorithm being used, such as HMAC SHA256 or RSA.
 - type of the token, which is JWT,
- This JSON is Base64Url encoded to form the first part of the JWT.

Header

Payload

Signature

JWT Structure : Payload

- Payload contains the "claims" statements about an entity (typically, the user) and additional metadata. Three types of claims:
 - Reserved claims: A set of predefined claims which are not mandatory but recommended, to provide a set of useful, interoperable claims. Examples: iss (issuer), exp (expiration time), sub (subject), aud (audience)
 - Public claims: These can be defined at will by those using JWTs. To avoid collisions they should be defined in the IANA JSON Web Token Registry or be defined as a URI that contains a collision resistant namespace.
 - **Private claims:** These are the custom claims created to share information between parties that agree on using them.



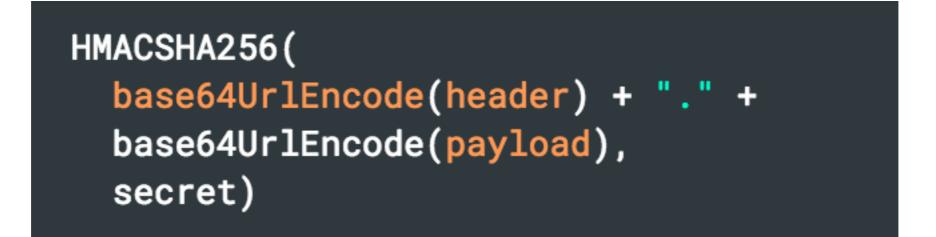
Payload

Signature

Header

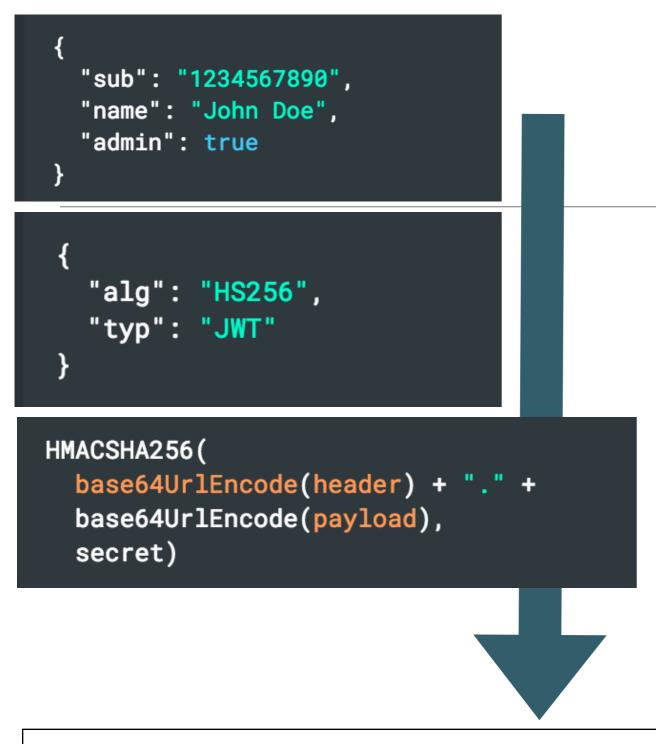
JWT Structure : Signature

- Take the encoded header, the encoded payload, a secret, the algorithm specified in the header, and sign it.
- The signature is used to verify that the sender of the JWT is who it says it is and to ensure that the message wasn't changed along the way.
- For example if you want to use the HMAC SHA256 algorithm, the signature will be created in the following way:



Payload Signature

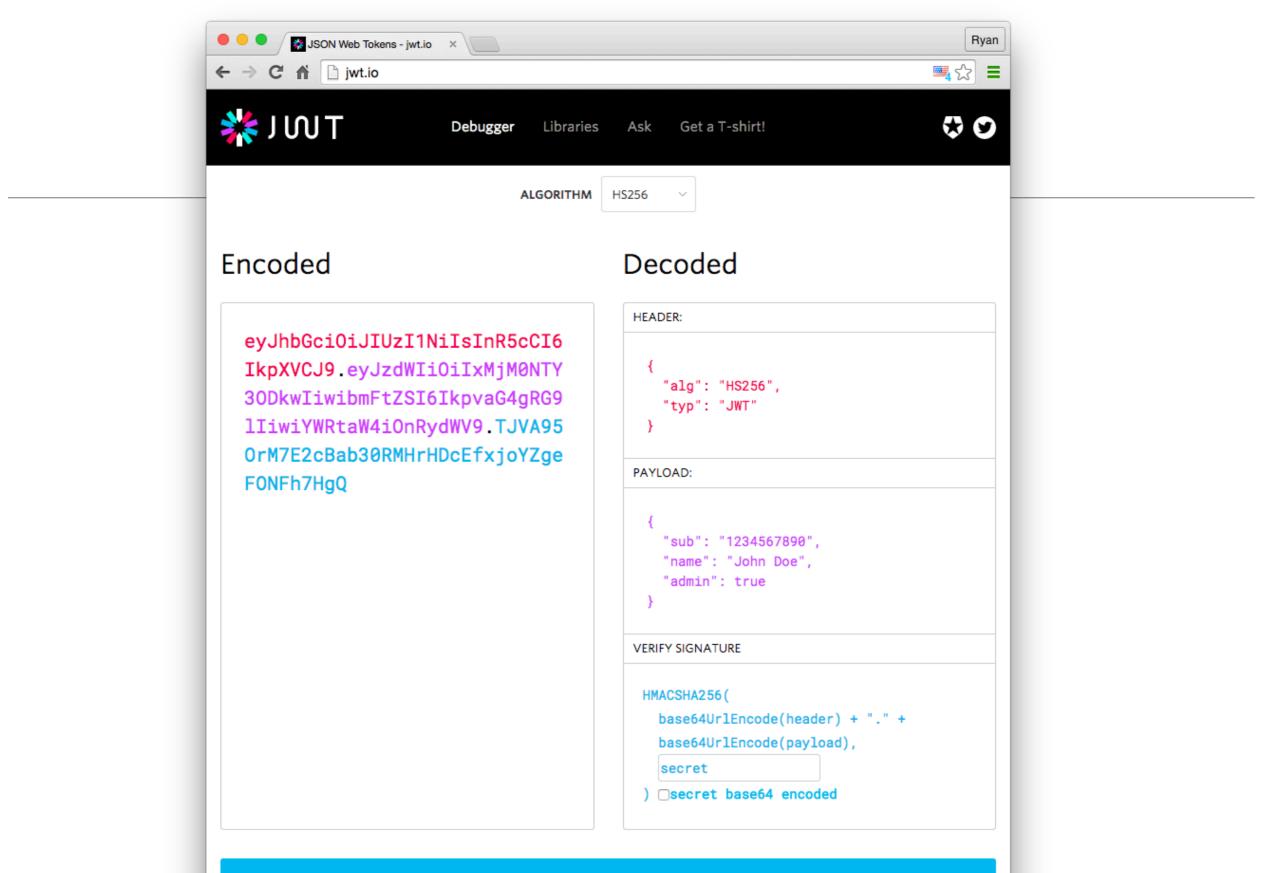
Header



The Token

 The output is three Base64 strings separated by dots that can be easily passed in HTML and HTTP environments,

eyJhbGci0iJIUzI1NiIsInR5cCI6IkpXVCJ9. eyJzdWIi0iIxMjM0NTY30DkwIiwibmFtZSI6IkpvaG4 gRG9lIiwiaXNTb2NpYWwi0nRydWV9. 4pcPyMD09olPSyXnrXCjTwXyr4BsezdI1AVTmud2fU4



⊘ Signature Verified

Another Example

```
{
"typ":"JWT",
"alg":"HS256"
}
```

Header

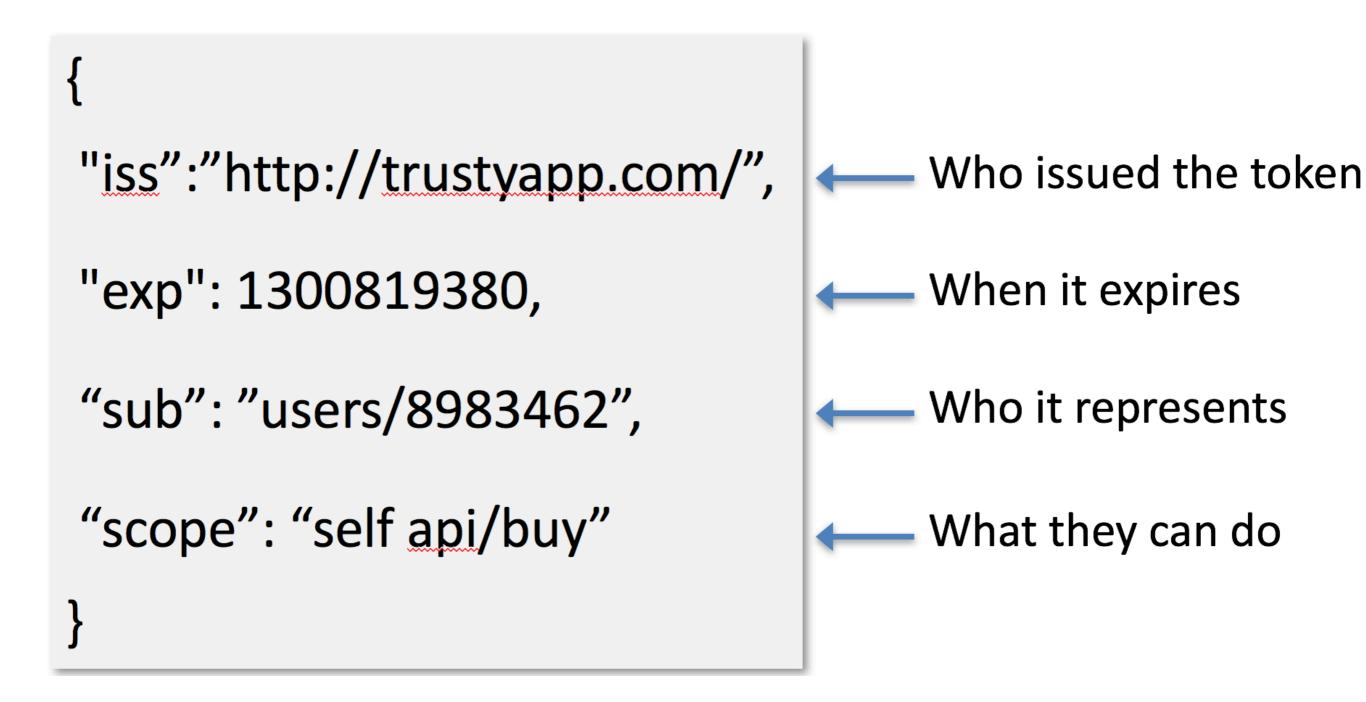
```
"iss":"http://trustyapp.com/",
"exp": 1300819380,
"sub": "users/8983462",
"scope": "self api/buy"
}
```

Body ('Claims')

tß′—™à%O~v+nî...SZu⁻µ€U...8H×

Cryptographic Signature

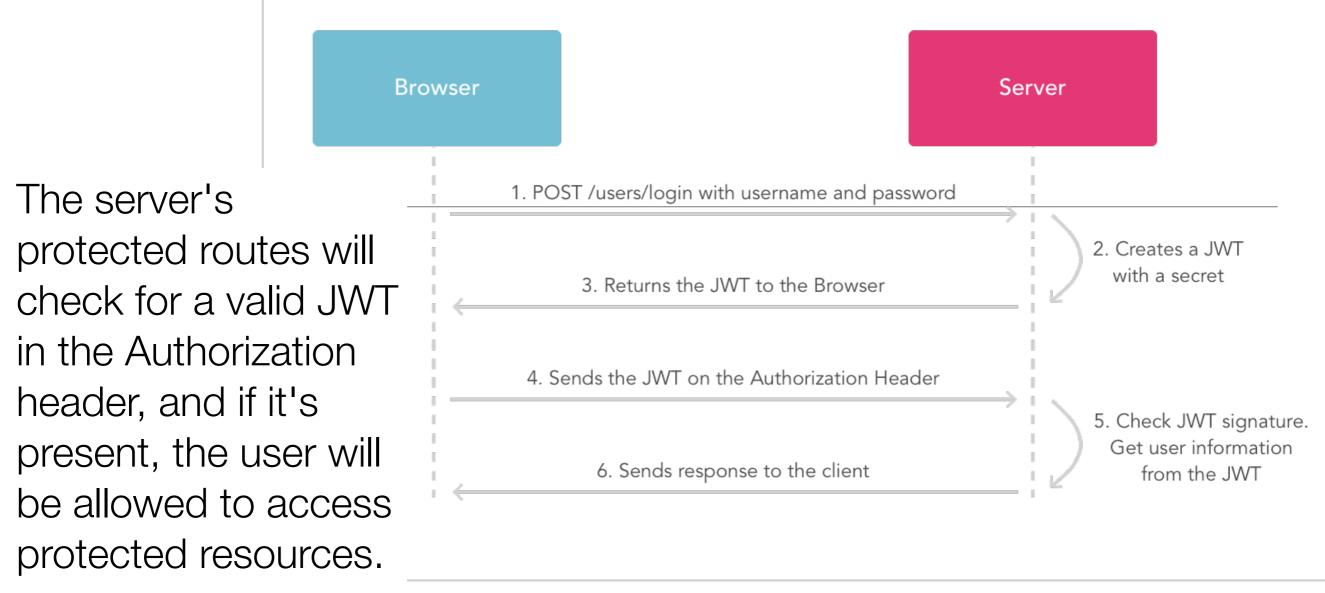
The Claims



How do JSON Web Tokens work?

- When the user successfully logs in using their credentials, a JSON Web Token will be returned and must be saved locally, perhaps in local storage in a browser.
- If user wants to access a protected route or resource, the the JWT is sent, typically in the Authorization header using the Bearer schema

Authorization: Bearer <token>



 Token contains all the necessary information.

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 Token may even make requests to downstream services

Stateless APIs

Why should we use JSON Web Tokens?

- **Compact** : Less verbose than XML, more compact than Security Assertion Markup Language Tokens (SAML).
- **Security:** JWT tokens can use a public/private key pair in the form of a X.509 certificate for signing. Signing XML can introducing obscure security holes compared to the simplicity of signing JSON.
- Convenience: JSON parsers are common in most programming languages because they map directly to objects. Conversely, XML doesn't have a natural document-to-object mapping