



Spielverderber

An Access Control Mechanism for SmallWiki 2

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What we hope to be

- Flexible
- Powerful
- Fine granular
- Easy to understand



What we have

- Users, Groups
- Commands, Command Sets
- allow, deny
- Rules <principal> <allow/deny> <action>



Design

- SVACLDecoration
- SW2Context»goto:command:
- SW2Vistor»visitSecurityDecoration:
- SW2DecoratedObject»acceptDecorated:



Problems encountered

- On what does a command operate?
- 24 command classes
- SW2CurrentContextHolder
- Customer, requirements
- Time
- Class design affects granularity



Open Questions

- How will the users like it?
- Will it fit the users needs?
- Are there any security holes?
- How will it work with the updated packages?
- Will it work together with Refactoring Engine?

