

## CzechIdM - Feature #2228

### Evaluator for all identities that has contract on one organization unit

04/22/2020 01:08 PM - Ondřej Kopr

<b>Status:</b> Closed	<b>Start date:</b> 04/17/2020
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b> Ondřej Kopr	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 10.3.0	
<b>Description</b> Goal of this ticket is create evaluator for identities that has at least one contract on specific organizational structure (including sub organizations). Create all requirements in: <a href="https://wiki.czechidm.com/devel/documentation/modules_extras#developing_and_releasing">https://wiki.czechidm.com/devel/documentation/modules_extras#developing_and_releasing</a>	
<b>Related issues:</b> Copied from extras - Task #2217: Evaluator for all identities that has contrac... <b>Closed</b> <b>04/17/2020</b>	

#### History

##### #1 - 04/22/2020 01:08 PM - Ondřej Kopr

- Copied from Task #2217: Evaluator for all identities that has contract on one organization unit added

##### #2 - 05/07/2020 06:13 AM - Peter Štrunc

- Project changed from extras to CzechIdM

- Target version deleted (2.2.0)

##### #3 - 05/07/2020 06:24 AM - Ondřej Kopr

- Tracker changed from Task to Feature

- Category set to 44

- Status changed from New to In Progress

- Target version set to 10.3.0

##### #4 - 05/07/2020 05:10 PM - Ondřej Kopr

- Status changed from In Progress to Needs feedback

- % Done changed from 0 to 90

I moved the evaluator from project to extras and not is moved from extras to product :)

Documentation:

- <https://wiki.czechidm.com/devel/documentation/security/dev/authorization#identitybytreenodeevaluator>
- [https://wiki.czechidm.com/devel/documentation/security/dev/authorization/identity\\_evaluator\\_by\\_work\\_position](https://wiki.czechidm.com/devel/documentation/security/dev/authorization/identity_evaluator_by_work_position)  
Commit: <https://github.com/bcvsolutions/CzechIdMng/commit/55adac933f02d3273edf04b43393272b4f5130ae>  
Branch: okopr/2228-evaluator-for-identities-on-treenode  
Merge:

Please Radek could provide me a feedback? Thank you :)

##### #5 - 05/12/2020 01:07 PM - Radek Tomiška

- Assignee changed from Ondřej Kopr to Radek Tomiška

##### #6 - 05/13/2020 06:58 AM - Radek Tomiška

- Status changed from Needs feedback to In Progress

- Assignee changed from Radek Tomiška to Ondřej Kopr

- % Done changed from 90 to 80

Thx for this feature! I did test and code review, code is awesome!

Review notes:

- tree type is missing in predicate, so if more tree types are defined, then evaluator adds access to identity with different type by same forest index structure. Add predicate to clause (e.g. <https://github.com/bcvsolutions/CzechIdMng/blob/develop/Realization/backend/core/core-impl/src/main/java/eu/bcvsolutions/idm/core/model/service/impl/DefaultIdmIdentityService.java#L208>)
- additional loading of tree node should be removed from both evaluator methods. Uuid is needed only and if node not exists, then simply nothing is found.
- #getPermissions - IdmIdentityService#count method should be used instead #find method (it will be quicker).

I just renamed evaluator by product conventions:

<https://github.com/bcvsolutions/CzechIdMng/commit/56d2d8c82d176ae6b9c58b391a74791ffd395e9d>

**#7 - 05/14/2020 06:49 AM - Ondřej Kopr**

- Status changed from *In Progress* to *Needs feedback*
- Assignee changed from *Ondřej Kopr* to *Radek Tomiška*
- % Done changed from 80 to 90

Thank you for review Radek. The issue with different tree type I change also in extras module in old version. Because when this happens the result may be catastrophic.

There is my changes: <https://github.com/bcvsolutions/CzechIdMng/commit/2fa3e7c14d819e39cca5349704927181ffd3100c> (same branch)

Thank you for feedback :)

All changes will be also moved to extras module. Please could you check the branch again?

**#8 - 05/14/2020 09:20 AM - Radek Tomiška**

- Status changed from *Needs feedback* to *Resolved*
- Assignee changed from *Radek Tomiška* to *Ondřej Kopr*
- % Done changed from 90 to 100

It's awesome, thx!

**#9 - 05/15/2020 01:36 PM - Radek Tomiška**

- Status changed from *Resolved* to *Closed*