

Using OAuth to Access API

To use the APIs it is necessary to do the following

1. Obtain a token from the OAuth servers. An authorization string is passed via the header.
2. Use the access token in the header to access API. Authorization is based on the role associated with the client ID used to obtain the token as well as resource ownership. More granular authorization controls also exist.

Example:

To log in with a username and password, as either a Tech Pro or a Customer (depending on which kind of account the credentials are for)

GET -

https://secure.dice.com/oauth/token?grant_type=password&username={username}&password={password}

Authorization

Basic {Authorization String}

Alternatively a client credentials token may be desired. This is analogous to someone viewing the site

GET - https://secure.dice.com/oauth/token?grant_type=client_credentials

Authorization

Basic {Authorization String}

The {Authorization String} consists of two parts separated by a colon character, then base64 encoded. First first part is the ASCII client ID, while the second is a client secret. Base 64 encoding can be done easily with the base64 unix utility, though you will want to trim the trailing == characters.

```
$ echo "diceExampleClientId:2aa7d147-ea84-4823-8fc7-4111ae47e237" | base64
MmFhN2QxNDctZWE4NC00ODIzLTNmYzctNDExMWFINDdIMjM3Cg==
```

In the above example, the {Authorization String} would be **MmFhN2QxNDctZWE4NC00ODIzLTNmYzctNDExMWFINDdIMjM3Cg** . Due to nature of how these are generated, they will not change frequently so the base64 encoded string may be retained for future use if one finds it convenient to do so.

The response for obtaining making a call for a token (in this case **client_credentials**) might be:

```
{
  "access_token": "822c1a6d-5321-4c2c-a619-b565fe75f2aa",
  "token_type": "bearer",
  "expires_in": 35815,
  "scope": "access",
  "client_id": "mainDiceWebapp"
}
```

From the response we can determine that the {access token} is **822c1a6d-5321-4c2c-a619-b565fe75f2aa** . These tokens will expire after a time, depending on w