



CHAPTER 16

User Login and Logout Functions

This chapter provides information about the following user login and logout functions:

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- [login](#), page 16-2
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checkUserEULAStatus

Synopsis

```
EulaInfo checkUserEULAStatus(String user, String server_host, int port)  
throws RemoteException;
```

Description

This function checks to see if the user has already signed an end-user license agreement (EULA).

Input Parameters

Parameter	Type	Value	Description
username	String, mandatory	—	The username.
server_host	String, mandatory	Hostname or IP address	The hostname or IP address where the Cisco License Manager server is running. If the Cisco License Manager server and the client program are running on the same host, this argument can be set to null.
port	Integer, mandatory	Range from 1024 to 65535	The port on which the Cisco License Manager server is serving clients. If the Cisco License Manager server and the client program are running on the same host, this argument can be set to zero.

Return

This function returns a `EulaInfo` object. This object contains EULA information (such as whether EULA is signed, when it was signed, and so forth).

Error and Exception

When an error occurs, this function returns null.

If a system error prevents the operation from completing, a `RemoteException` is thrown.

login

Synopsis

```
UserToken login(String user, String password, String server_host, int port, int
idle_timeout, EulaInfo eula) throws RemoteException;
```

Description

Use this function to log into the system and acquire a `UserToken` that gives you authorization on subsequent function calls. A user can only log into the system one session at a time. A second login by the same user automatically logs out the previous login session.

Input Parameters

Parameter	Type	Value	Description
username	String, mandatory	—	The username.
password	String, mandatory	—	The user password.
server_host	String, mandatory	Hostname or IP address	The hostname or IP address where the Cisco License Manager server is running. If the Cisco License Manager server and the client program are running on the same host, this argument can be set to null.
port	Integer, mandatory	Range from 0 to 65535	The port on which the Cisco License Manager server is serving clients. If the Cisco License Manager server and the client program are running on the same host, this argument can be set to zero.
idle_timeout	Integer, mandatory	Range from 0 to 2147483657	Time interval, in minutes, allowed for idling before the token expires. When it is set to 0, the token never expires.
eula	EulaInfo, mandatory	—	The <code>EulaInfo</code> object contains whether EULA is accepted and whether to ask for EULA again in the next session.

Return

This function returns a `UserToken` object that represents the user's authorization pass. If the EULA is not accepted, the authorization pass is rejected.

Error and Exception

When an error occurs, this function returns null.

If a system error prevents the operation from completing, a `RemoteException` is thrown.

logout

Synopsis

```
void logout(UserToken token) throws RemoteException;
```

Description

This function logs the user out of the system and deletes the UserToken object.

Input Parameters

Parameter	Type	Value	Description
token	UserToken, mandatory	—	A token that represents your authorization pass, which is obtained after you invoke the login function and are authenticated by the back-end server.

Return

None.

Error and Exception

If a system error prevents the operation from completing, a RemoteException is thrown.

■ **logout**