



Thus, by adding '-i' and removing the password, we have secured our script a bit... .. At this point, I can't think of a good way to confirm this. It seems that many of the options suggested in stackoverflow were not useful. Is there a better way to authenticate based on the user? If you need further information, please let me know In some cases, there is no other way to authenticate the user. So, you can use a method that allows you to authenticate the user, but also allows you to determine who it is. An example of this is role-based authentication. Another example is membership-based authentication. You create a user account, but instead of giving the user a role, you ask the user to provide their ID for that user. If the user does not provide an ID, then the user will not be added. You add the ID to the database and put it in the user's role. Now if you don't know who it is, you can't tell him You add the ID to the database and put it in the user role. Now if you don't know who it is, you can't tell him. To query the database, you need to know who the owner is at the database level. Without that, even if you have an ID that you're going to use, that might not be the information that you want. It might be, for example, a user ID that is not the owner. The owner can have the user ID, not the other way around. So as you can see, that's not a problem. But when you have an owner and a user, it's already a problem. How I can get around this problem. If I create a user with ID = "123", how can I create a user with ID = "123" and not have an owner. Note. I only use IDs as input: http://en.wikipedia.org/wiki/Identity_providing_style I think in this case the problem can be solved by checking the input type. Something like this: `int a = 1; do { int *p = &a; // p is an int type, e.g. *p = *(*p); // (by default *p is an int, because *p = *(*p)); } while (p != 0);` This is not easy. On the other hand, if you really want to work with pointers, you can look at a class like `char **`. You can easily have one pointer to every possible character, and this can easily be implemented with pointers. Of course, you would work better with pointers to strings, but it can be useful either way. To be more specific, I use a simple class that looks like this Now you can do anything with a string as if it were an array of characters. And that's basically true because it can be converted to an array of characters without reference to it. In fact, if you want your string to be accessible as an array of characters, you should use the `StringBuilder` class. I don't know why you don't do that ... I feel this would not be a problem.

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