# 2. secretStore object

## Introduction

This object is always visible from any action, and provides access to the user's passwords and secrets. User passwords are always related to a system account.

This is the object used to retrieve user and password in order to **inject credentials** into applications.

## Methods

| | | |
|---|---|---|
| getSecret | text: string<br>returns string | Gets the value of a secret. |
| getAccounts | system: string<br>returns string [] | Gets the list of accounts available for a given systemsecretStore object. |
| getAccount | system: string<br>returns string | Gets the account to use a particular system. If more than one are available, the system will prompt the user for the one to use.<br>If the user cancels the dialog box, an exception will be thrown.<br>If no account is available, the undefined value will be returned. |
| getPassword | system: string<br>account: string<br>returns string | Gets the password bound to the account on the system requested. |
| setPassword | system: string<br>account: string<br>newPassword: string | Changes the password at the password vault (version 1.4) |
| setSecret | name: string<br>value: string | Sets the value of a secret at the password vault (version 1.4) |
| generatePassword | system: string<br>account: string<br>returns string | Generates a random password suitable for the selected account (version 1.4) |

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