

# SOAP Fundamentals

.NET

Simple Object Access Protocol is based on transferring XML data as SOAP Messages. Each message is an XML document. The structure of the XML document follows a specific pattern, but not the content. In SOAP, messages are all sent via HTTP.

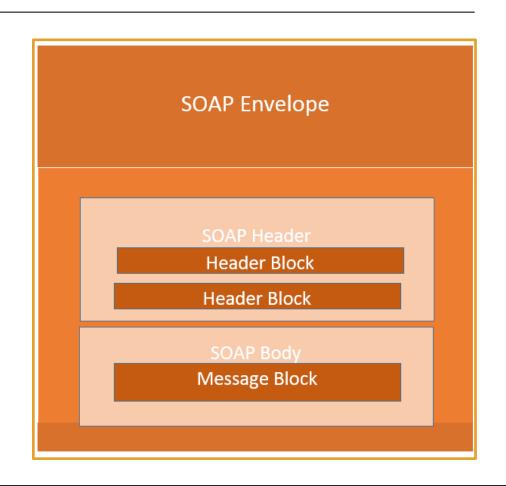
#### SOAP – Overview

https://en.wikipedia.org/wiki/SOAP

SOAP (Simple Object Access Protocol) is a messaging protocol specification for exchanging structured information in the implementation of web services.

#### SOAP has three major characteristics:

- 1. extensibility (security and WS-Addressing are under development)
- 2.neutrality (SOAP can operate over any protocol such as HTTP, SMTP, TCP, UDP)
- 3. independence (SOAP allows for any programming model)



## SOAP Web Services – Overview

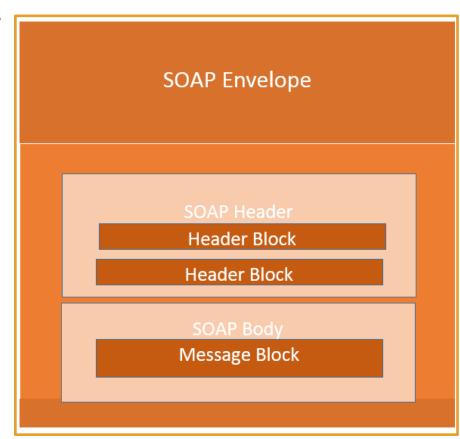
https://www.guru99.com/soap-simple-object-access-protocol.html

**SOAP** (Simple Object Access Protocol) is a protocol that defines how Web Services communicate with each other or with client applications that invoke them.

Every programming language can understand the *XML* markup language. SOAP uses *XML* for data exchange.

Because there are no standard specifications on use of *XML* across all programming languages for data exchange, *SOAP* was designed to work with *XML* over *HTTP* and have some sort of specification which could be used across all applications. *W3C* recommends *SOAP* as the medium of exchange between client and *Web Service*.

The **SOAP** specification defines something known as a "**SOAP** message" which is an **XML** document sent between the **Web Service** and the client application.



# SOAP Web Service Requirements

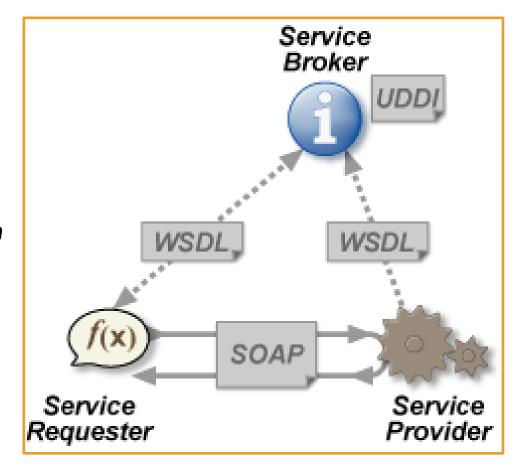
https://en.wikipedia.org/wiki/Web\_service

https://www.guru99.com/web-service-architecture.html#1

https://www.oasis-open.org/

Every **SOAP Web Service** must have certain foundational characteristics to function.

- SOAP messaging Simple Object Access
   Protocol messages contain an XML document with a standardized structure. SOAP messages are most often sent over HTTP but can use any protocol.
- WSDL (say, "wizdel") Web Services Description Language is an XML file which tells the client what a SOAP Web Service does and how to communicate with it.
- <u>UDDI</u> *Universal Description, Discover, and Integration* is a repository where WSDL files can be published by a SOAP *Web Service* provider. Any client has access to the *UDDI*. UDDI was created by <u>OASIS</u>.



### XML and XML Schema

https://www.w3schools.com/xml/xml\_whatis.asp https://www.w3schools.com/xml/xml\_schema.asp

XML (the house)	XML Schema (blueprint)	
Software and Hardware independent.	Describes the structure of an accompanying XML doc.	
Stores and transports data in plain text format.	Supports Namespaces and Datatypes.	
Is self-descriptive.	Written in XML.	
Is recommended by <i>W3C</i> .	Can serve as a contract for how client and provider communicate.	
XML tags are not predefined. The tag is the Key of the key-value pair.	<pre><xs:element name="note"> <xs:complextype></xs:complextype></xs:element></pre>	

# WSDL – Example and Explanation

https://www.guru99.com/wsdl-web-services-description-language.html

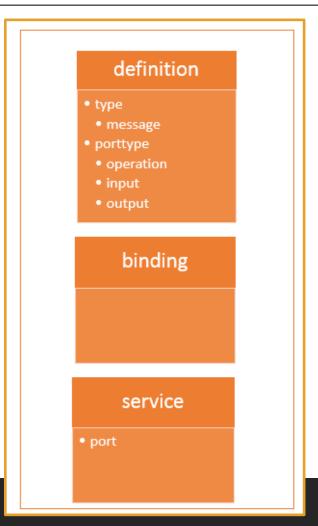
The **WSDL** describes what the **Web Service** does, what it requires from the client, and what it provides to the client. A **WSDL** contains:

- the location of the Web Service,
- all the information required to connect to the Web Service
- all the methods and functionality provided the Web Service.

The definitions and *types* of *SOAP* messages passed by the *SOAP* protocol is defined in the *WSDL* document.

#### A **WSDL** contains these elements:

 Definition, TargetNamespace, DataType, Message, PortType, Binding, Service



# WSDL Tag Elements <a href="https://www.guru99.com/wsdl-web-services-description-language.html">https://www.guru99.com/wsdl-web-services-description-language.html</a>

Tag Name	Purpose
<types></types>	Defines all complex data types in the messages
<message></message>	Defines the message which to be exchanged between the client application and the web server. There are two <message> tags in each <i>WSDL</i>. One for input parameters and one for output parameters.</message>
<porttype></porttype>	Used to define a complete input/output operation provided by the <i>Web</i> Service. Gives the names of the input and output <message>.</message>
<binding></binding>	Used to define how the messages will be transferred ( <i>HTTP</i> or other). Port types act like interfaces, so the client must call the relevant port to ask for a particular functionality.
<service></service>	Declares the name given to the <i>Web Service</i> itself. This is a web address used for confirmation that the service exists.

## WSDL File Example

https://www.guru99.com/wsdl-web-services-description-language.html

Tag Name	Purpose
<types></types>	Defines all complex data types in the messages
<message></message>	Defines the message which is exchanged between the client application and the web server. There are two <message> tags in each WSDL. One for input parameters and one for output parameters.</message>
<porttype></porttype>	Used to define a complete input/output operation provided by the <i>Web Service</i> . Gives the names of the input and output <message>.</message>
<binding></binding>	Used to define how the messages will be transferred (HTTP or other). Port types act like interfaces, so the client must call the relevant port to ask for a particular functionality.
<service></service>	The name given to the <i>Web Service</i> itself. This is a web address used for confirmation that the service exists.

```
<?xml version="1.0"?>
<definitions name="Tutorial"
                targetNamespace=http://Guru99.com/Tutorial.wsdl
       xmlns:tns=http://Guru99.com/Tutorial.wsdl
       xmlns:xsd1=http://Guru99.com/Tutorial.xsd
       xmlns:soap=http://schemas.xmlsoap.org/wsdl/soap/
       xmlns="http://schemas.xmlsoap.org/wsdl/">
                <schema targetNamespace=http://Guru99.com/Tutorial.xsd</pre>
       xmlns="http://www.w3.org/2000/10/XMLSchema">
       <element name="TutorialNameRequest">
                <complexType>
                <all>
                        <element name="TutorialName" type="string"/>
                </all>
            </complexType>
      <element name="TutorialIDRequest">
                <complexType>
                <all>
                        <element name="TutorialID" type="number"/>
                </all>
            </complexType>
      </element>
   </schema>
</types>
<message name="GetTutorialNameInput">
       <part name="body" element="xsd1:TutorialIDRequest"/>
</message>
<message name="GetTutorialNameOutput">
       <part name="body" element="xsd1:TutorialNameRequest"/>
</message>
 <portType name="TutorialPortType">
        <operation name="GetTutorialName">
       <input message="tns:GetTutorialNameInput"/>
        <output message="tns:GetTutorialNameOutput"/>
    </operation>
  </portType>
 <binding name="TutorialSoapBinding" type="tns:TutorialPortType">
  <soap:binding style="document" transport="http://schemas.xmlsoap.org/soap/htt</pre>
         <operation name="GetTutorialName">
                <soap:operation soapAction="http://Guru99.com/GetTutorialName"/</pre>
                <soap:body use="literal"/>
            </input>
       <output>
  <soap:body use="literal"/>
 </output>
</operation>
</binding>
 <service name="TutorialService">
        <documentation>TutorialService</documentation>
    <port name="TutorialPort" binding="tns:TutorialSoapBinding";</pre>
       <soap:address location="http://Guru99.com/Tutorial"/>
    </port>
 </service>
</definitions>
```

# SOAP Message Elements

https://www.guru99.com/soap-simple-object-access-protocol.html

- Envelope This element is mandatory and identifies the message as a SOAP message. The Envelope is the Root element and contains all other parts.
- <u>Header</u> This optional element can contain authentication credentials and complex data type definitions.
- Body There is one Body. It is mandatory and it contains the data being sent.

<?xml version="1.0" encoding="utf-8"?> Envelope <soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"> element 2 <soap:Body> Name of <Guru99WebService xmlns="http://tempuri.org/"> This message contains a **Web** the web **Service** which has the name of <TutorialID>int</TutorialID> SOAP BODY service "Guru99WebService". element </Guru99WebService> Parameter required by The "Guru99Webservice" </soap:Body> </soap:Envelope> the web accepts a parameter of the type service 'int' and has the name TutorialID.

#### SOAP Message – Envelope

https://www.guru99.com/soap-simple-object-access-protocol.html https://www.ibm.com/support/knowledgecenter/SSGMCP\_5.4.0/fundamentals/webservices/dfhws\_header.html

- The SOAP Envelope is mandatory
- The **SOAP Envelope** encapsulates all the other elements.
- The Envelope header is optional.
- The Envelope may only contain one header element.
- The SOAP Envelope must have exactly one Body element.
- The **SOAP Envelope Header** must the first child of the **Envelope**.
- The **SOAP Envelope** changes when versions change. A **Fault** is generated when **Envelope** versions are mismatched.

```
<?xml version='1.0' ?>
<env:Envelope xmlns:env="http://www.w3.org/2003/05/soap-envelope">
<env:Header>
 <m:reservation xmlns:m="http://travelcompany.example.org/reservation"</p>
     env:role="http://www.w3.org/2003/05/soap-envelope/role/next"
     env:mustUnderstand="true">
 <m:reference>uuid:093a2da1-q345-739r-ba5d-pqff98fe8j7d</m:reference>
 <m:dateAndTime>2001-11-29T13:20:00.000-05:00</m:dateAndTime>
 </m:reservation>
 <n:passenger xmlns:n="http://mycompany.example.com/employees"</p>
     env:role="http://www.w3.org/2003/05/soap-envelope/role/next"
     env:mustUnderstand="true">
 <n:name>Åke Jógvan Øyvind</n:name>
 </n:passenger>
</env:Header>
<env:Body>
 <p:itinerary
 xmlns:p="http://travelcompany.example.org/reservation/travel">
 <p:departure>
  <p:departing>New York</p:departing>
  <p:arriving>Los Angeles
  <p:departureDate>2001-12-14</p:departureDate>
  <p:departureTime>late afternoon</p:departureTime>
  <p:seatPreference>aisle</p:seatPreference>
 </p:departure>
  <p:return>
  <p:departing>Los Angeles</p:departing>
  <p:arriving>New York</p:arriving>
  <p:departureDate>2001-12-20</p:departureDate>
  <p:departureTime>mid-morning</p:departureTime>
  <p:seatPreference/>
 </p:return>
 </p:itinerary>
 <q:lodging
 xmlns:q="http://travelcompany.example.org/reservation/hotels">
 <q:preference>none</q:preference>
</q:lodging>
</env:Body>
</env:Envelope>
```

# SOAP Message - Header

https://www.ibm.com/support/knowledgecenter/SSGMCP\_5.4.0/fundamentals/web-services/dfhws\_header.html https://docs.mulesoft.com/apikit/4.x/apikit-4-get-header-task

The **SOAP** < Header> element is optional in a **SOAP** message. It is used to pass application-related information that is to be processed by **SOAP** nodes along the message path.

The immediate child elements of the <heather> element are called *header*blocks. A header block is an applicationdefined XML element. Header Blocks can
be targeted by child elements in the body
of the SOAP message.

```
http://localhost:8081/TshirtSer
   <soapenv:Envelope xmlns:soapenv="http://schemas.</p>
         <soapenv:Header>
            <tsh:AuthenticationHeader>
               <apiKey>?</apiKey>
            </tsh:AuthenticationHeader>
         </soapenv:Header>
         <soapenv:Body>
            <tsh:OrderTshirt>
               <size>L</size>
               <email>?</email>
               <name>John</name>
               <address1>?</address1>
               <address2>?</address2>
               <city>?</city>
               <stateOrProvince>?</stateOrProvince>
               <postalCode>?</postalCode>
               <country>?</country>
            </tsh:OrderTshirt>
Raw
         </soapenv:Body>
     </soapenv:Envelope>
```

# SOAP Message - Header

https://www.ibm.com/support/knowledgecenter/SSGMCP\_5.4.0/fundamentals/web-services/dfhws\_header.html

Header blocks are application-defined. SOAP-defined attributes on the header blocks indicate how the header blocks are to be processed by the SOAP nodes.

- <u>encodingStyle</u> Indicates the rules used to encode the parts of a **SOAP** message.
- <u>role/actor</u> <<u>role></u> and <<u>actor></u> can be assigned to a message in the header. If a <<u>body></u> node has a matching assignment, the node is processed.
- <u>mustUnderstand</u> Used to ensure that **SOAP** nodes do not ignore important <header> blocks
- Relay when <relay> is specified with a value of true, the node retains the unprocessed <header> block in the message if it otherwise would have discarded it.

```
http://localhost:8081/TshirtSer
Soapenv:Envelope xmlns:soapenv="http://schemas.
     <soapenv:Header>
        <tsh:AuthenticationHeader>
           <apiKey>?</apiKey>
        </tsh:AuthenticationHeader>
     </soapenv:Header>
     <soapenv:Body>
        <tsh:OrderTshirt>
           <size>L</size>
           <email>?</email>
           <name>John</name>
           <address1>?</address1>
           <address2>?</address2>
           <city>?</city>
           <stateOrProvince>?</stateOrProvince>
           <postalCode>?</postalCode>
           <country>?</country>
        </tsh:OrderTshirt>
     </soapenv:Body>
  </soapenv:Envelope>
```

# SOAP Message - Fault

https://www.guru99.com/soap-simple-object-access-protocol.html

A **SOAP** response can be either "successful" or "error". "Success" means a **SOAP** message will be returned. Failure means a "HTTP 500" is sent.

The *Fault* message contains the following elements.

Fault Element	Meaning
<faultcode></faultcode>	Gives the code of the error. Possible values are 'VersionMismatch', 'MustUnderstand', 'Client', 'Server'
<faultstring></faultstring>	A text message which gives a detailed description of the error.
<faultactor></faultactor>	(Optional)A text string telling who caused the fault
<detail></detail>	(Optional) Gives application-specific error messages.

## SOAP Fault Message

https://www.guru99.com/soap-simple-object-access-protocol.html

```
<?xml version='1.0' encoding='UTF-8'?>
<SOAP-ENV:Envelope xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"</p>
xmlns:xsi="http://www.w3.org/1999/XMLSchema-instance" xmlns:xsd="http://www.w
3.org/1999/XMLSchema">
      <SOAP-ENV:Body>
         <SOAP-FNV:Fault>
         <faultcode xsi:type="xsd:string">SOAP-ENV:Client</faultcode>
        <faultstring xsi:type="xsd:string">
            Failed to locate method (GetTutorialID) in class (GetTutorial)
         </faultstring>
    </SOAP-ENV:Fault>
   </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

#### SOAP in the .NET World

https://docs.microsoft.com/en-us/dotnet/framework/wcf/whats-wcf

In .NET Framework, you use *WCF* (*Windows Communication Foundation*) when you want to use *SOAP*.

**WCF** is a framework for building service-oriented applications with a **Service Oriented Access Protocol** (another meaning of **SOAP**). Using **WCF**, you can send data as asynchronous messages from one service endpoint (a URL) to another.

#### These service endpoints can:

- Process transactions
- Send chat messages
- Supply data like Star Wars character data or Chuck Norris Jokes.

**WCF** is designed to offer a manageable, easy approach to creating **Web** services and **Web** service clients (with SOAP).

## **WCF** Features

https://docs.microsoft.com/en-us/dotnet/framework/wcf/whats-wcf#features-of-wcf

Service	Details
Service Orientation	Create loosely-coupled services so that any client can connect to any service.
Service Metadata	WCF supports publishing service metadata (like WSDL*).
Data Contracts	You can use C# classes to represent data. The .NET Framework automatically creates the metadata that allows clients to comply with the data types you designed.
Durable Messages	Messages are saved to a DB.
AJAX and REST support	WCF can be configured to process "plain" XML data that is not wrapped in a SOAP envelope and also be extended to support specific XML formats

# A Practical SOAP Example

https://docs.microsoft.com/en-us/dotnet/framework/wcf/how-to-define-a-wcf-service-contract https://docs.microsoft.com/en-us/dotnet/framework/wcf/getting-started-tutorial

- Make sure you have WCF installed. => VS Installer => Modify => Install Windows Communication Foundation
- 2. Open VS as an admin => new Project => C# => search WCF => WCF Service Library
- 3. Tutorial <u>here</u>.

The next task for creating a WCF application is to create a *client* by retrieving metadata from a WCF service. You use Visual Studio to add a service reference, which gets the metadata from the service's MEX endpoint. Visual Studio then generates a managed source code file for a client proxy in the language you've chosen. It also creates a client configuration file (*App.config*). This file enables the client application to connect to the service at an endpoint. Tutorial: Use A Client

https://docs.microsoft.com/en-us/dotnet/framework/wcf/how-to-use-a-wcf-client

Q/A - The service keeps data as long as it is still running. So a List<> will persist till you shut the service down.

#### SOAP extra.

https://www.ibm.com/support/knowledgecenter/SSMQ79\_9.5.1/com.ibm.egl.pg.doc/topics/pegl\_serv\_overview.html https://www.ibm.com/support/knowledgecenter/SSAW57\_9.0.5/com.ibm.websphere.nd.multiplatform.doc/ae/cwbs\_soap.html

SOAP is protocol neutral. SOAP doesn't care how you send SOAP messages.

Messages are always formatted in XML.

SOAP uses HTTP in practice.

- Typically sent over HTTP using POST.
- Client-server, distinction, request/response cycle
- The contract between the SOAP server and the client is the WSDL doc(contract).

SOAP in the .NET world:

.NET uses WCF(Windows Communication Foundation)

WCF is Microsoft proprietary

