// FLATIRON SCHOOL

APIs
Presented by Wachira Ndaiga
January 29, 2020

APIs

Application Programming Interfaces

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Agenda

Introduction (30 mins)

- A brief history
- Why APIs?
- What is an API?

Breakout Session (10 mins)

Break (5 mins)

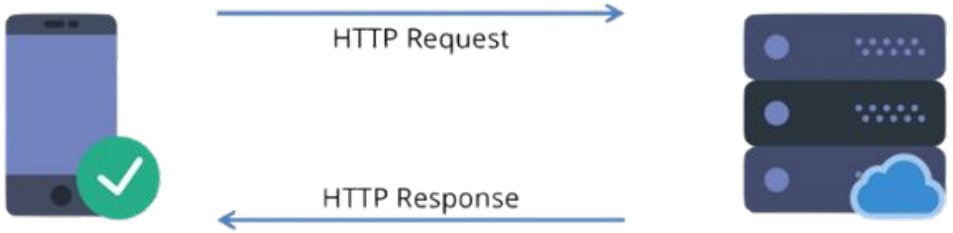
Practical (45 mins)

- Pokemons

Introduction

Prerequisites:

- *Client-Server Model*
- *Request-Response Cycle*
- *HTTP(S)*
  - *Methods*
  - *Status Codes*
- *REST*
- ** Standard Models Of Computer Networking (OSI Model and TCP/IP Suite)*

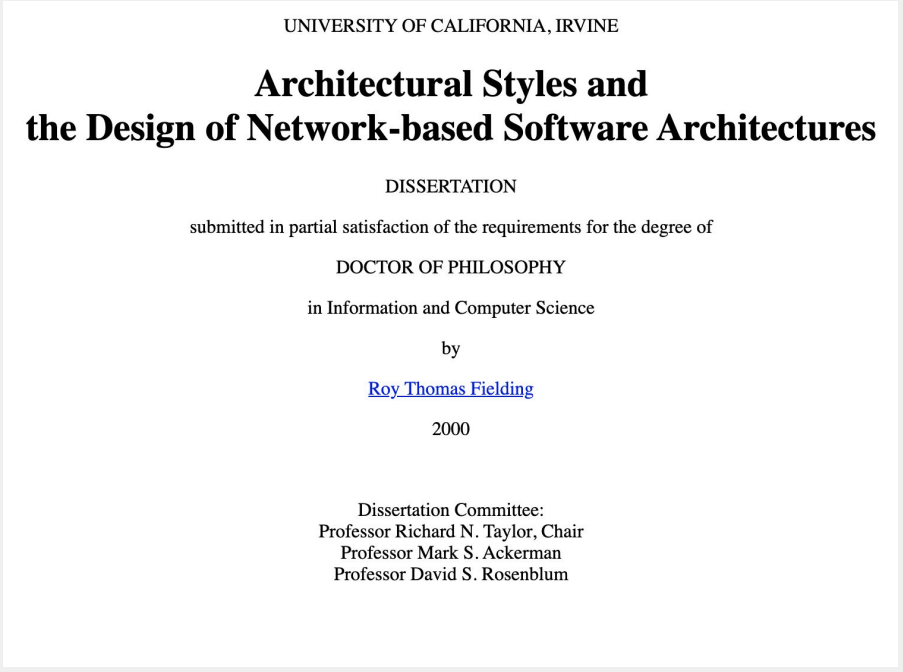


Introduction

A brief history

A Story of Interfaces

Software Libraries
OOP
Open Source Software
Distributed Systems
REST



UNIVERSITY OF CALIFORNIA, IRVINE

Architectural Styles and the Design of Network-based Software Architectures

DISSERTATION

submitted in partial satisfaction of the requirements for the degree of

DOCTOR OF PHILOSOPHY

in Information and Computer Science

by

Roy Thomas Fielding

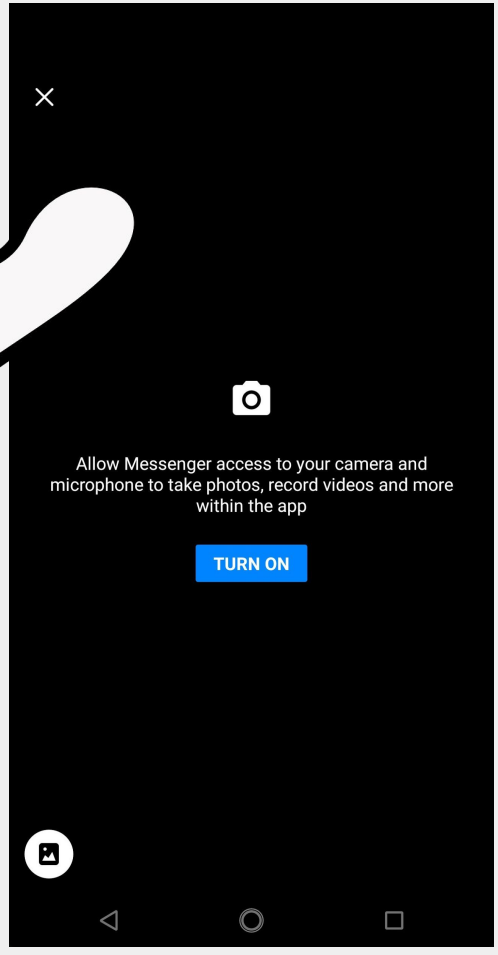
2000

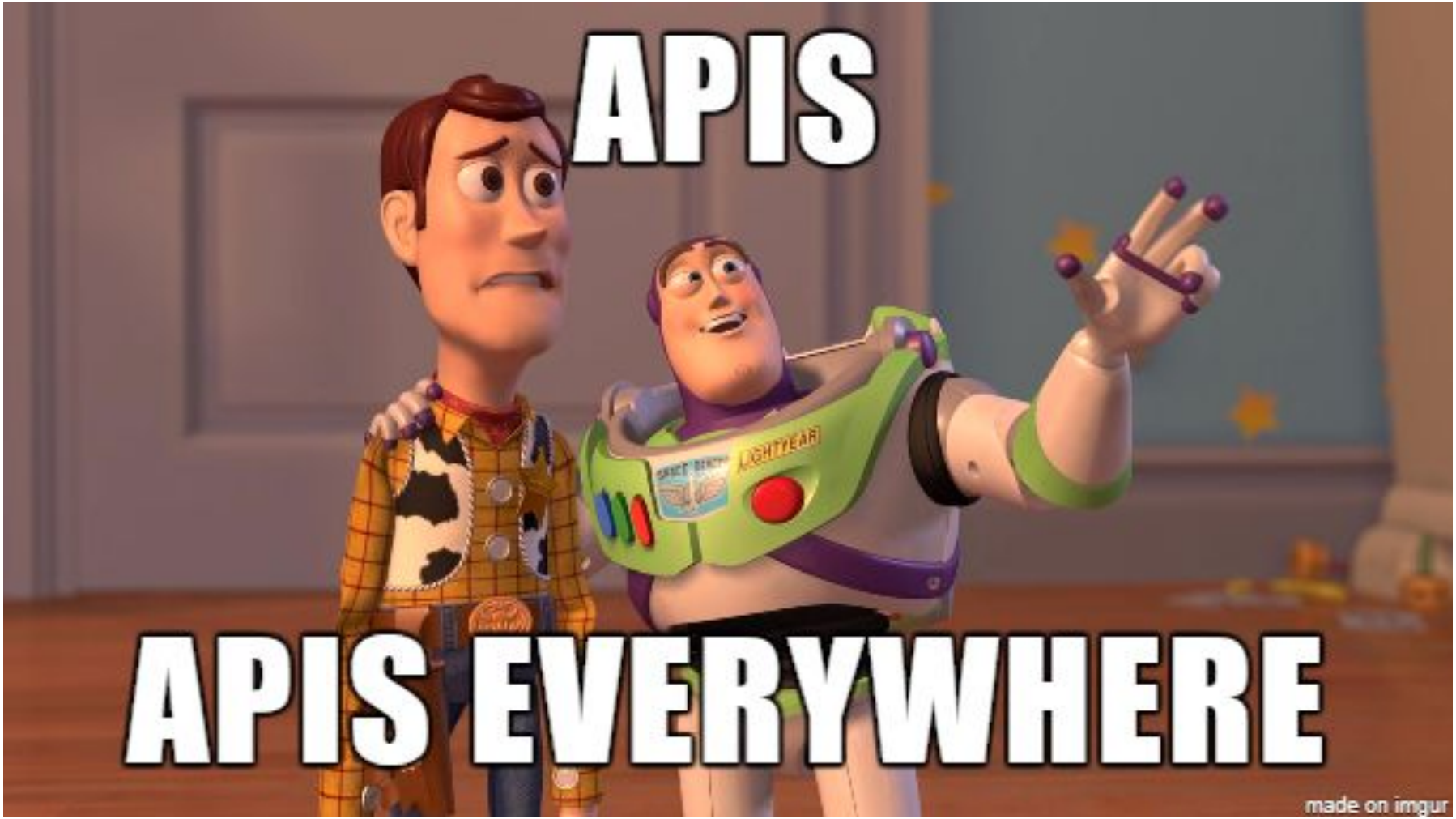
Dissertation Committee:
Professor Richard N. Taylor, Chair
Professor Mark S. Ackerman
Professor David S. Rosenblum

Introduction

Why APIs?

Consistency
Abstraction
Permissions
Enhancements




APIS
APIS EVERYWHERE
made on imgur

Introduction

What is an API?

An API is a machine-readable interface.

API Domains

Software
Servers
Devices

Breakout

1. Why are APIs so important and for what purpose are they designed?
2. What technologies / frameworks underpin APIs on the Web?
3. What alternatives to HTTP REST APIs exist?
4. What possible issues might exist with current REST APIs?

Q&A

Practical

bit.ly/2E0mlYP