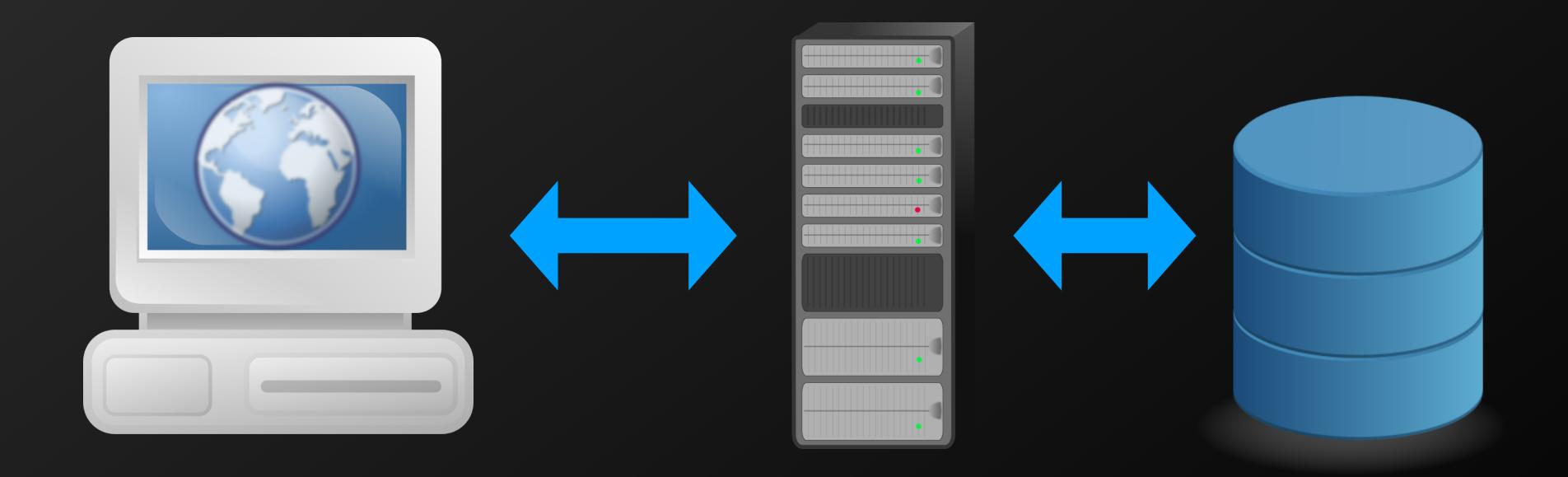
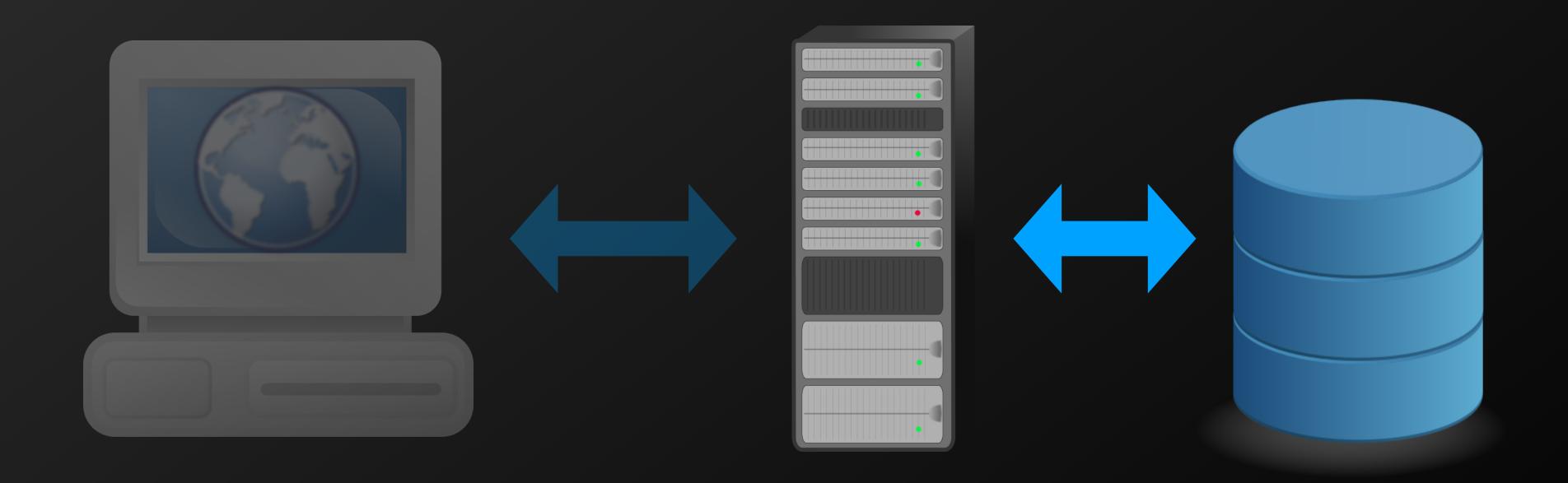
API

- We now have a database that stores app data
- Users have to control data
 - Manage their profile/setting
 - Make posts
 - Use a shopping cart
 - etc.
- How should users interact with stored data?

How do users interact with stored data?

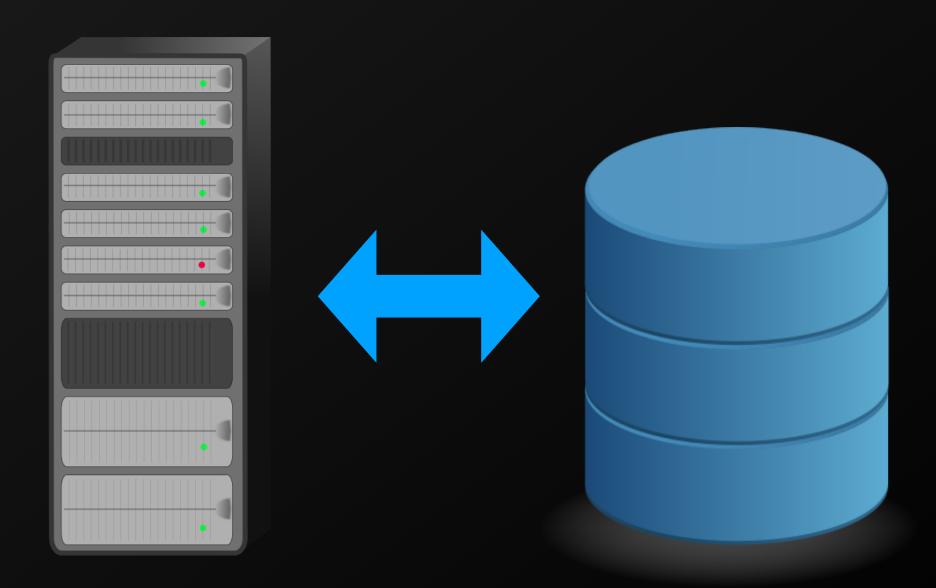


How does our server interact with stored data?



CRUD

- CRUD is an acronym for the 4 basic operation used to control data
 - Create
 - Retrive
 - Update
 - Delete



CRUD - Create

Create a new record

• INSERT INTO user (?, ?)

userCollection.insert({"email":"...", "username": "..."})

CRUD - Create

- When a record is created, it should be assigned a unique id
 - This id will be used to identify the created record
 - The id is typically an auto-incrementing integer
 - First record had id==1, second has id==2, etc
 - Let your database generate the ids
 - CREATE TABLE user (id int AUTO_INCREMENT, ...)

CRUD - Create

- MongoDB does not have an auto-increment feature
- You must manage your own ids as integers
 - Maintain a collection that remembers the last used id
 - Increment the id each time a record is created
- Do not use the default "_id"
 - It is not an integer and not allowed on the HW

CRUD - Retrieve/List

- Retrieve all records
 - SELECT * FROM user
 - userCollection.find({})
- Retrieving all records is often called List
 - Technically, the acronym is CRUDL when list operations are allowed

CRUD - Retrieve

Retrieve a single existing record

SELECT * FROM user WHERE id=3

userCollection.find({"id":3})

CRUD - Update

Update an existing record

UPDATE user SET email=?, username=?
WHERE id=5

userCollection.update({"id":5}, {"\$set": {"email":"...", "username":"..."}})

CRUD - Update

Can update all fields except the id

CRUD - Delete

Delete an existing record

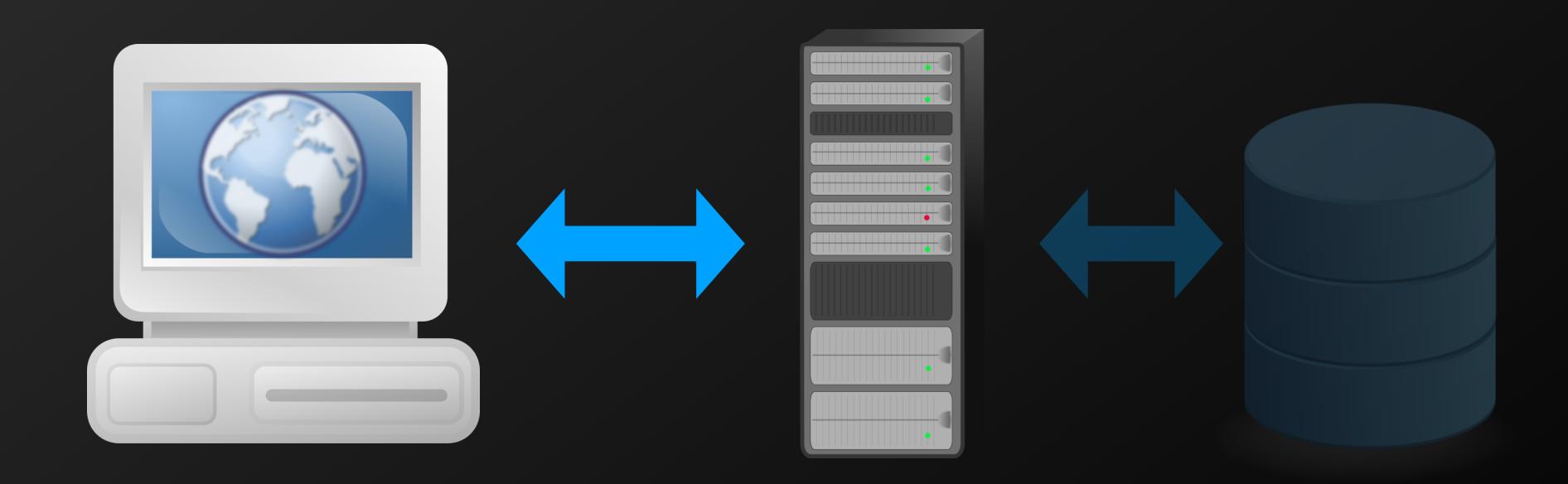
• DELETE FROM user WHERE id=2

userCollection.delete({"id":2})

CRUD - Delete

- In practice, common to "soft delete"
 - Don't actually delete the data
 - Instead, mark it as deleted
 - Do not allow retrieve/update operations on data marked as deleted
- Soft deletion allows sys admins to perform additional operations
 - eg. User requests to undo an accidental delete
 - Preserves history

How do users interact with our server?



HTTP Requests

- GET
 - Request data from the server (Retrieve)
- POST
 - Send data to the server (Create)
- PUT
 - Create or update a resource (Update)
- DELETE
 - Delete a resource (Delete)

HTTP - POST v. PUT

- Both POST and PUT are used to send data to the server
- POST
 - Requires the server to process the data
 - eg. Generating the id for a created record
- PUT
 - Directly create/update a record
 - Server does not process the data of the request
 - Must be idempotent

- When multiple identical HTTP requests are sent
 - If the requests are idempotent, they will have the same effect as sending a single request
- The additional requests will not change the data of the API

- GET is idempotent
 - Only retrieve data
 - GET should not change the data of the API

- PUT and DELETE requests must be idempotent
- eg. A second identical PUT doesn't change anything since the change was already made
- eg. Deleting a record twice has the same effect on the state of the DB as deleting the record once

- POST is not idempotent
- Since the server is processing the data, there is no implied idempotent property
- eg. Sending 2 identical POST requests to create a record will result in 2 records being created with different ids

RESTful API

- REST -> REpresentational State Transfer
- We'll use HTTP requests to interact with data

- Designed to simplify the way data is used
 - Improve reliability and scalability

RESTful API

- REST is fairly loosely defined (No RFC)
 - Or loosely understood

- Typically measured on a spectrum
 - An API can be more/less RESTful
 - The API for the HW is mostly RESTful

- Client-Server architecture and statelessness
 - Both constraints are implicit when using HTTP

 The use of cookies in a RESTful API would be a violation of statelessness

- Cacheablility
 - Each response must contain caching information
 - Requests should be cached if possible
 - Must avoid stale data from being cached

- Layered-System
 - The API should have the ability to add additional layers between it and the client
 - Ex: Client interacts with a load balancer that delegates to many instances of your API
 - Ex. A Proxy server is added that encrypts all traffic (HTTPS)

- Uniform Interface
 - Resources are defined in the requests
 - The user is given, in a response, enough information to update/delete the resource
 - A request contains all information needed to handle that request
 - The API should be self-contained (No reliance on documentation that cannot be accessed from an API path)

- Users interact with our RESTful API
- API requests correlate to CRUD operations

