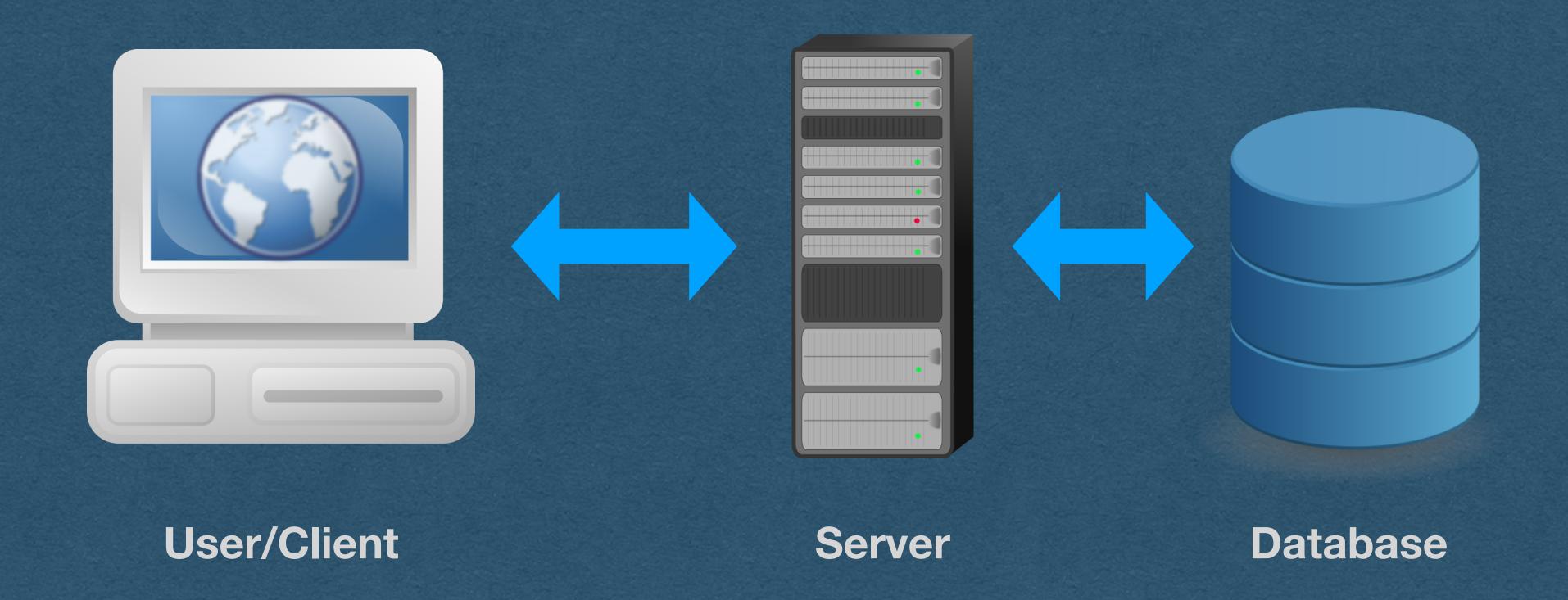
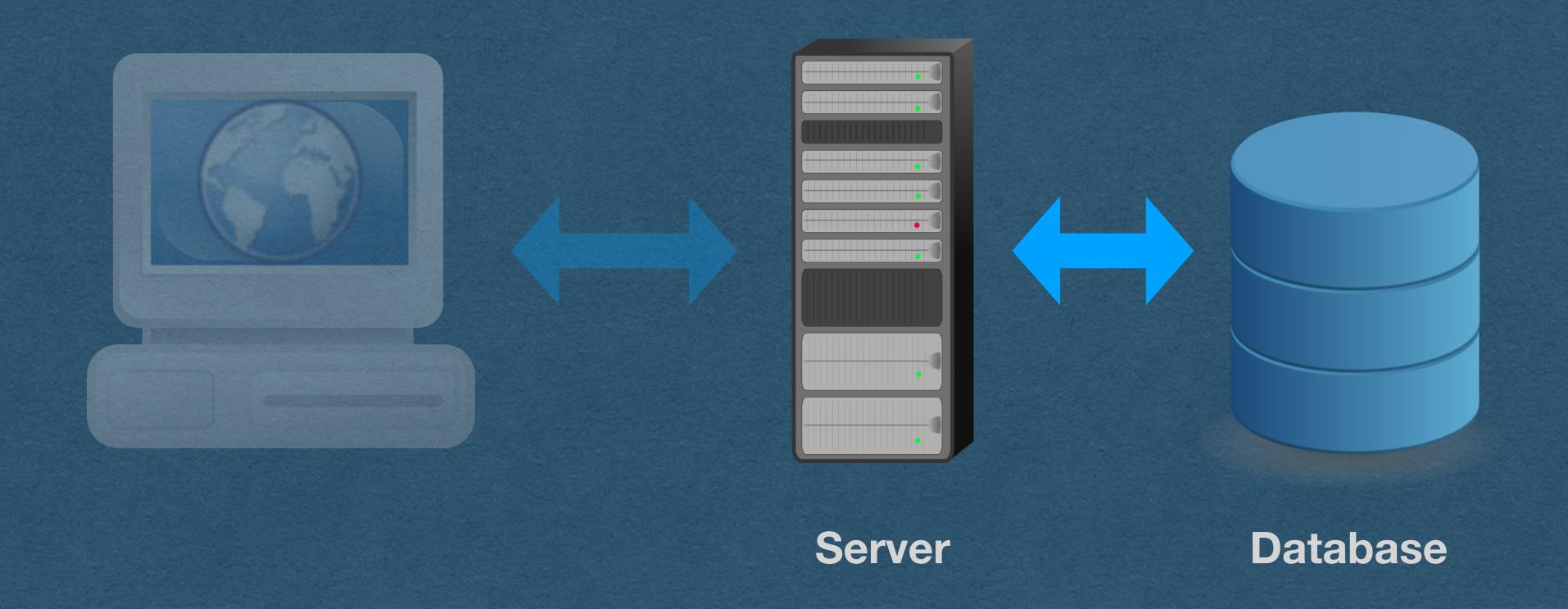
API

- 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?

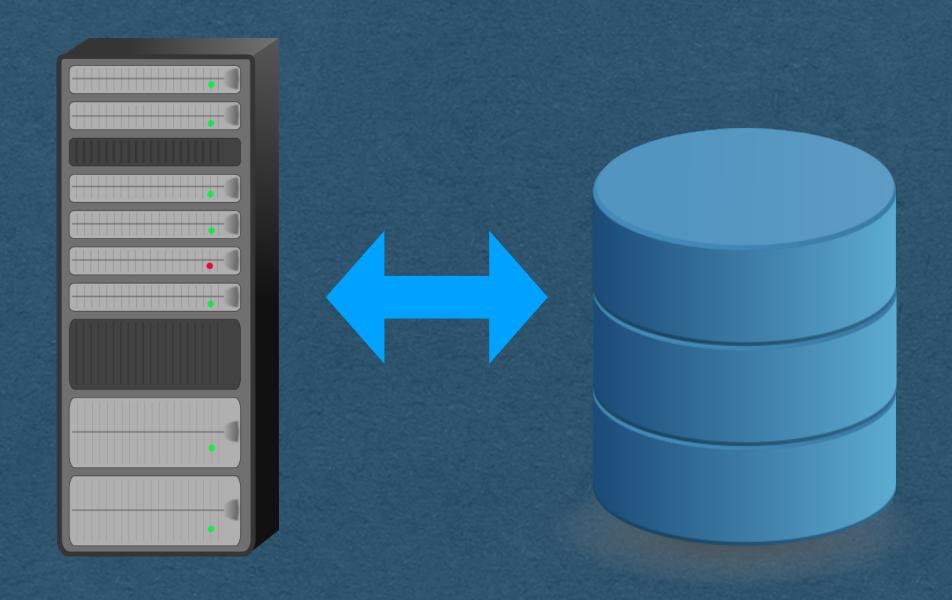


How does our server interact with stored data?



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_one({"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
 - MySQL can generate these ids for you
 - CREATE TABLE user (id int AUTO_INCREMENT, ...)

CRUD - Create

- MongoDB does not have an auto-increment feature
- You can either:
 - Manage your own auto-incrementing ids
 - Maintain a collection that remembers the last used id
 - Increment the id each time a record is created
 - Or generate your ids any other way you'd like
 - Make sure the id's are unique
 - Id's must be UTF-8 compatible if they will be used in a url

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_one({"id":3})

CRUD - Update

Update an existing record

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

CRUD - Update

- Can update all fields except the id
 - The id technically can change, but you should never change it
 - It is a unique identifier

CRUD - Delete

• Delete an existing record

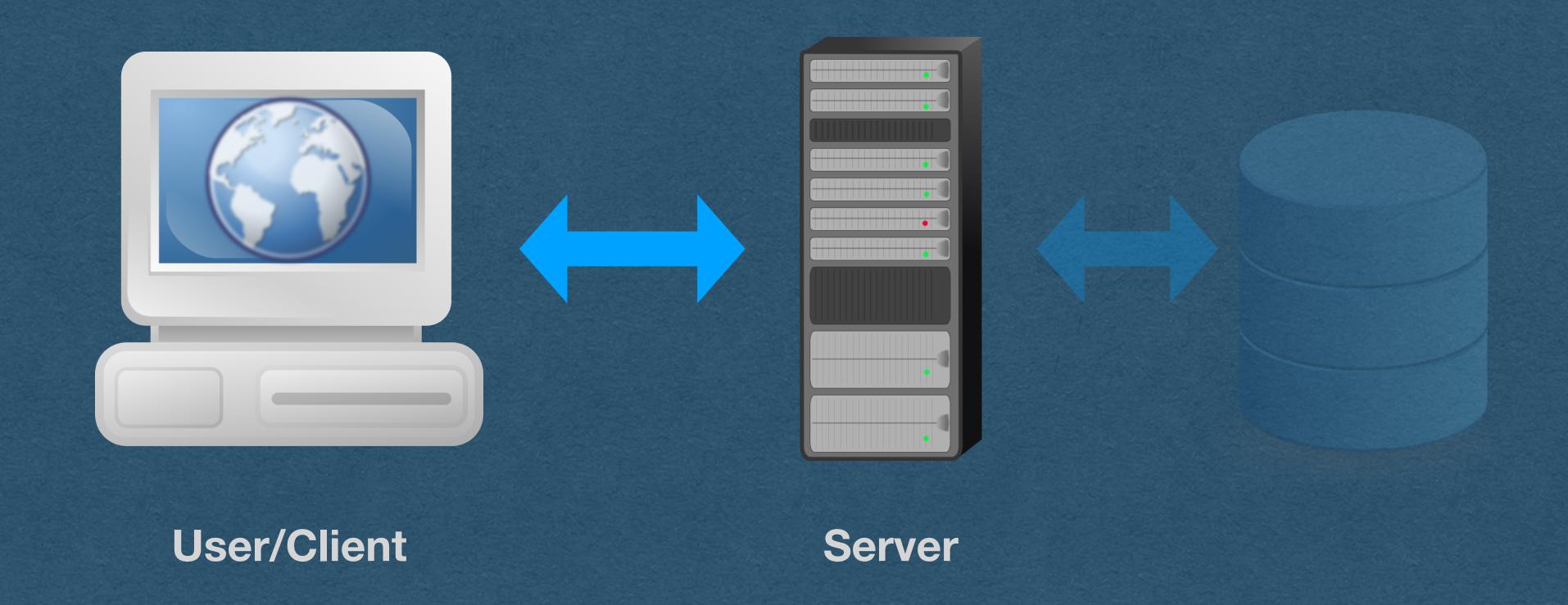
• DELETE FROM user WHERE id=2

userCollection.delete_one({"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 (Helpful for debugging)
- For your HW, it's fine to "hard delete"

How do users interact with our server?



HTTP Requests

- GET
 - Request data from the server (Retrieve)
- POST
 - Send data to the server (Create)
- PATCH
 - Update a resource (Update)
- PUT
 - Replace an existing record (Update)
- DELETE
 - Delete a resource (Delete)

HTTP - POST v. PATCH v. PUT

 Both POST, PATCH, and PUT are all used to send data to the server, but with different expectations

POST

- Requires the server to process the data
- eg. Generating the id for a created record

PATCH

- Make a partial update to an existing record
- eg. Update only the content of a chat message, but not the author

PUT

- Replace an entire existing record
- Must be idempotent

- When multiple identical HTTP requests are sent
 - If the requests are idempotent, they will have the same effect on the server as sending a single request
- The additional requests will not change the data of the API
- In math terms, if our request is a function f
 - f(f(x)) == f(x)

GET and DELETE are idempotent

- GET should not change the data/state of the API
 - Only retrieve data

 Deleting a record twice has the same effect on the API as deleting the record once

• PUT must be idempotent

- PUT will replace the entire record with the data of the request
- A second identical PUT doesn't change anything since the record was already replaced

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

• PATCH is **not** idempotent

- In practice, PATCH endpoints are usually idempotent
- There is no expectation that they must be idempotent

 Eg. A record that tracks a counter or how many times it's been updated

RESTful API

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

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

REST and CRUD

- User sends HTTP requests that correlate to CRUD operations on the data
- POST => Create
- GET => Retrieve
- PUT => Update
- DELETE => Delete

RESTILLAPI

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

- Typically measured on a spectrum
 - An API can be more/less RESTful
 - "We could do that, but it's not very RESTful"
 - "Let's refactor our API to make it more 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
 - Usually accepted in practice (API tokens)

- Cacheablility
 - Each response must contain caching information
 - Requests should be cached if possible
 - 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 reverse proxy server is added that encrypts all traffic (HTTPS)
 - Ex: The client uses a VPN

- 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

