For this discussion I would like to discuss webhooks. I will define them and talk about how to set them up. I will also give an example of what a webhook is. So, what is a webhook?

A webhook is one of the ways web applications can communicate with each other. It allows you to send real-time data from one application to another whenever a given event occurs. (Vero, 2019). For example, let’s say that you run your own shoe store and have built an application that tracks purchases. Anytime anyone makes a purchase online or in-store, you want to be able to send them a coupon for a discount on their purchase, either by email or text. What a webhook does is notify you when a purchase is made. This means that when a purchase is made any methods that you have in your application will be run from the purchase “trigger event”. “The data is then sent over the web from the application where the event originally occurred, to the receiving application that handles the data.” (Vero, 2019). A “webhook URL” is utilized to make this data exchange happen over the web. “A webhook URL is provided by the receiving application, and acts as a phone number that the other application can call when an event happens. Only it’s more complicated than a phone number, because data about the event is sent to the webhook URL in either JSON or XML format. This is known as the “payload.” (Vero, 2019).

To set up- a webhook we would follow the steps below:

* Create a URL on your server that accepts and processes POST requests. This URL is the endpoint where the information you are capturing will be sent.
* Provide that URL to your webhook provider (the app or service that will be sending the POST request with the information you want to capture).
* Create a response body that details the triggering activity and what information will be sent to the URL when that trigger occurs.
* When the trigger activity happens, the webhook automatically pulls the specified information and pushes it out to the URL.

(Ssuazo, 2021).

References:

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