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HATEOAS

Hypermedia As The Engine Of Application State (HATEOAS) is a constraint of the <u>REST application architecture</u> that distinguishes it from other network application architectures.

With HATEOAS, a client interacts with a network application that application servers provide dynamically entirely through hypermedia. A REST client needs no prior knowledge about how to interact with an application or server beyond a generic understanding of hypermedia.

By contrast, clients and servers in some <u>service-oriented architectures</u> (SOA) interact through a fixed <u>interface</u> shared through documentation or an interface description language (IDL).

The way that the HATEOAS constraint decouples client and server enables the server functionality to evolve independently.

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Details

A REST client enters a REST application through a simple fixed <u>URL</u>. All future actions the client may take are discovered within <u>resource</u> representations returned from the server. The <u>media types</u> used for these representations, and the <u>link relations</u> they may contain, are standardized. The client transitions through application states by selecting from the links within a representation or by manipulating the representation in other ways afforded by its media type. In this way, RESTful interaction is driven by hypermedia, rather than out-of-band information.^[1]

For example, ^[2] this GET request fetches an account resource, requesting details in an XML representation:

```
GET /accounts/12345 HTTP/1.1
Host: bank.example.com
Accept: application/xml
...
```

The response is:

```
HTTP/1.1 200 OK
Content-Type: application/xml
Content-Length: ...
<?xml version="1.0"?>
<account>
```

The response contains these possible follow-up links: make a deposit, withdrawal, or transfer, or close the account.

When the account information is retrieved later, the account is overdrawn:

Now only one link is available: to deposit more money. In its current *state*, the other links are not available. Hence the term *Engine of Application State*. What actions are possible vary as the state of the resource varies.

A client does not need to understand every media type and communication mechanism offered by the server. The ability to understand new media types can be acquired at run-time through "code-on-demand" provided to the client by the server. [3]

Origins

The HATEOAS constraint is an essential part of the "uniform interface" feature of REST, as defined in <u>Roy Fielding's</u> doctoral dissertation.^[3] Fielding has further described the concept on his blog.^[1]

The purpose of some of the strictness of this and other REST constraints, Fielding explains, is "software design on the scale of decades: every detail is intended to promote software longevity and independent evolution. Many of the constraints are directly opposed to short-term efficiency. Unfortunately, people are fairly good at short-term design, and usually awful at long-term design".^[1]

Implementations

- Spring HATEOAS, [4] part of the Spring Framework
- Yii 2 Framework REST API supports HATEOAS,^[5] part of the Yii Framework (since version 2.0)
- Jersey API supports HATEOAS^[6]
- Tastypie supports HATEOAS^[7]
- Eve supports HATEOAS^[8]
- Apigility, API builder based on Zend Framework 2 (http://framework.zend.com), supports HATEOAS^[9]
- <u>Hateoas PHP library (http://hateoas-php.org)</u>, supports HATEOAS REST Web Services implementations.
- API Platform (https://api-platform.com/), PHP framework based on hypermedia and Linked Data support with JSON-LD, Schema.org and Hydra
- AtomGraph Processor (https://github.com/AtomGraph/Processor), a Java backend for building declarative, read-write Linked Data applications, supports HATEOAS Linked Data^[10]
- Symfony Framework supports HATEOAS with willdurand/Hateoas (https://github.com/willdurand/Hateoas)