# REST-based Web Services (I)

Introduction to Service Design and Engineering 2013/2014.

Lab session #5

**University of Trento** 

Guiding notes based on **Helen Paik's** slides for the School of Computer Science and Engineering University of New South Wales

#### Outline

- REST principles recap
- Building REST Services Servlet Example
- Building REST Services with Jersey

#### What's REST?

- The term Representational State Transfer (REST) was introduced and defined in 2000 by Roy Fielding in his doctoral dissertation
- It is an **architectural style** of networked systems (not a protocol not a specification), by which **resources** are exposed through out the system.
- REST is a client-server architecture.
- Only representations of **resources** are exposed to the client
- The representation of resources places the client application in a **state**.
- Client state may evolve by **traversing hyperlinks** and obtaining **new** representations

#### **REST Principles**

- Resource identification through **URI**
- Uniform interface: resources are manipulated using a fixed set operations (HTTP GET, POST, PUT, DELETE methods)
- Self-descriptive messages: resources are decoupled from their representation

#### REST Principles: RESTful Flavor

• Stateful interactions through hyperlinks: every interaction with a resource is stateless (i.e., request messages are self-contained)

#### REST principles: resources

- Resource: Any *thing* (noun) that is worthy of being given a unique ID (URI) and be accessible via client
- Resources are something the server is responsible for managing Resources must have representations to be 'transmitted' to client

e.g., resources in the starbucks example: order, payment (represented in XML)

### REST principles: uniform interface

**Uniform Interface:** Uniform 'verbs' that go with the resources (noun)

• Given a resource (coffee order): a representation in XML

```
<order xmlns="urn:starbucks">
     <drink>latte</drink>
</order>
```

- POST /starbucks/orders (to create an order)
  - returns: location: /starbucks/orders/order?id=1234
- GET /starbucks/orders/order?id=1234 (to read an order)
- PUT /starbucks/orders/order?id=1234 (to update an existing order)
- DELETE /starbucks/orders/order?id=1234 (to delete an existing order)

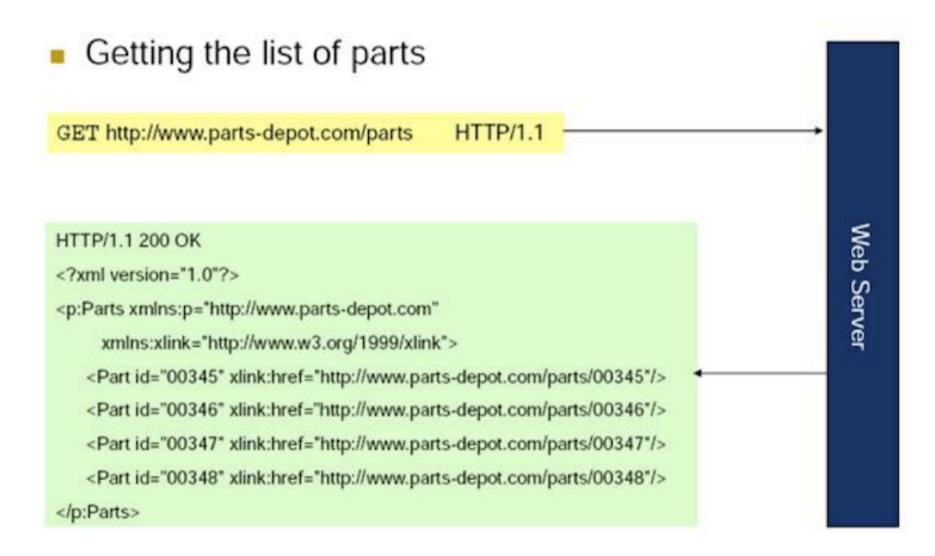
#### REST principles: hypermedia

**Connectedness/Links:** Resources may contain links to other resources e.g., Order resource is linked to Payment resource

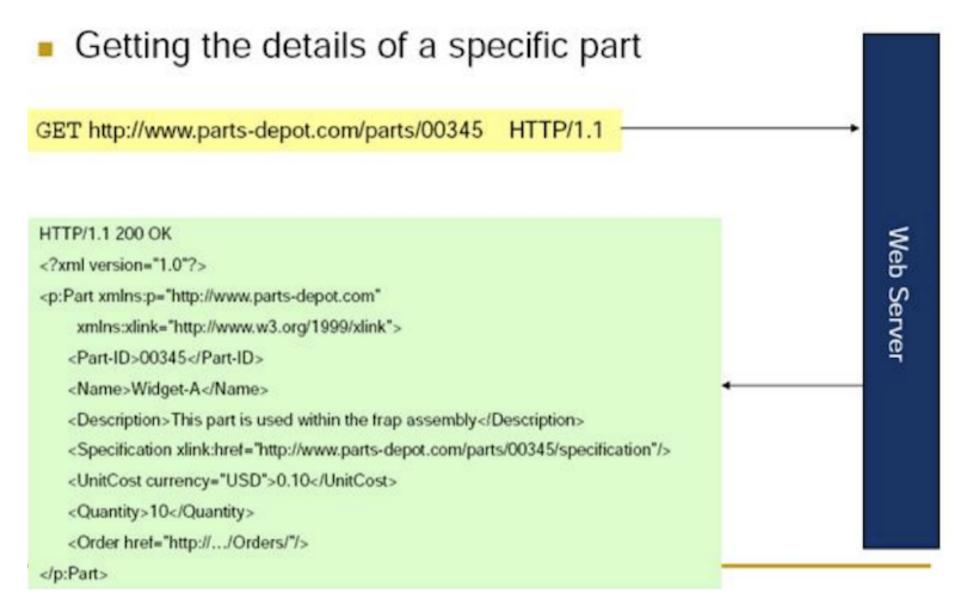
#### In response to POSTing an order

Both forward/backward links, when possible (e.g., order having 'cancel/delete' link)

#### REST principles: hypermedia



### REST principles: hypermedia



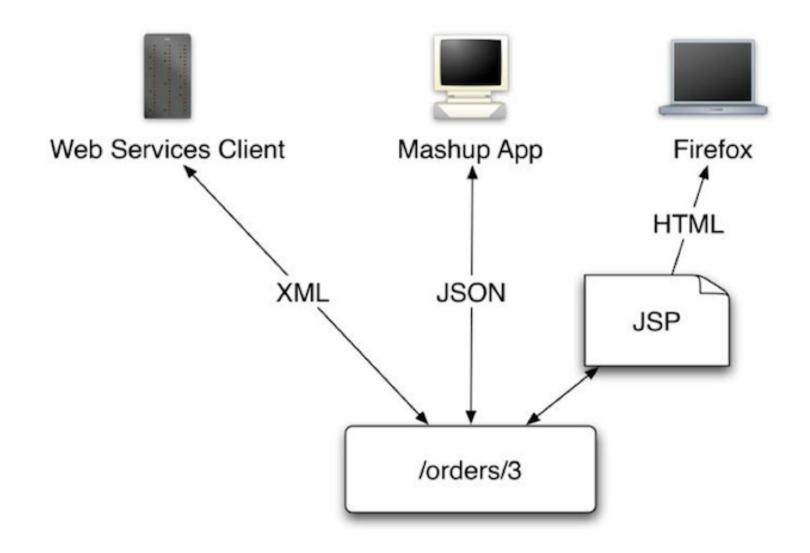
#### REST principles: satefy and idempotence

REST Uniform Interface, if properly followed, gives you two properties:

- Safety (GET): Read-only operations. The operations on a resource do not change any server state. The client can call the operations 10 times, 1000 times, it has no effect on the server state.
- Idempotence (GET, PUT and DELETE): Operations that have the same "effect" whether you apply them once or more than once. An effect here may well be a change of server state. An operation on a resource is idempotent if making a request once has the same effect as making the identical request multiple times.

#### REST principles: representations

One resource, many representations



### REST principles: representations

#### • XML

#### • JSON

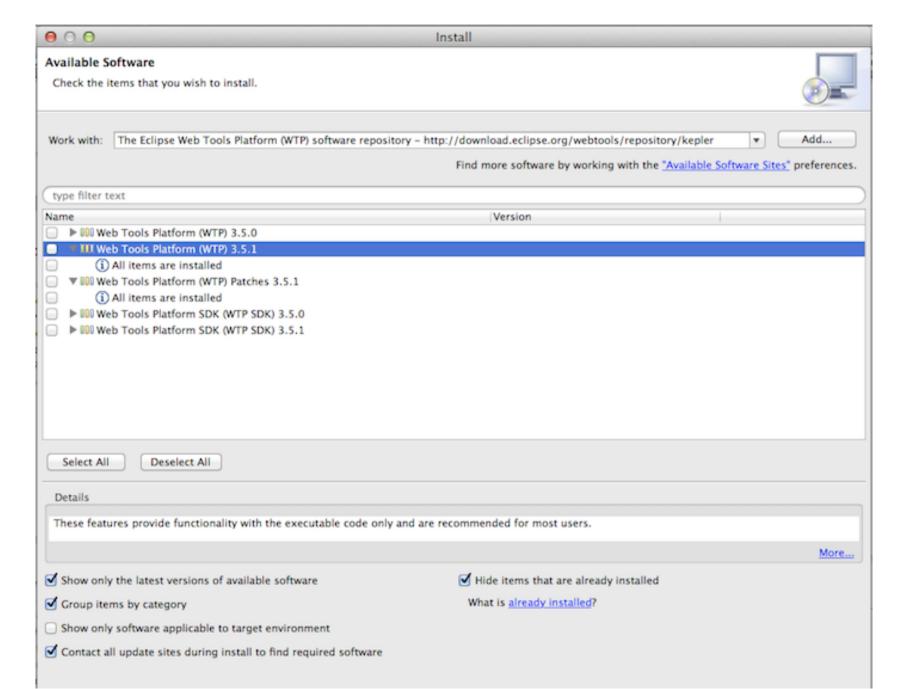
#### **Building REST Services**

- REST does not requires you to use a specific client or server-side framework in order to write your Web services. All you need is:
  - a client or server that supports the HTTP protocol (i.e., a web server, a browser).
  - choose a language of your choice
- In Java: You'd use servlets and override doGet(), doPost(), doPUT() and doDelete()
  - URLs contains: servlet path + path info (all you need to process a request in REST)
  - You could use a third-party library for generating specific content type (CSV, JSON or XML, etc.) or use Strings concatenations for simple responses.

#### Configuration - Eclipse WTP (1)

- For the lab, we will use **Eclipse WTP**, which provides tools for developing standard Java web applications and Java EE applications
- To install, use **Help -> Install new software -> All Available Sites** 
  - You can also use only the WTP repository:
     http://download.eclipse.org/webtools/repository/kepler
     (might change according to your version of eclipse)
- Search for "Web Tools Platform" and install all what's inside that category (using the latest version)
- In old versions of eclipse, there might be a category "Web, XML, Java EE Development and OSGi Enterprise Development". Install all inside.

#### Configuration - Eclipse WTP (2)



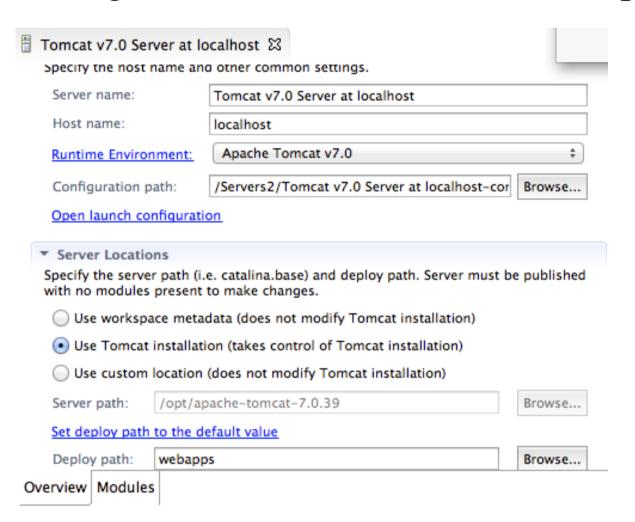
#### Configuration - Tomcat Server in Eclipse (1)

- The first step is to configure a Runtime Environment for Tomcat
- In eclipse, go to Preferences -> Server -> Runtime Environments -> Add
- Select your version of Tomcat.
- To compile the JSP into servlets you need to use the JDK. You can check your setup by clicking on the Installed JRE button.
- Press Finish and then OK. You are now ready to use Tomcat with WTP.

#### Configuration - Tomcat Server in Eclipse (2)

- Second step is to create a running **Tomcat Server**
- Open the Server view for this: Window -> Show View -> Other -> Server -> Servers
- If no server is available, you need to create a new one (just follow the steps of the wizard)
- Once the server is created, double click on it to open its configuration file
- I recomend you mark "use tomcat installation"

#### Configuration - Tomcat Server in Eclipse (3)



## The Simplest REST Example - A Servlet

• Check the code example in <u>lab5/Example1-Servlet</u>