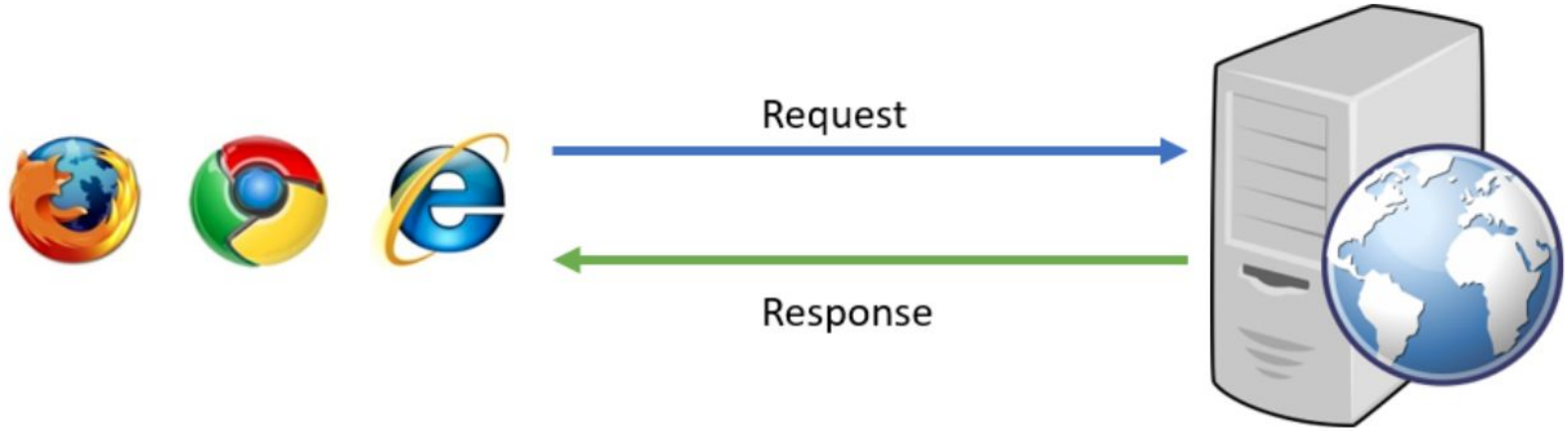


Module 3 - Lecture 9

Accessing Web APIs with JavaScript



HTTP Revisited



Live Score Tracking (2006)



The screenshot shows a web browser window titled "ESPN - NHL RealTime Scoreboard". The page features the ESPN RealTime logo and the "NHL Scoreboard" heading. The date "Thursday, January 12, 2006" is displayed, along with links for "Schedule", "Standings", and "NHL Insider". The scoreboard is organized into a grid of game boxes, each showing the teams, current score, game time, and period. Games in progress are highlighted with a blue background. At the bottom, there are links for "Feedback", "About ESPN RealTime", and "Message Board", along with a copyright notice for 2004 ESPN.com and an "Insider" logo.

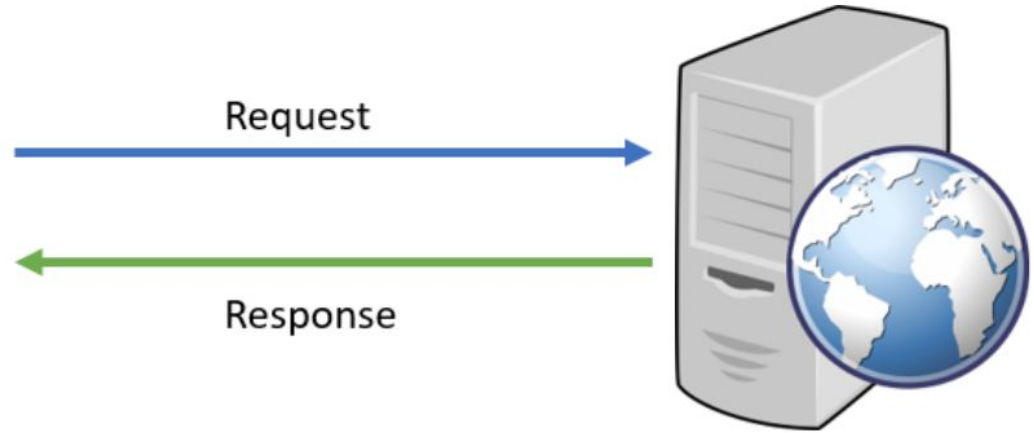
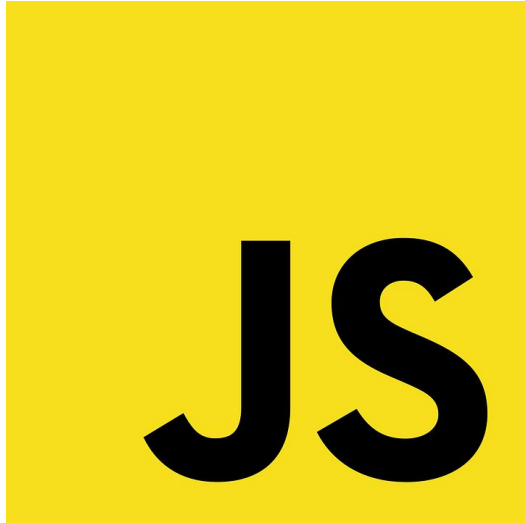
Montreal		0	Detroit		1	10:35	Vancouver		10:30	Toronto		4
Boston	3	4 Final	Colorado	2	2nd Per.		Phoenix	PM ET		Philadelphia	5	4 Final
San Jose		10:30	Buffalo	2	9:36		Florida	3	11:35		Columbus	3
Los Angeles		PM ET	Pittsburgh	1	3rd Per.		Nashville	0	3rd Per.		Chicago	3
												3:22
												2nd Per.

Feedback | About ESPN RealTime | Message Board | Copyright © 2004 ESPN.com

How does this work?



HTTP (2006)



Fetch API

- The Fetch API provides an interface for fetching resources.
- It uses a Request / Response model.
- It can work with other protocols other than HTTP, but we'll ignore those for now.
- Fetch API is somewhat equivalent to Spring's RestTemplate.



Asynchronous Programming

“Have a seat. We’ll bring out your order when it’s finished”



What's wrong with this?

```
function takeOrder() {  
    // take down the order and return it  
}  
  
function cookOrder(orderRequest) {  
    // prepare order per the request and return it|  
}  
  
function serveOrder(customer, cookedOrder) {  
    // serve cooked order to customer  
}  
  
function doRestaurant() {  
    customers.forEach(customer => {  
        const orderRequest = takeOrder(customer);  
        const cookedOrder = cookOrder(orderRequest);  
        serveOrder(customer, cookedOrder);  
    });  
}
```



Promises

- A promise to supply a value at some later point.
- Allows you to associate handlers with an asynchronous action's eventual success value or failure reason.
- 3 states of a Promise
 - ***pending***: initial state, neither fulfilled nor rejected.
 - ***fulfilled***: meaning that the operation was completed successfully.
 - ***rejected***: meaning that the operation failed.
 -
- .then() for accessing returned Promise
- .catch() for handling errors



Asynchronous Approach

```
function takeOrder() {  
    // take down the order and return it  
}  
  
function cookOrder(orderRequest) {  
    // prepare order per the request and return it  
}  
  
function serveOrder(customer, cookedOrder) {  
    // serve cooked order to customer  
}  
  
function doRestaurant() {  
    customers.forEach(customer => {  
        takeOrder(customer)  
            .then((orderRequest) => {  
                return cookOrder(orderRequest);  
            })  
            .then((cookedOrder) => {  
                serveOrder(customer, cookedOrder);  
            });  
    });  
}
```



Cross Origin Resource Sharing (CORS)

- Your browser enforces a policy that prevents requests from going to a different domain than the current one.
- The web server has influence over this. They can whitelist domains to permit them through.
- In Spring this can be done using the annotation **@CrossOrigin**
 - This can be added to the Controller or Method Handler.

```
@CrossOrigin(origins = { "http://127.0.0.1:5500", "http://localhost:5500" })
```



QUESTIONS?

