

# API

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## Kickoff

T7 - MSc Pool

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T-POO-700

# Application Programming Interface

- language to connect apps together ;
- set of classes, methods or functions that serves as a facade through which an app offers its services to others:
- mainly two types of API:
  - internal to a project ;
  - a 3rd party API that can be used by several projects.



# SOAP & REST



- **Simple Object Access Protocol**  
if a modification is made somewhere, the whole protocol may no longer work
- **REpresentational State Transfer**  
a client can use a REST-type service without any knowledge of the API



# JSON

```
{  
  "title": "TITRE 1",  
  "description": "Description de l'objet",  
  "status": true  
}
```

- derived from the notation of objects in Javascript languages
- understandable by all
- does not depend on any language
- allows storing data of different types



# CRUD

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Basic operations for data persistence:

Create | POST | Insert  
Read | GET | Select  
Update | PUT | Update  
Delete | DELETE | Delete



# What is a good API?

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- a clear code
- unit tests
- integration
- stateless
- optimization
- documentation (like Swagger for example)



# POSTMAN

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Indispensable to test your API  
Collections to share  
Automated tests  
Documentation



# Time Manager

If your API is exhaustive, you'll be able to manage any situation in which you need to update, create and delete data during the realisation of the pool project...



if not, you'll have to deal with it...





# Any questions

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