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Web Services

SOAP

Simple Object Access Protocol



SOAP

- Simple Object Access Protocol
- Not a programming language!
- A structured XML **message format**
- A protocol for **exchanging messages**
- An **encoding scheme** for representing data types in those messages
- Uses an underlying transport protocol (HTTP, SMTP etc) through **binding**



SOAP

- SOAP provides platform neutral:
 - Message and Information exchanging
 - Invocation of remote functionality
- SOAP enables:
 - Distributed applications
 - Business-to-Business integration
 - Web Services
- SOAP version 1.2
 - W3C Recommendation (standard), April 2007
 - From XML Protocol Working Group
 - <http://www.w3.org/TR/soap/>

Why SOAP

- Many applications communicate using Remote Procedure Calls (RPC) between objects like DCOM and CORBA.
- RPC represents a compatibility and security problem; firewalls and proxy servers will normally block this traffic.
- A better way to communicate between applications is over HTTP, because HTTP is supported by all Internet browsers and servers. SOAP was created to accomplish this.
- SOAP provides a way to communicate between applications running on different operating systems, with different technologies and programming languages.

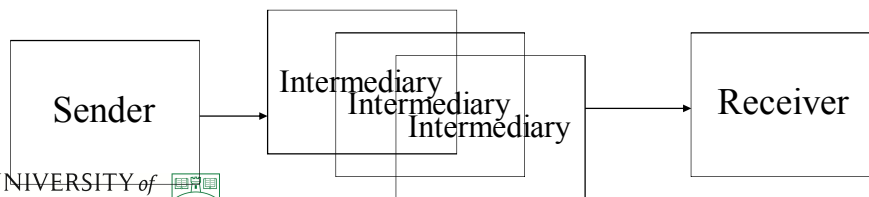
SOAP messages

- SOAP messages are
 - Stateless
 - One-way
 - Composable, e.g. WSDL operation types
 - One-way
 - Request-response
 - Solicit-response
 - Notification
 - Transferred between SOAP nodes (apps)



SOAP nodes

- **SOAP Sender**
 - Generates & sends the message
- **SOAP Receiver**
 - Ultimately receives and processes the message
 - May generate a SOAP response, message or fault as a result
- **SOAP Intermediary**
 - Zero or more
 - Receives, processes (e.g. routes) and resends the message



SOAP Intermediaries

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- **Forwarding intermediaries**
 - Uses and updates the SOAP header blocks to pass the message (body unchanged) on to the next node
- **Active intermediaries**
 - Perform additional processing on the SOAP message before sending

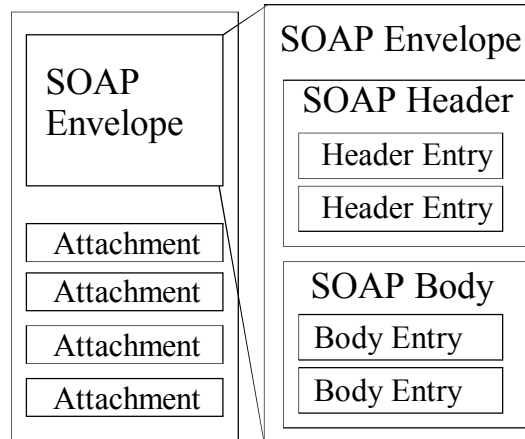
SOAP binding to Transport Protocol

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- SOAP messages can be sent in many different ways
 - Over HTTP
 - Over HTTP/SSL
 - Over SMTP
- A **binding** specifies how SOAP messages are passed using an underlying transport protocol

SOAP Message structure

- **Envelope**
 - Identifies that this is a SOAP message.
- **Header**
 - Optional & application specific
 - Entries may be addressed to a particular SOAP node
- **Body**
 - Mandatory
 - Contains message “payload”



SOAP message structure

- Additional components:
- **Faults**
 - Details of what and where something went wrong
- **Attachments**
 - E.G. Binary Data (GIF, JPEG, MP3 etc)
 - Typically carried outside envelope
 - Uses Multipurpose Internet Mail Extensions (MIME)

SOAP Message

```
<?xml version="1.0"?>
<soap:Envelope xmlns:soap="http://www.w3.org/2001/12/soap-envelope"
  soap:encodingStyle="http://www.w3.org/2001/12/soap-encoding">
  <soap:Header> ... .. </soap:Header>
  <soap:Body> ... ..
    <soap:Fault> ... .. </soap:Fault>
  </soap:Body>
</soap:Envelope>
```

- Note Namespace
- Encoding defines data types

SOAP Header

- attributes
 - soap:mustUnderstand

```
<soap:Header>
  <m:Trans xmlns:m="http://www.w3schools.com/transaction/"
    soap:mustUnderstand="1">234 </m:Trans>
</soap:Header>
```

SOAP Body

- Request

```
<?xml version="1.0"?>
<soap:Envelope xmlns:soap="http://www.w3.org/2001/12/soap-envelope"
  soap:encodingStyle="http://www.w3.org/2001/12/soap-encoding">
  <soap:Body>
    <m:GetPrice xmlns:m="http://www.w3schools.com/prices">
      <Item>Apples</Item>
    </m:GetPrice>
  </soap:Body>
</soap:Envelope>
```

- Response

```
<?xml version="1.0"?>
<soap:Envelope xmlns:soap="http://www.w3.org/2001/12/soap-envelope"
  soap:encodingStyle="http://www.w3.org/2001/12/soap-encoding">
  <soap:Body>
    <m:GetPriceResponse xmlns:m="http://www.w3schools.com/prices">
      <Price>1.90</Price>
    </m:GetPriceResponse>
  </soap:Body>
</soap:Envelope>
```



SOAP Faults

- Fault elements consists of:
 - <faultcode>A code for identifying the fault
 - <faultstring>A human readable explanation of the fault
 - <faultactor>Information on who caused the fault to happen
 - <detail> Application specific error information related to the Body element
- Fault codes
 - VersionMismatch: Found an invalid namespace for the SOAP Element
 - MustUnderstand: An immediate child element of the Header element, with the mustUnderstand attribute set to "1", was not understood
 - Client: Message was incorrectly formed or contained incorrect information
 - Server: Problem with the server, the message could not proceed



Communication

- SOAP provides two communication models:
- **SOAP RPC**
 - Synchronous request-response
 - Request encodes method & arguments
 - Response encodes result value or fault
- **SOAP Messaging (document)**
 - Document-driven: XML
 - Normal XML description e.g. of products can be sent
 - No reference to operation names
 - Operations must have a single element

SOAP RPC

- The Request body describes
 - The name of the method to invoke
 - Optional arguments to pass to that method
- Includes the WSDL operation
- Parameters are based on WSDL types
- WSDL operations can include one or more parts
- May be identified by order and/or by name
- The Response body describes
 - The return value(s) from the method or

SOAP Message (document)

- Each message body is an XML document or “literal XML”
 - can be validated against pre-defined XML schema document
 - A body element type typically identifies the message type
 - And therefore how/by what it should be handled
- No Operation name in SOAP message
- Parts of a message are based on schema element definitions rather than WSDL types
- Operations have a single part

RPC vs Message

- RPC is **function-centric**
 - RPC has **tight coupling** between the message and the implementation
- Messaging is **data-centric**
 - Messaging has **loose coupling** between the message and the implementation

Data encoding

- **Literals:** XML fragments, defined in XML Schema
 - Commonly used in XML messaging scenarios
- **Encoded values:** defined in SOAP Encoding
 - A set of rules for representing data types (not supported in Axis2)
- Defines standard XML encoding for commonly observed programming language types
 - Simple types, Enumerations
 - Compound types, e.g. structs, objects
 - Arrays, References

Examples

- suppose a service supports an add operation that accepts two integers (i, j) and returns their sum; it may also report a 'result too large' fault

rpc/literal

```
<soap:Envelope>
  <soap:Body>
    <add>
      <i>12</i>
      <j>5</j>
    </add>
  </soap:Body>
</soap:Envelope>
```

```
<soap:Envelope>
  <soap:Body>
    <addResponse>
      <res>17</res>
    </addResponse>
  </soap:Body>
</soap:Envelope>
```

- request to add 12 to 5 defines arguments by name, and wraps them in the operation (add)
- response must be a data structure even if a simple type is being returned; conventionally this is the operation name with Response appended



rpc/literal – V2

```
<soap:Envelope>
  <soap:Body>
    <add>
      <operands>
        <i>12</i>
        <j>5</j>
      </operands>
    </add>
  </soap:Body>
</soap:Envelope>
```

```
<soap:Envelope>
  <soap:Body>
    <addResponse>
      <res>17</res>
    </addResponse>
  </soap:Body>
</soap:Envelope>
```

- request now wraps two parameters in an operands element inside the operation (add)
- response unchanged



Fault in rpc/literal

```
<soap:Envelope>
  <soap:Body>
    <soap:Fault>
      <soap:faultcode> soap:Sender</soap:faultcode>
      <soap:faultstring>Addition result too large</soap:faultstring>
      <soap:faultactor>http://aws.xyz.com/lists</soap:faultactor>
    </soap:Fault>
  </soap:Body>
</soap:Envelope>
```

Document /literal

- Same request
- Missing operation
- Must have single element as parameter

```
<soap:Envelope>
  <soap:Body>
    <operands>
      <i>12</i>
      <j>5</j>
    </operands>
  </soap:Body>
</soap:Envelope>
```

```
<soap:Envelope>
  <soap:Body>
    <res>17</res>
  </soap:Body>
</soap:Envelope>
```

rpc/encoded & document/encoded

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- Broadly resemble their literal counterparts
- however, the encoded variants *include explicit type information* and may make use of **multiRefs**
- a **multiRef** is really intended for the case where there are multiple references to a value
- this might happen through structures sharing a value, or through a type referring to itself directly or indirectly (e.g. a linked list)
- a **multiRef** is like a separate value identified by an id where the value might have appeared, an href (hyper-reference) refers to the **multiRef** definition