



GET and POST requests in theory

Oliver Keyes Instructor



HTTP requests

- Conversation between your machine and the server
- First: what you want to happen
- "methods" different requests for different tasks



GET and POST

- GET: 'get me something'
- POST: 'have something of mine'



Other types

- HEAD just like head()
- DELETE 'remove this thing'
- Many others! But GET and POST are the big ones

Making requests with httr

• GET requests: GET()

```
> response <- GET(url = "https://httpbin.org/get")
> content(response)
$args
named list()

$headers
$headers
$1 "application/json, text/xml, application/xml, */*"
```

POST requests: POST()

```
> response <- POST(url = "https://httpbin.org/post")</pre>
```





Let's practice!





Graceful httr

Charlotte Wickham Instructor



Error handling

• A response includes a HTTP **status code**

```
> response <- GET("https://httpbin.org/get")
> response
Response [https://httpbin.org/get]
   Date: 2017-08-24 20:29
   Status: 200
   Content-Type: application/json
   Size: 330 B
{ ...
```

Understanding status codes

- Code starts with:
 - 2 great!
 - 3 great!
 - 4 your code is broken
 - 5 their code is broken
- https://en.wikipedia.org/wiki/List_of_HTTP_status_codes
- Check for bad codes with http_error()



URL construction

- Most of URL doesn't change
- Stitch URLs together from bits that don't change with the bits that do
- Saves thinking and typing



Directory-based URLs

- Slash-separated, like directories
- https://fakeurl.com/api/peaches/thursday
- Use paste(), with sep = "/"



Parameter-based URLs

- Uses URL parameters (a=1&b=2)
- https://fakeurl.com/api.php?fruit=peaches&day=thursday
- Use GET() to construct the URL with query argument





Let's practice!





Respectful API Usage

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User agents

- Bits of text that ID your browser (or software)
- Gives the server some idea of what you're trying to do
- You can set one with your requests with user_agent()
- Add an email address so they can contact you.



Rate limiting

- Too many requests makes for a sad server
- Deliberately slows down your code to keep under a desired 'rate'
- Slows you, but avoids getting you banned from the server





Let's practice!