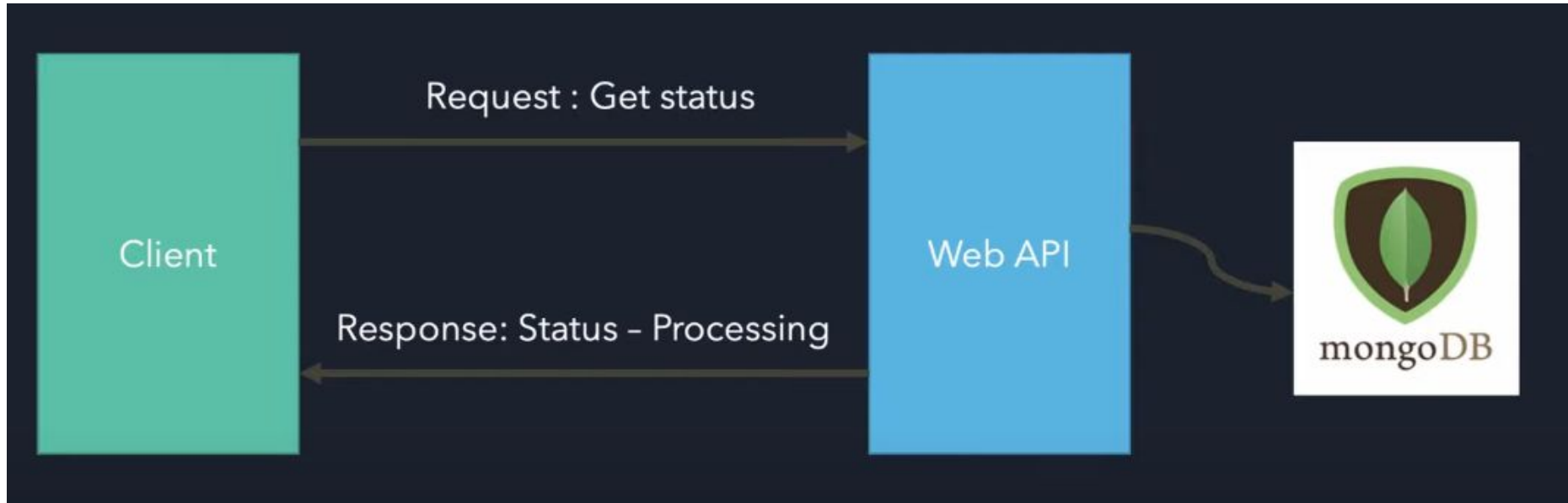


Webhooks

Regular API



Event Driven APIs - WebHooks

APIs



You pull data from provider

Webhooks

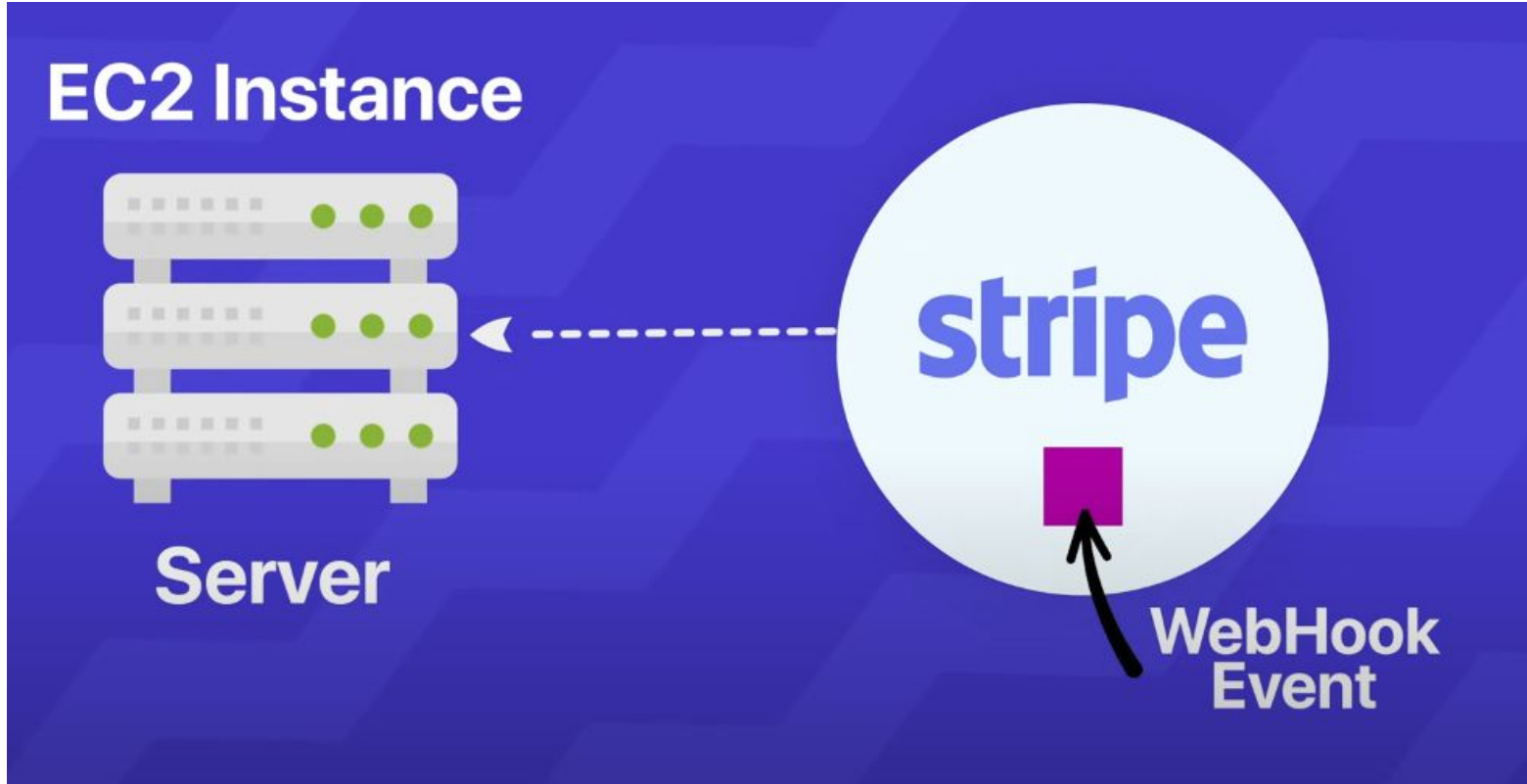


Provider pushes your data

Event Driven APIs - WebHooks



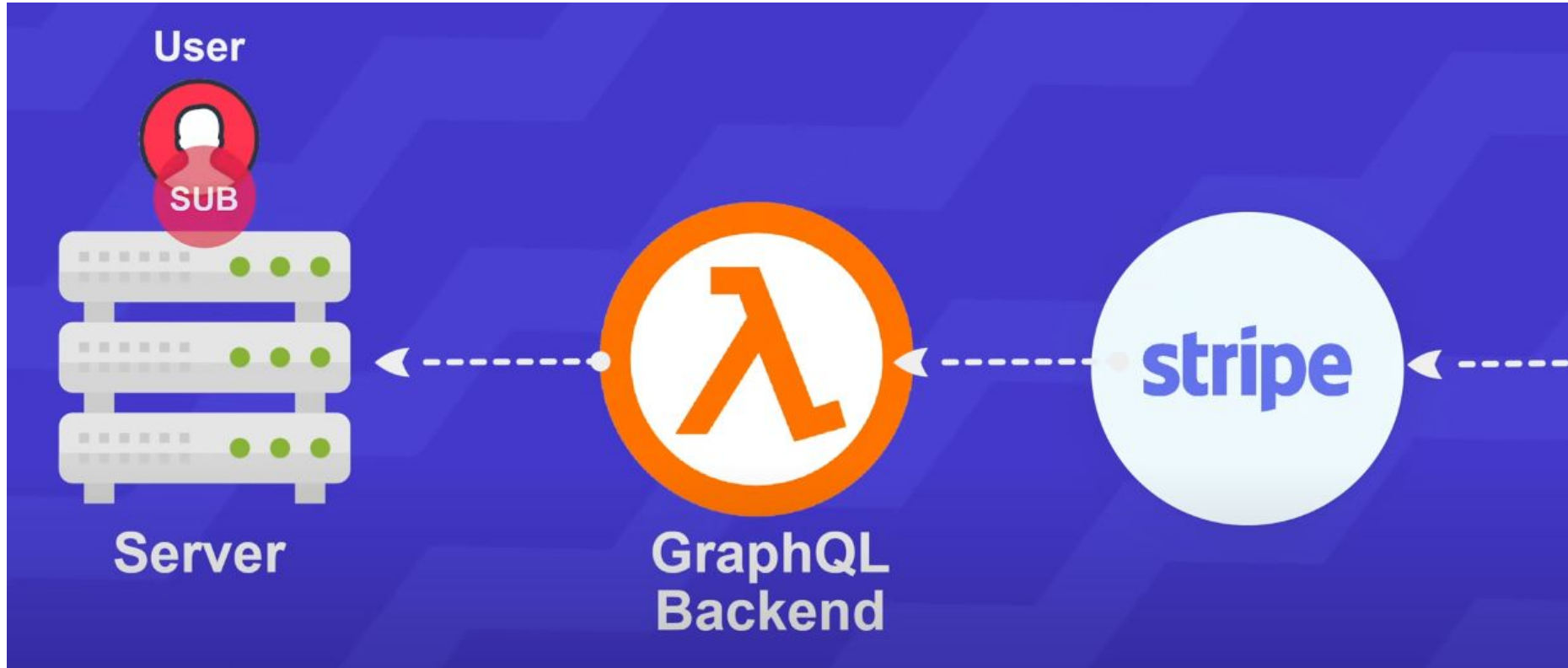
Event Driven APIs - WebHooks



Event Driven APIs - WebHooks



Event Driven APIs - WebHooks



Pitfalls for Event Driven APIs

Failures

- Ensure delivery through retries

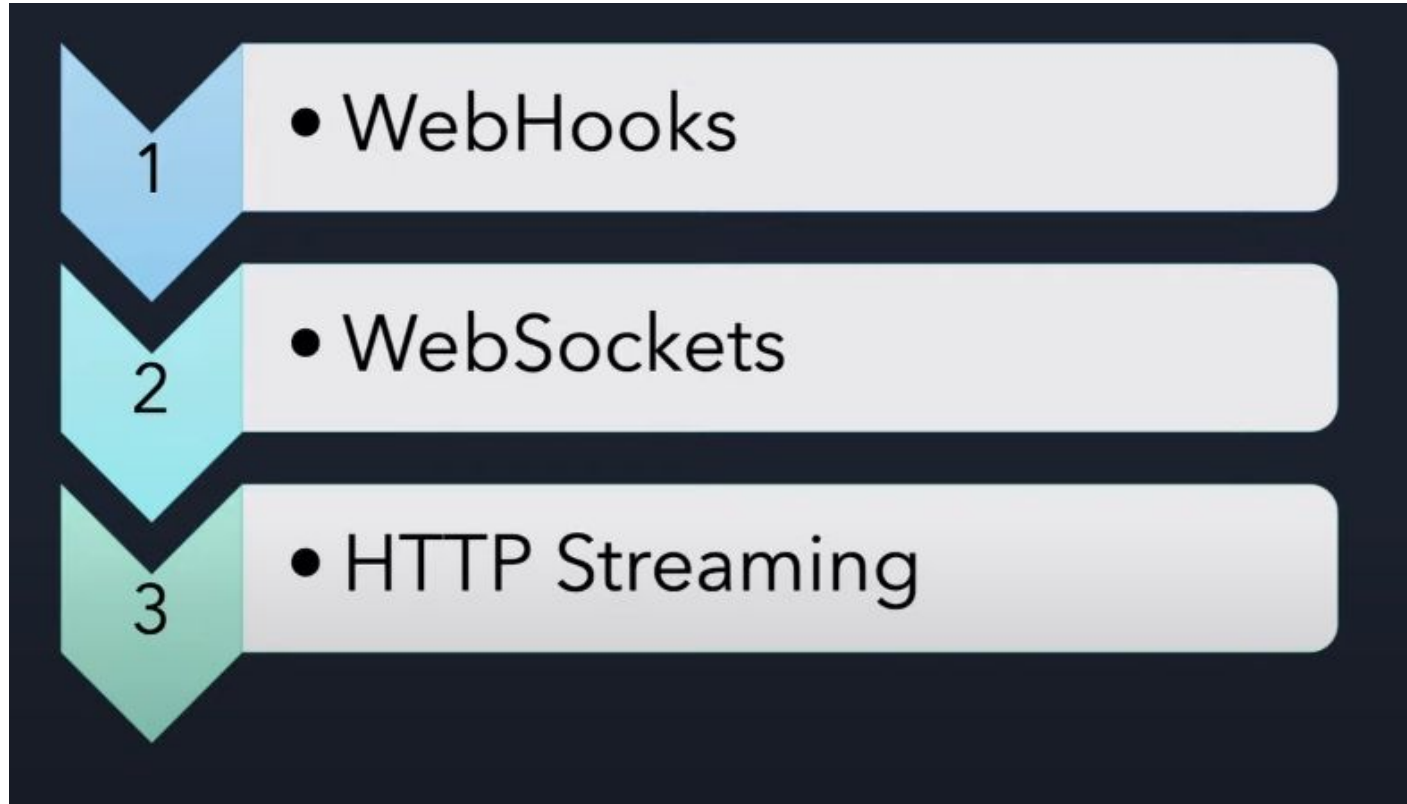
Firewalls

- Apps running behind firewalls can send, but receiving can be tricky

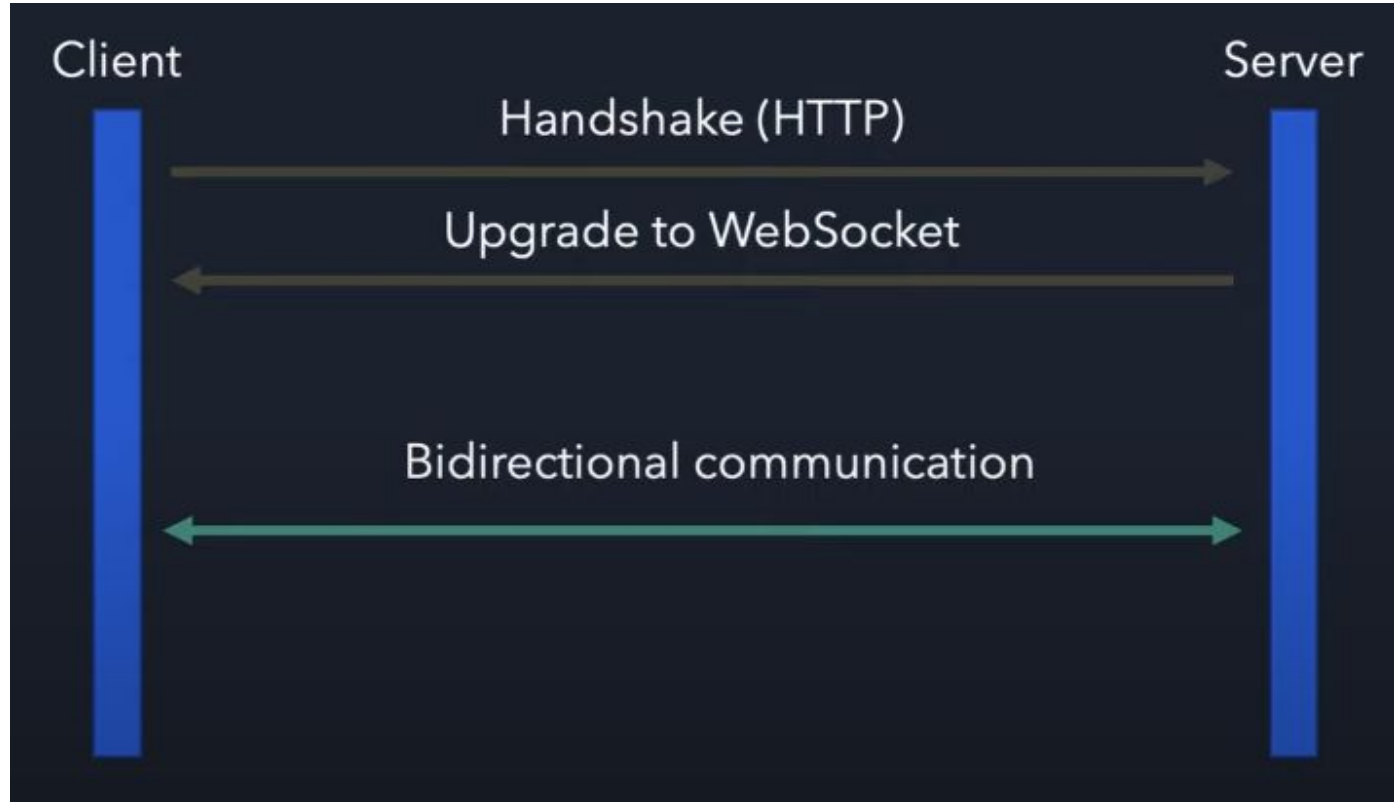
Noise

- Typically, each webhook represents a single event. Many events in a short time can be noisy.

Other Event Driven APIs

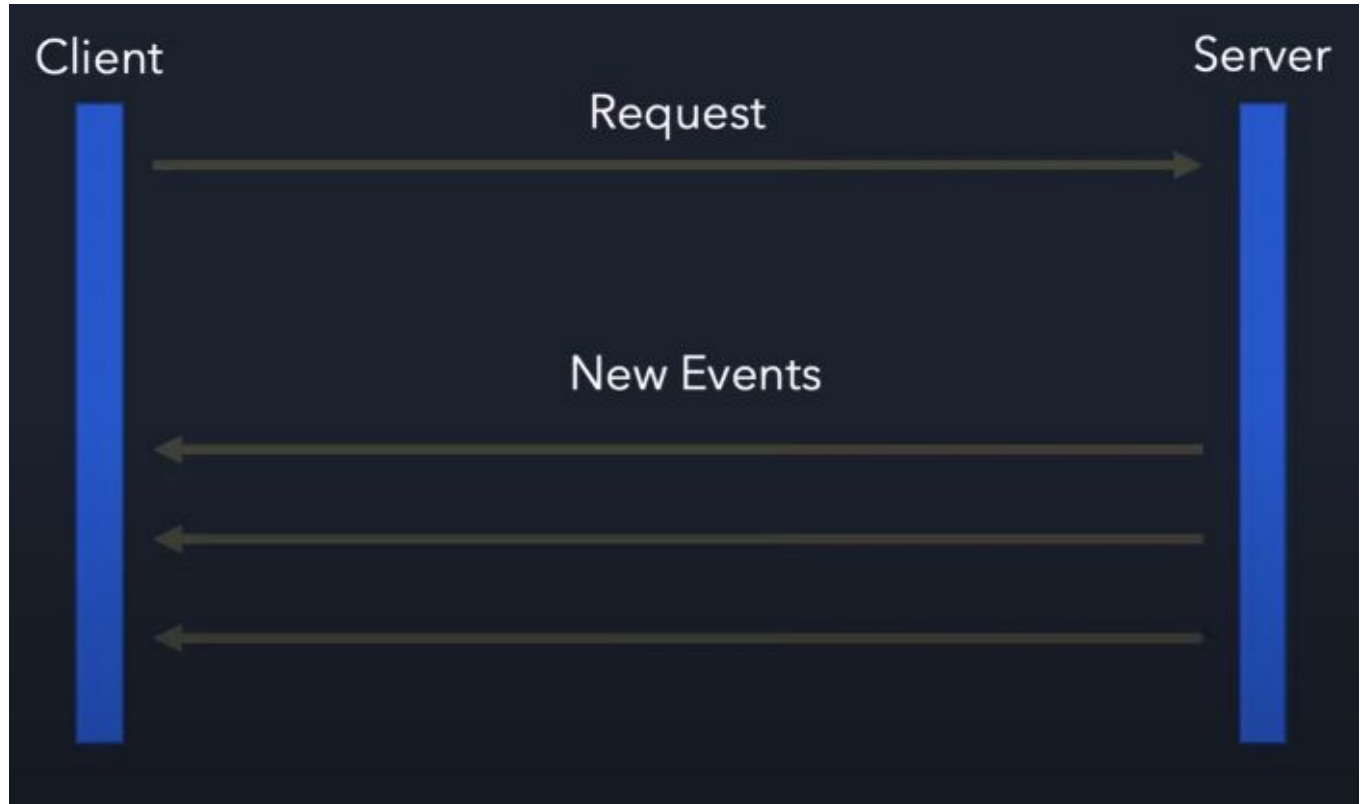


Event Driven APIs - WebSockets



Event Driven APIs - HTTP Streaming

Internal services: chunks
b/s: Server-Sent-Events



Other Event Driven APIs

WebHooks

- Trigger the server to send events to pre-defined client endpoints.

WebSockets

- Bi-directional communication between clients and servers

HTTP Streaming

- One-way communication over HTTP

API Types

- SOAP
- REST - it has rest hooks
- GraphQL
- gRPC
- Pub Sub
- Server Sent Events

Demo

References

- Best practices for using webhooks - <https://stripe.com/docs/webhooks/best-practices>
- W3C SSE - https://www.w3schools.com/html/html5_serversentevents.asp