



apigee

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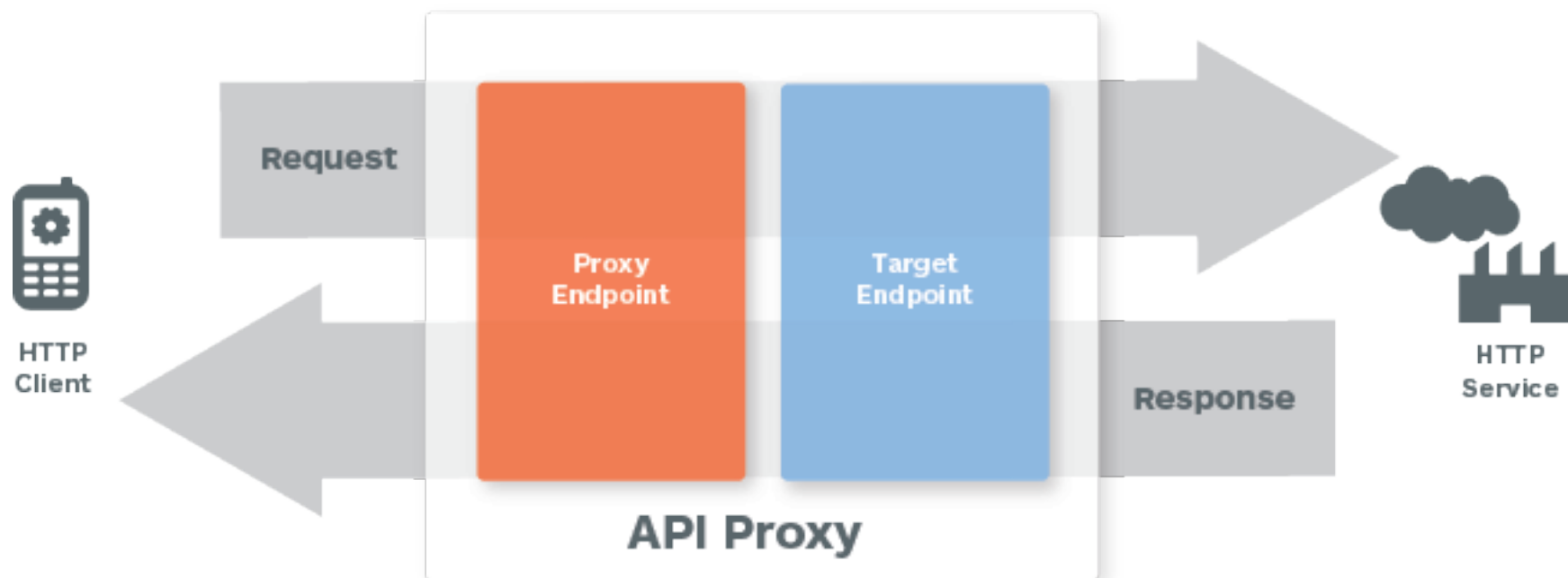
Foundational Training

Named Target Servers

Target Servers: Hard Coded vs Variablized

In the standard flow, target servers hard codes (such as the my training example of `http://apigee-edu-test.apigee.net/v1/apieatery`)

- **Problem:** When you promote your bundle from Dev to Prod, you have to edit the Target Endpoint URL manually
- **Solution:** Used Named Target Servers and set targets by environment



Existing Target URL

Revision 1

Dates Created: Jul 24, 2013 7:57:55 PM, Updated: Jul 24, 2013 7:57:55 PM

Description Bissell's Jokes

Default Proxy Endpoint Base Path /v1

Default Target Endpoint URL http://jokeindex.com/services/20/api

 **Edit Revision Basics**

```
<TargetEndpoint name="default">
  <Description/>
  <PreFlow name="PreFlow">
    <Request>
      <Step>
        <FaultRules/>
        <Name>kvm_get_credentials</Name>
      </Step>
      <Step>
        <FaultRules/>
        <Name>basic_authentication</Name>
      </Step>
    </Request>
    <Response/>
  </PreFlow>
  <Flows/>
  <PostFlow name="PostFlow"/>
  <HTTPTargetConnection>
    <URL>http://apigee-edu-prod.apigee.net/v1/apieatery</URL>
  </HTTPTargetConnection>
</TargetEndpoint>
```

targets/default.xml

Create a Named Target Server

Target Flows can also be variablized for each environment (eg point test to a sandbox.api and prod to prod.api)

```
curl -H "Authorization: Basic bm8gcGVla2luZzpwYXNzd29yZA=="  
https://api.enterprise.apigee.com/v1/organizations/trainingmats/environments/test/  
targetservers -d \ '  
  <TargetServer name="TS1">  
    <Host>apigee-edu-prod.apigee.net</Host>  
    <Port>80</Port>  
    <IsEnabled>true</IsEnabled>  
</TargetServer> ' \  
-H "Content-Type: text/xml"
```

```
<TargetEndpoint name="default">  
  <Description>My Target</Description>  
  <HTTPTargetConnection>  
    <LoadBalancer>  
      <Server name="TS1" />  
    </LoadBalancer>  
    <Path>/v1/apieatery</Path>  
    <Properties/>  
  </HTTPTargetConnection></TargetEndpoint>
```

Note: <Path> is required even if you're not populating it.

HealthChecks!!!



- Since we are using a loadbalancing group to solve our server propagation model we will need to add healthchecks
- Healthcheck's come into play when a backend server becomes unreachable.
- In a traditional load balancer configuration if a server becomes unreachable it will drop it from the pool of servers.
- The healthcheck is designed to re-add those servers to the pool.
- Two types of healthchecks
 - TCP
 - HTTP

Example Healthchecks

HTTP Monitor Example

```
<HTTPMonitor>
  <Request>
    <ConnectTimeoutInSec>10</
ConnectTimeoutInSec>
    <SocketReadTimeoutInSec>30</
SocketReadTimeoutInSec>
    <Port>80</Port>
    <Verb>GET</Verb>
    <Path>/healthcheck</Path>
    <Headers>
      <Header name="Authorization">Basic
12e98yfw87etf</Header>
    </Headers>
  </Request>
  <SuccessResponse>
    <ResponseCode>200</ResponseCode>
    <Headers>
      <Header name="ImOK">YoureOK</Header>
    </Headers>
  </SuccessResponse>
</HTTPMonitor>
```

TCP Monitor Example

```
<HealthMonitor>
  <IsEnabled>true</IsEnabled>
  <IntervalInSec>5</IntervalInSec>
  <TCPMonitor>
    <ConnectTimeoutInSec>10</
ConnectTimeoutInSec>
    <Port>80</Port>
  </TCPMonitor>
</HealthMonitor>
```

Thank you

An abstract network diagram on a solid orange background. It features several white circular nodes of varying sizes connected by thin white lines. The nodes are arranged in a way that suggests a complex, interconnected system or network. Some nodes are isolated, while others are part of larger clusters or chains.

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