

Pagination → Way to split large sets of data into smaller chunks (pages) so client don't have to fetch everything at once

Pagination

→ go to page 50 (like part)

Offset → skip 1st 20 & return next 10

Cursor → cursor (unique identifier for last item on previous page)

↳ Continuous Scrolling

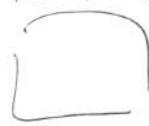
→ Cursor GET /users? offset=20&limit=10

GET /users? cursor=abc & limit=10

→ efficient for large dataset

E Tag (Entity Tag) → Mechanism used by web servers & browsers to validate cached resources & optimize

Frontend



client

asks for
Page + gives

Backend



→ Server

E Tag in IF-None-Match

header
to see if resource is modified
or use the cached one
or not

→ checks

304 Not Modified
Send 200 + Personile

Body Hash duplication

Computing Hash of a new/fres body & using
to detect identical payloads.

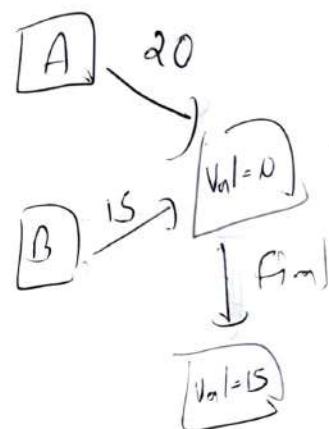
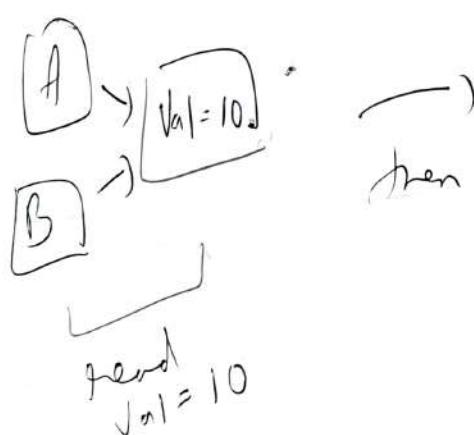
If 2 bodies \rightarrow Same Hash \rightarrow duplication
detected

Body Hash duplication \rightarrow server side Identity
content

Etag \rightarrow client-server Cache
Validation

Lost Update Problem \rightarrow Concurrent updates
overwrite each other

e.g.)



A's update lost

Now if we use Etag + If-Match

current Etag = "V1" \rightarrow updated
new Etag "V2"

B) \rightarrow Wenn ETag != "V1" \rightarrow fail else

ETag alone \rightarrow Identifier

ETag + If-None-Match \rightarrow Cache Validation

ETag + If-Match \rightarrow Write Safety

Logging levels \rightarrow DEBUG \rightarrow INFO \rightarrow WARN \rightarrow ERROR
↓
(CRITICAL)

\rightarrow Context Logging is necessary

(the level for
some & all
how much fine)