Idempotency → property in web dev
where if a request is made multiple times,
it ~~doesn't~~ has no effect on the server's
final state.

↓ Idempotent   Not Idempotent

eg: PUT /user/123 → 1 time   POST /orders
    {name: "KC"}   or 10 times {item: "book"}
                    results in same ↳ 10 books
                    state

GET, PUT, DELETE → yes

POST, PATCH → NO

Can be converted
to Idempotent → By keys

Interceptor Design Pattern ⟩ Request & responses
are intercepted at
defined points to
apply cross cutting
Logic