API Testing Mastery





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Lead SDET.

Web Fundamentals for API Testers



Agenda of Session

- HTTP Basics, URL Basics
- Cookie, Headers
- JSON Basics & XML Basics
- Install Tools for API Testing
- Chrome Dev Tools, Import Requests
- HTML Forms for API Testing

API Tester ROADMAP





https://apitesting.co/blueprint

API Tester Roadmap (2-3 Month PLAN)





04





Q3

- Learn Core Java
 Learn about
- Learn about Maven, TestNG
- Rest Assured
 Framework M
- Framework Work
 Manual Live
- Projects.
- CI/CD Tools like Jenkins, Git, Docker

Ready API Tester

- Knows Manual API Testing with a Tool
 Comfortable in API
- Testing with Test
 Design, Planning
 and Releasing.

 Know how to
- Know how to automate API with framework.
- Have an idea about common 100+ API Testing Interview QnA.
- Added projects to Github & Resume.

https://apitesting.co/blueprint

Qı

Web Basics+ Mindset

Web Fundamentals
API / Web Services
API Testing What, why How?
API Testing Tools.
Action Plan for 2-3 Months

Manual API Testing

- ______
- Types of API Testing.
 SOAP Vs Rest, GraphOL
- POSTMAN
- Advance Postman with DDT, JSON Schema validations
- LIVE Projects
- Test Design, Bug reporting, Debug APIs Web dev Tools
- Advance Web Auths extra



API Tester ROADMAP

https://miro.com/app/board/uXjVOttFRjM=/?share link id=284599875783



Know Your Instructor - Pramod Dutta

- I have nearly 9+ year of Experience in the Software Testing. Worked on different domain Mobile App, Web API, Website, Performance testing etc.
- Taught 10K+ Students
- 8600 Students in FB, 55k Youtube Subs.
- Helping People to Become Better **Automation Tester.**
- contact@thetestingacademy.com









Before We Start..... Join Private Telegram

https://sdet.live/apibatch

Do you know What is HTTP?

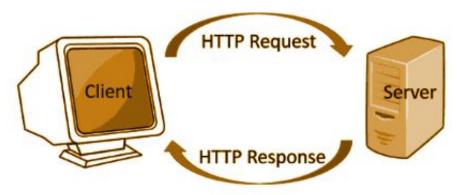
Yes No In Comments



Overview of HTTP

- HTTP is a protocol for fetching resources such as HTML documents.
- It is the foundation of any data exchange on the Web and it is a client-server protocol.
- HTTP is stateless: there is no link between two requests being successively carried out on the same connection

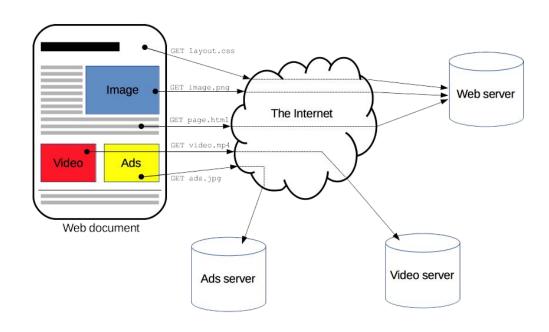




https://developer.mozilla.org/en-US/docs/Web/HTTP

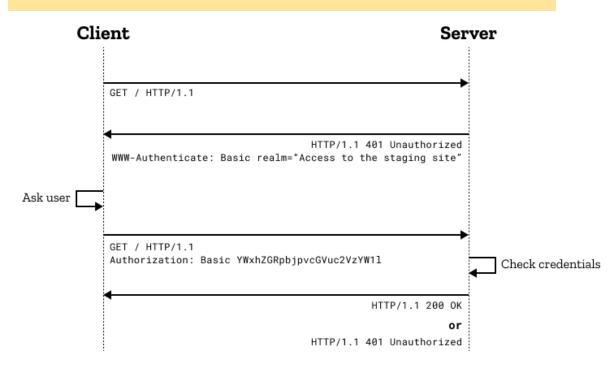


Overview of HTTP





HTTP Authentication





HTTP Cookies

An HTTP cookie (web cookie, browser cookie) is a small piece of data that a server sends to a user's web browser.

The browser may store the cookie and send it back to the same server with later requests

Cookies are mainly used for three purposes:

Session management

Logins, shopping carts, game scores, or anything else the server should remember

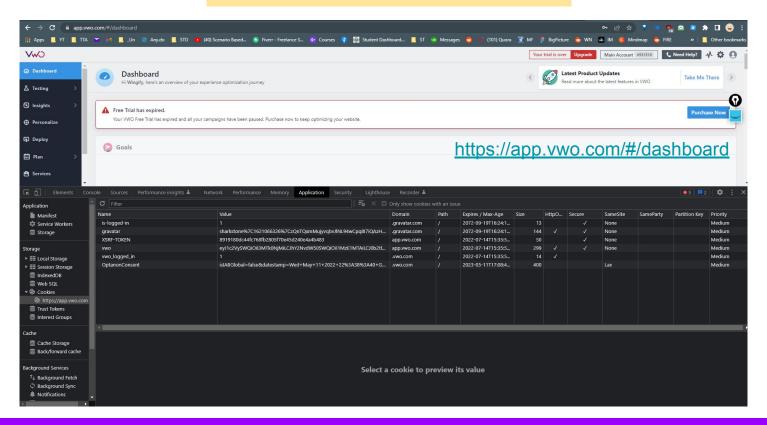
Personalization User preferences, themes, and other settings

Tracking
Recording and analyzing user behavior

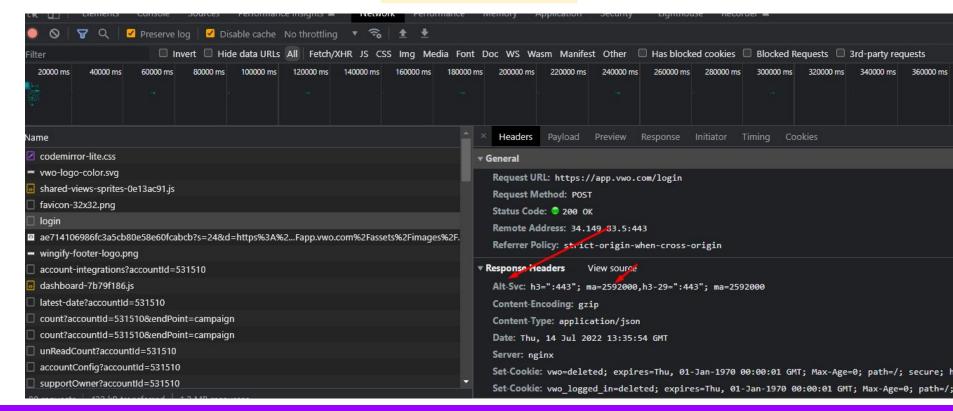




HTTP Cookies



Headers



Headers

HTTP headers let the client and the server pass additional information with an HTTP request or response.

- <u>Request headers</u> contain more information about the resource to be fetched, or about the client requesting the resource.
- Response headers hold additional information about the response, like its location or about the server providing it.
- <u>Representation headers</u> contain information about the body of the resource, like its <u>MIME type</u>, or encoding/compression applied.
- <u>Payload headers</u> contain representation-independent information about payload data, including content length and the encoding used for transport.

HTTP header indicates which content types, expressed as MIME types, the client is able to understand.

Authentication

Caching

User agent client hints

Conditionals

https://developer.mozilla.org/en-US/docs/Web/HTTP/Headers

Headers

The Content-Type representation header is used to indicate the original <u>media type</u> of the resource (prior to any content encoding applied for sending).

https://developer.mozilla.org/en-US/docs/Web/HTTP/Headers/Content-Type

Tools for Cookie, Headers View

https://chrome.google.com/webstore/detail/editthiscookie/fngmhnnpilhplaeedifhcceomclqfbq?hl=en



URL Basics



URL BASICS

Uniform Resource Locators

It is the mechanism used by browsers to retrieve any published resource on the web.

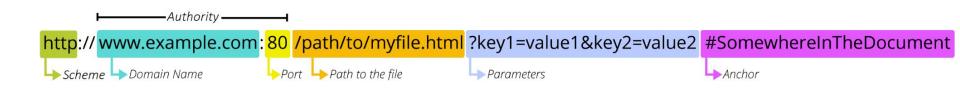
A URL is nothing more than the address of a given unique resource on the Web

Such resources can be an HTML page, a CSS document, an image, etc

https://developer.mozilla.org
https://developer.mozilla.org/en-US/docs/Learn/
https://developer.mozilla.org/en-US/search?q=URL



URL BASICS





URL BASICS

Path to resource



/path/to/myfile.html is the path to the resource on the Web server. In the early days of the Web, a path like this represented a physical file location on the Web server. Nowadays, it is mostly an abstraction handled by Web servers without any physical reality.

Parameters



Quiz

https://abc.com/xyz/?q=1

Which one is path param Which one is query param



Absolute URLs?

What are Absolute URLs?

An absolute URL contains the entire address from the protocol (HTTPS) to the domain name (www.example.com) and includes the location within your website in your folder system (/foldernameA or /foldernameB) names within the URL.

Basically, it's the full URL of the page that you link to.

An example of an absolute URL is:



What are Relative URLs?

What are Relative URLs?

The relative URL, on the other hand, does not use the full web address and only contains the location following the domain. It assumes that the link you add is on the same site and is part of the same root domain.

The relative path starts with the forward slash and leads the browser to stay within the current site.

An example of a relative URL is:



Relative US Absolute URL Lahreb = /xyzy (Relative) [a bref = http://www. Example.com/x12] (Absolute)



Data URLs

A few examples:

URLs prefixed with the data: scheme, allow content creators to embed small files inline in documents.

data:,Hello%2C%20World%21
The text/plain data Hello, World!. Note how the comma is percent-encoded as %2C, and the space character as %20.

data:text/plain;base64,SGVsbG8sIFdvcmxkIQ== base64-encoded version of the above

data:text/html,%3Ch1%3EHello%2C%20World%21%3C%2Fh1%3E An HTML document with <h1>Hello, World!</h1>

data:text/html,<script>alert('hi');</script>
An HTML document that executes a JavaScript alert. Note that the closing script tag is required.



MIME types

A media type (also known as a Multipurpose Internet Mail Extensions or MIME type) indicates the nature and format of a document, file, or assortment of bytes.

application/pdf
application/json

multipart/form-data

https://developer.mozilla.org/en-US/docs/Web/HTTP/Basics_of_HTTP/MIME_types

https://developer.mozilla.org/en-US/docs/Web/HTTP/Basics_of_HTTP/MIME_types#multipartform-data



MIME types

MIME type	Audio or video type	
audio/wave audio/wav audio/x-wav audio/x-pn- wav	An audio file in the WAVE container format. The PCM audio codec (WAVE codec "1") is often supported, but other codecs have limited support (if any).	
audio/webm	An audio file in the WebM container format. Vorbis and Opus are the codecs officially supported by the WebM specification.	
video/webm	A video file, possibly with audio, in the WebM container format. VP8 and VP9 are the most common video codecs; Vorbis and Opus the most common audio codecs.	
audio/ogg	An audio file in the Ogg container format. Vorbis is the most common audio codec used in such a container; however, Opus is now supported by Ogg as well.	
video/ogg	A video file, possibly with audio, in the Ogg container format. Theora is the usual video codec used within it; Vorbis is the usual audio codec, although Opus is becoming more common.	
application/ogg	An audio or video file using the Ogg container format. Theora is the usual video codec used within it; Vorbis is the usual audio codec.	



HTTP request methods

GET

The GET method requests a representation of the specified resource. Requests using GET should only retrieve data.

HEAD

The HEAD method asks for a response identical to a GET request, but without the response body.

POST

The POST method submits an entity to the specified resource, often causing a change in state or side effects on the server.

PUT

The PUT method replaces all current representations of the target resource with the request payload.

https://developer.mozilla.org/en-US/docs/Web/HTTP/Methods



HTTP request methods

DELETE

The DELETE method deletes the specified resource.

CONNECT

The CONNECT method establishes a tunnel to the server identified by the target resource.

OPTIONS

The OPTIONS method describes the communication options for the target resource.

TRACE

The TRACE method performs a message loop-back test along the path to the target resource.

PATCH

The PATCH method applies partial modifications to a resource.

https://developer.mozilla.org/en-US/docs/Web/HTTP/Methods



PUT VS POST

PUT	POST
Replacing existing resource	Creating new resources (and subordinate
or Creating if resource is not exist	resources)
http://www.example.com/customer/{id}	http://www.example.com/customer/
http://www.example.com/customer/123/orders/456	http://www.example.com/customer/123/orders
Identifier is chosen by the client	Identifier is returned by server
Idempotent i.e. if you PUT a resource twice, it has no	POST is neither safe nor idempotent. It is
effect.	therefore recommended for non-idempotent
Ex: Do it as many times as you want, the result will	resource requests.
be same. x=1;	Ex: x++;
Works as specific	Works as abstractive
If you create or update a resource using PUT and	
then make that same call again, the resource is still	Making two identical POST requests will most-
there and still has the same state as it did with the	likely result in two resources containing the same
first call.	information.



Quiz

Can we use POST request to do all Request?



HTTP response status codes

HTTP response status codes indicate whether a specific HTTP request has been successfully completed. Responses are grouped in five classes:

Informational responses (100–199)

Successful responses (200–299)

Redirection messages (300–399)

Client error responses (400–499)

Server error responses (500–599)

https://developer.mozilla.org/en-US/docs/Web/HTTP/Status



User agent

A user agent is a computer program representing a person, for example, a browser in a Web context.

The user agent string can be accessed with <u>JavaScript</u> on the client side using the <u>NavigatorID.userAgent</u> property.

A typical user agent string looks like this: "Mozilla/5.0 (X11; Ubuntu; Linux x86_64; rv:35.0) Gecko/20100101 Firefox/35.0".

https://developer.mozilla.org/en-US/docs/Web/HTTP/Status



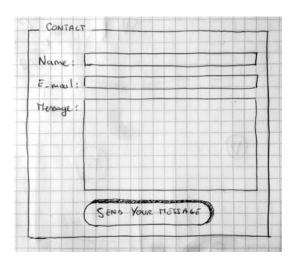
HTML Elements

Tag	Description	
<html> </html>	Declares the Web page to be written in HTML	
<head> </head>	Delimits the page's head	
<title> </title>	Defines the title (not displayed on the page)	
<body> </body>	Delimits the page's body	
<h n=""> </h>	Delimits a level <i>n</i> heading	
 	Set in boldface	
<i> </i>	Set in italics	
<center> </center>	Center on the page horizontally	
	Brackets an unordered (bulleted) list	
 	Brackets a numbered list	
: 	Brackets an item in an ordered or numbered list	
 	Forces a line break here	
	Starts a paragraph	
<hr/>	Inserts a horizontal rule	
	Displays an image here	
 	Defines a hyperlink	



HTML Forms

Web forms — Working with user data



```
<form action="/my-handling-form-page"
method="post">
<l
 <
  <label for="name">Name:</label>
  <input type="text" id="name" name="user name">
 <label for="mail">E-mail:</label>
 <input type="email" id="mail" name="user email">
 <|i>
  <label for="msg">Message:</label>
  <textarea id="msg"
name="user message"></textarea>
 </form>
```



JSON Basics

Both JSON and XML can be used to receive data from a web server.

JSON stands for JavaScript Object Notation

```
'{"name":"John", "age":30, "car":null}'
```

a JavaScript program can easily convert JSON data into JavaScript objects.

- JSON stands for JavaScript Object Notation
- JSON is a lightweight data-interchange format
- JSON is plain text written in JavaScript object notation
- JSON is used to send data between computers
- JSON is language independent *

Data Types

In JSON, values must be one of the following data types:

- a string
- a number
- an object (JSON object)
- an array
- a boolean
- null



JSON Basics

JSON Objects

```
"employee":{"name":"John",
"age":30, "city":"New York"}
}
```

Objects as values in JSON must follow the JSON syntax.

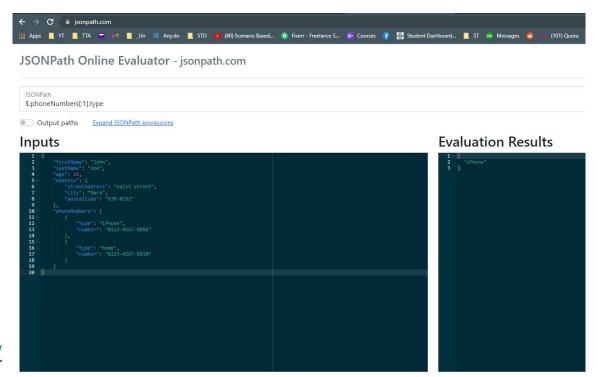
JSON Arrays

```
{
"employees":["John", "Anna",
"Peter"]
}
```



JSON Path

https://www.jsonschema2pojo.org/



https://jsonutils.com/

XML Basics

JSON Example

```
{"employees":[
    { "firstName":"John", "lastName":"Doe" },
    { "firstName":"Anna", "lastName":"Smith" },
    { "firstName":"Peter", "lastName":"Jones" }
]}
```

XML Example

XML stands for eXtensible Markup Language.

XML was designed to store and transport data.

XML was designed to be both humanand machine-readable.

XML Basics

XML Example 2

https://www.w3schools.com/xml/tryit.asp?filename=tryajax first

XML Basics

JSON is Like XML Because

- . Both JSON and XML are "self describing" (human readable)
- Both JSON and XML are hierarchical (values within values)
- Both JSON and XML can be parsed and used by lots of programming languages
- . Both JSON and XML can be fetched with an XMLHttpRequest

JSON is Unlike XML Because

- · JSON doesn't use end tag
- · ISON is shorter
- . JSON is quicker to read and write
- · JSON can use arrays

The biggest difference is:

XML has to be parsed with an XML parser. JSON can be parsed by a standard JavaScript function.

Why JSON is Better Than XML

XML is much more difficult to parse than JSON. JSON is parsed into a ready-to-use JavaScript object. For AJAX applications, JSON is faster and easier than XML:

Using XML

- Fetch an XML document.
- Use the XML DOM to loop through the document
- Extract values and store in variables

Using JSON

- Fetch a JSON string
- JSON.Parse the JSON strin



Install Tools for API Testing

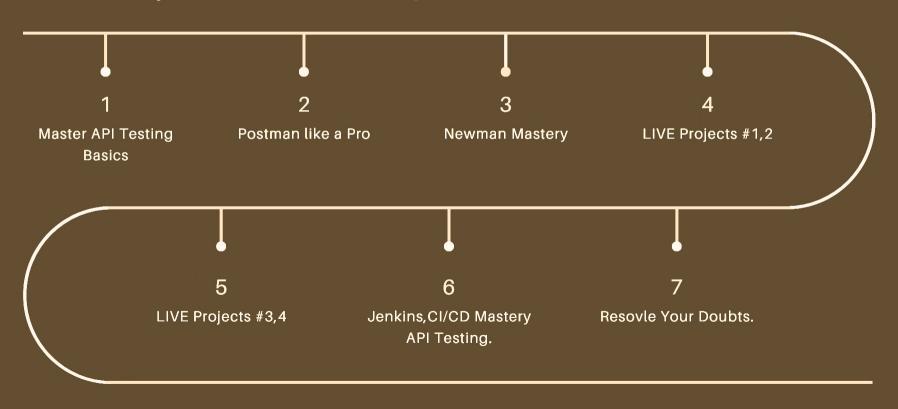


Download Postman

https://www.postman.com/downloads/

Mastering API Testing with Postman

LIVE Projects and Real Examples (With Worksheet, Checklists)





They are enough,







Chrome Dev Tools



Type different HTTP Methods



Import Requests



What is 404?



Pick the status code class used for server error

1xx

2xxx

3xx

4xx



API Testing Tools



What are the common protocols that are testing in API testing?

HTTP

JMS

REST

SOAP

UDDI



How do You verify the GET ALL BOOKINGS

- Status Code
- 2. Headers
- 3. Response Data
- 4. JSON Schema Validation
- 5. Data Types
- 6. Pattern, Regex
- 7. Invalid Auths/ Permission mismatch
- 8. Many others....

Thanks, for attending Class

I hope you liked it. Say Thanks in Comment:)

Fin.