### Lesson 10: Connecting to Internet



**Instructor: Ahmet Geymen** 



#### **About this lesson**

- Lesson 10:
  - Coroutines
  - Connecting to Internet
  - Workshop
    - Coroutines
    - Retrofit



## Get started



## Coroutines

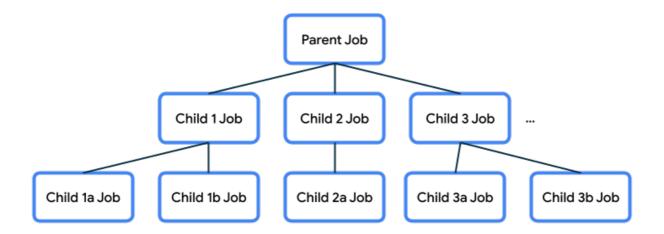


#### Coroutines

- A coroutine is an instance of a suspendable computation
- It is conceptually similar to a thread, but not bound to any particular thread
- They follow a principle of structured concurrency which means that new coroutines can only be launched in a specific CoroutineScope.

#### **Structured Concurrency**

- An outer scope cannot complete until all its children coroutines complete.
- When one of the child coroutines fails with an exception, it gets propagated upwards.
- When the parent coroutine is cancelled, all its children are recursively cancelled, too.



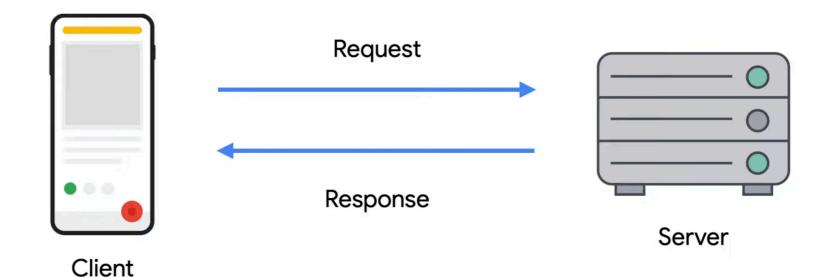


# Connecting to Internet



#### **HTTP** methods

- GET
- POST
- PUT
- DELETE



#### **HTTP Status Codes**

- 200 299: Success
- 400 499: Client Errors
- 500 599: Server Errors



#### REST

- REpresentational State Transfer
- Is a architectural style or paradigm for providing standards between computer systems on the web
  - Client server architecture
  - Resources are exposed as URIs
  - Uniform Interface
  - Stateless



### Example web service API

URL	DESCRIPTION	METHOD
example.com/messages	Get list of all messages	GET
example.com/messages/1	Get the message by given ID	GET
example.com/search? filter=queryterm	Search messages by given query	GET
example.com/messages	Create a new message	P0ST

#### JSON code

```
"title":"Android Jetpack: EmojiCompat",

"description":"Android Jetpack: EmojiCompat",

"url":"https://www.youtube.com/watch?v=sYGKUtM2ga8",

"updated":"2018-06-07T17:09:43+00:00",

"thumbnail":"https://i4.ytimg.com/vi/mK2ga8/default.jpg"
}
```

#### Retrofit

- Networking library that turns your HTTP API into a Kotlin and Java interface
- Enables processing of requests and responses into objects for use by your apps
  - Provides base support for parsing common response types, such as XML and JSON
  - Can be extended to support other response types



#### Why use Retrofit?

- Builds on industry standard libraries, like OkHttp, that provide:
  - HTTP/2 support
  - Connection pooling
  - Response caching and enhanced security
- Frees the developer from the scaffolding setup needed to run a request

## Workshop

