



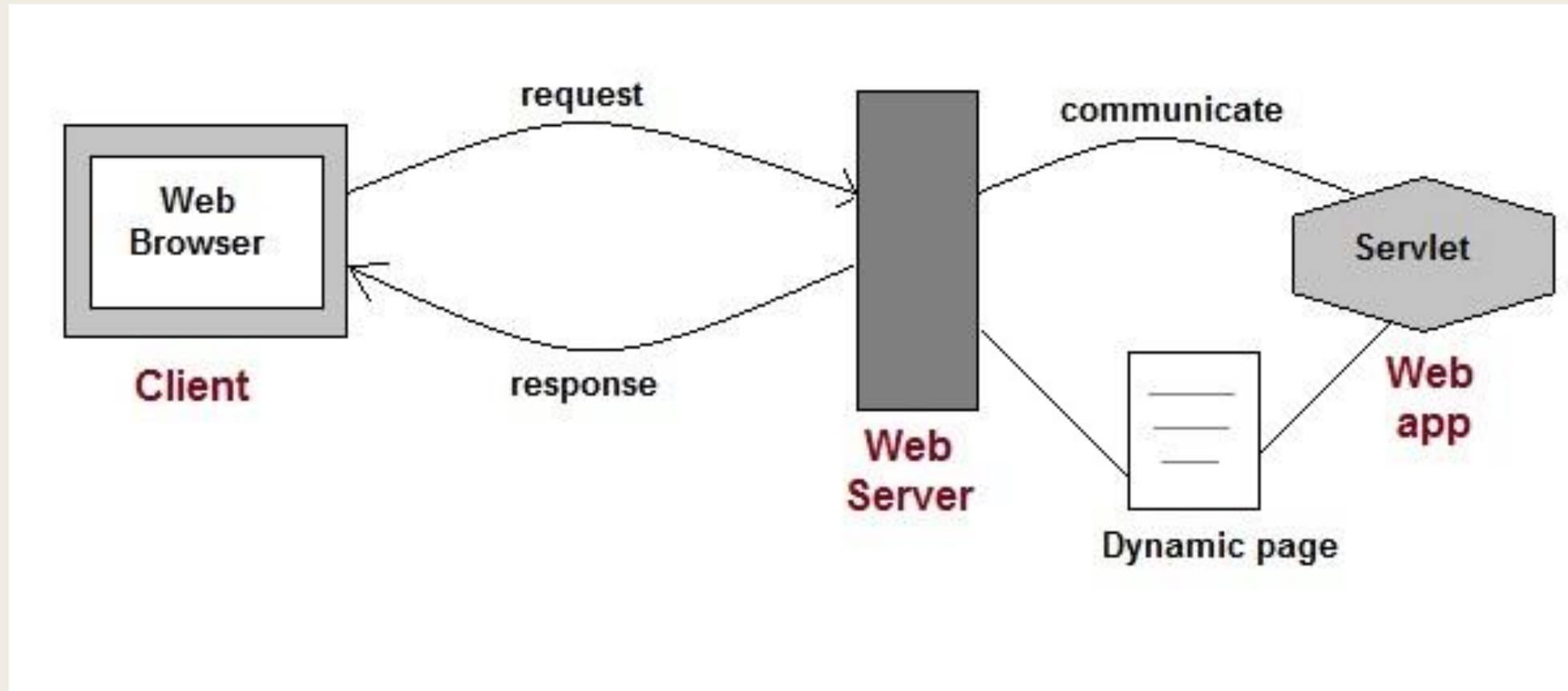
WEB SERVICE FRAMEWORKS

Pushpendra Singh

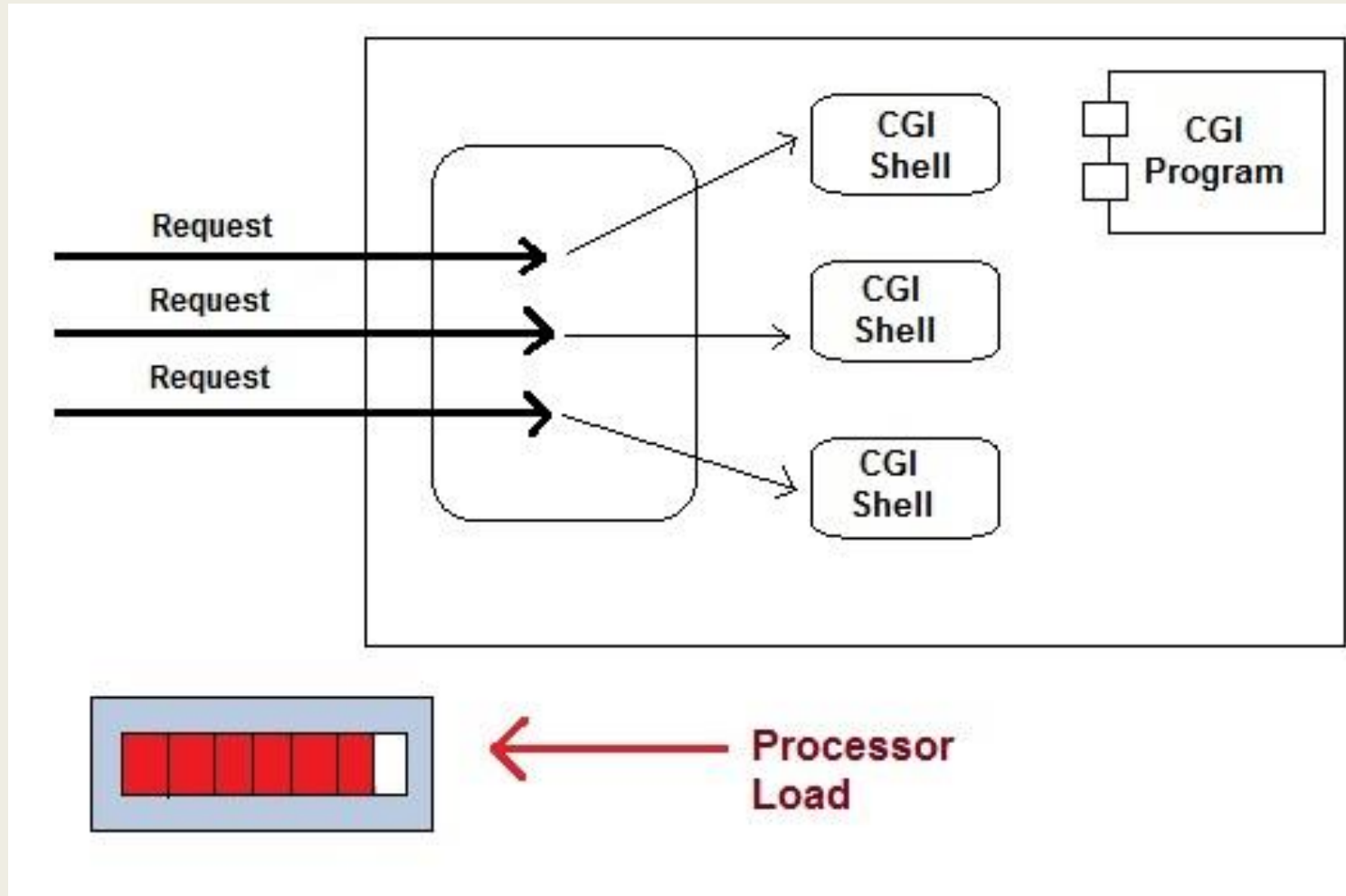
Developing Web Services

- Servlets
- JAX-RS 2.0
- Spring MVC
- ...

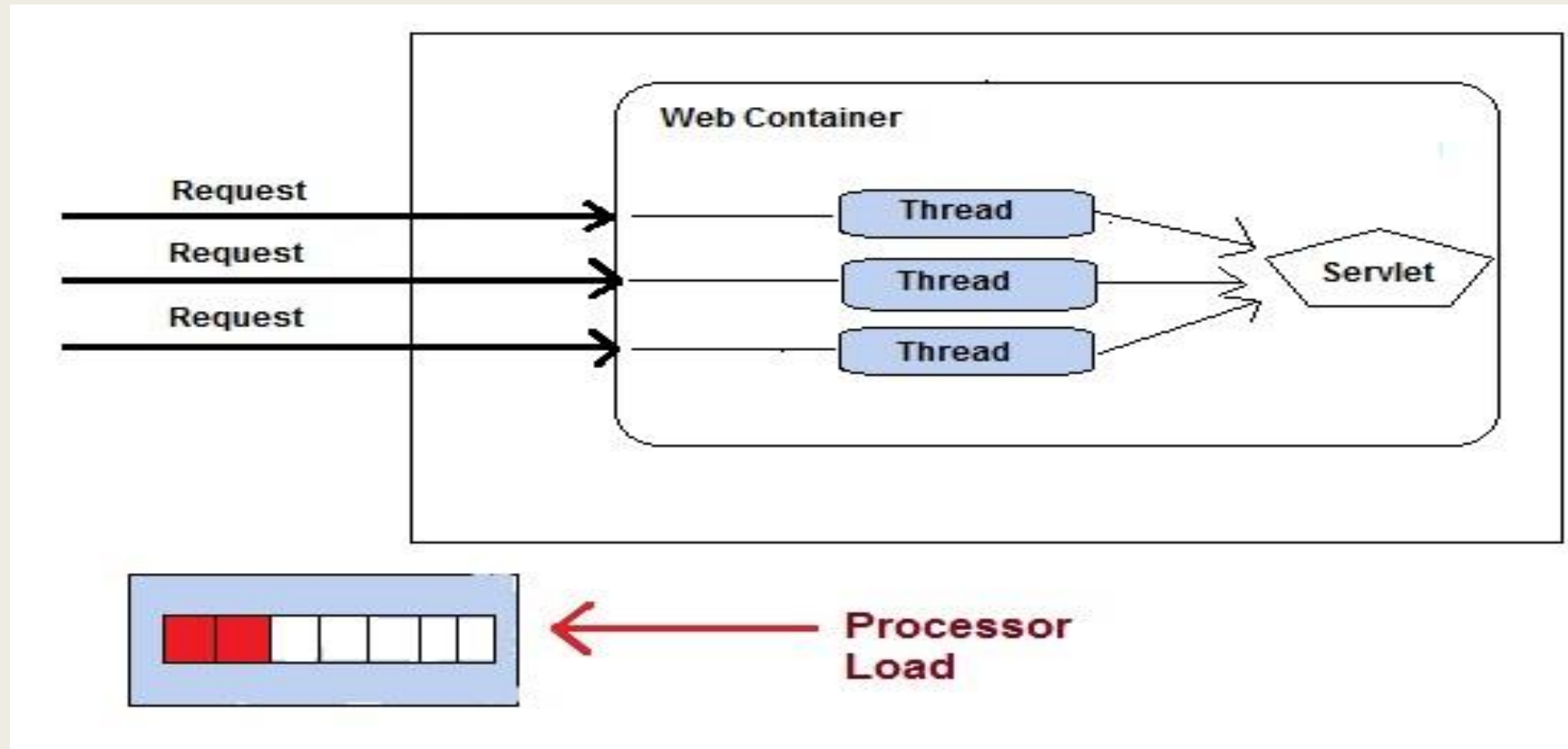
Servlets



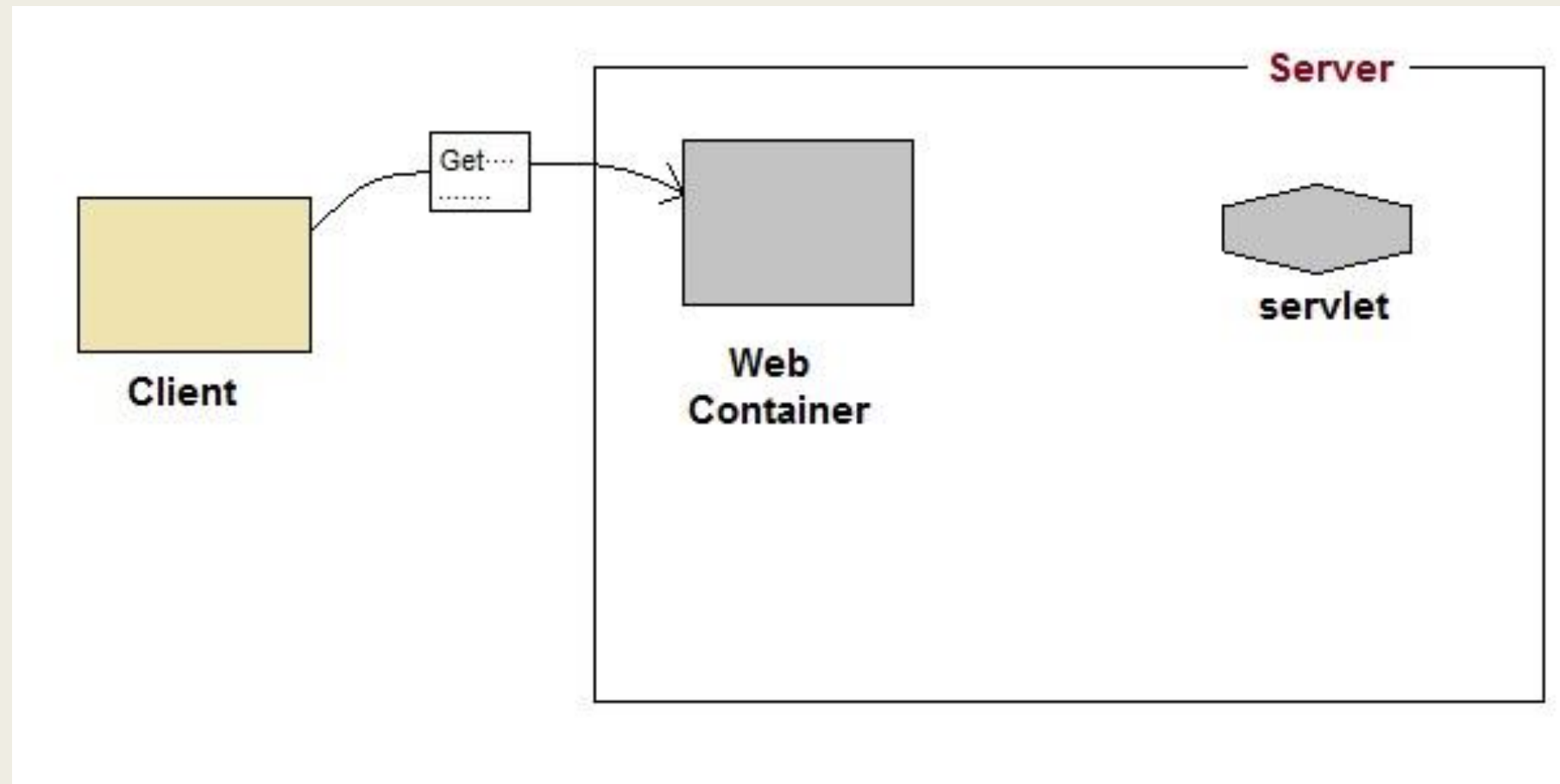
Before Servlets



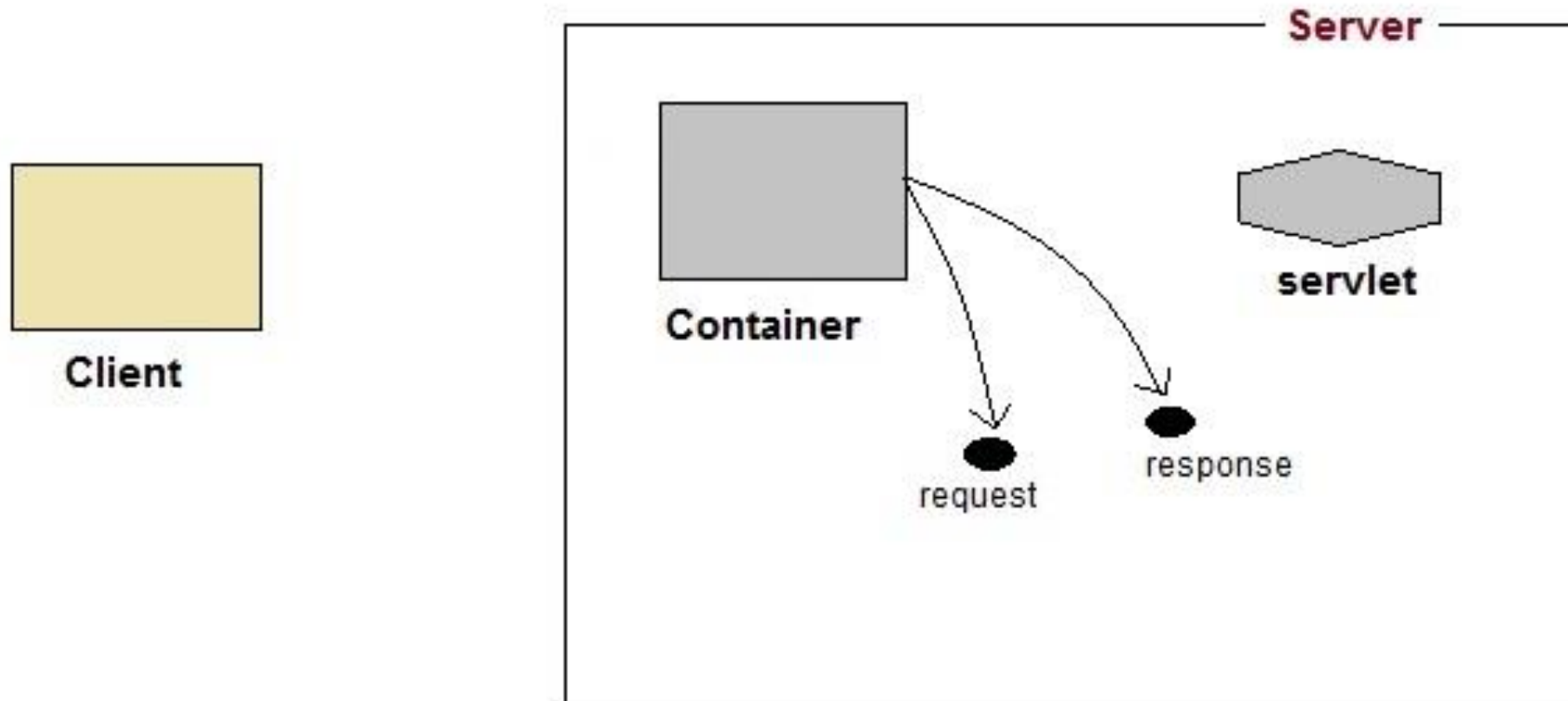
Servlets



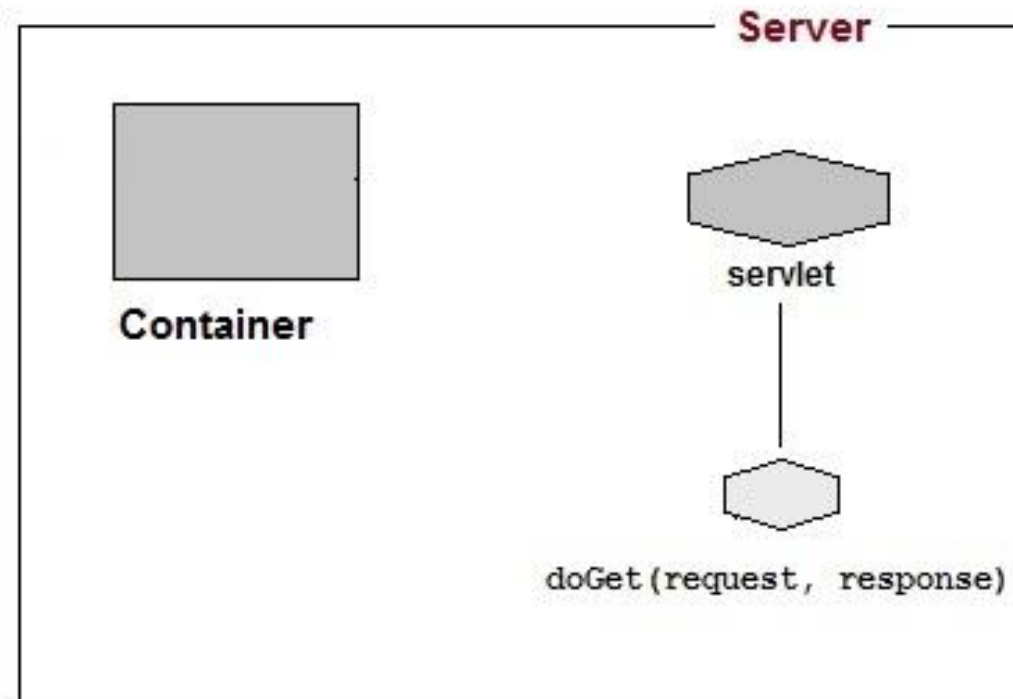
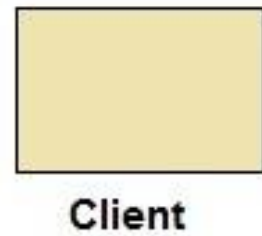
Servlets



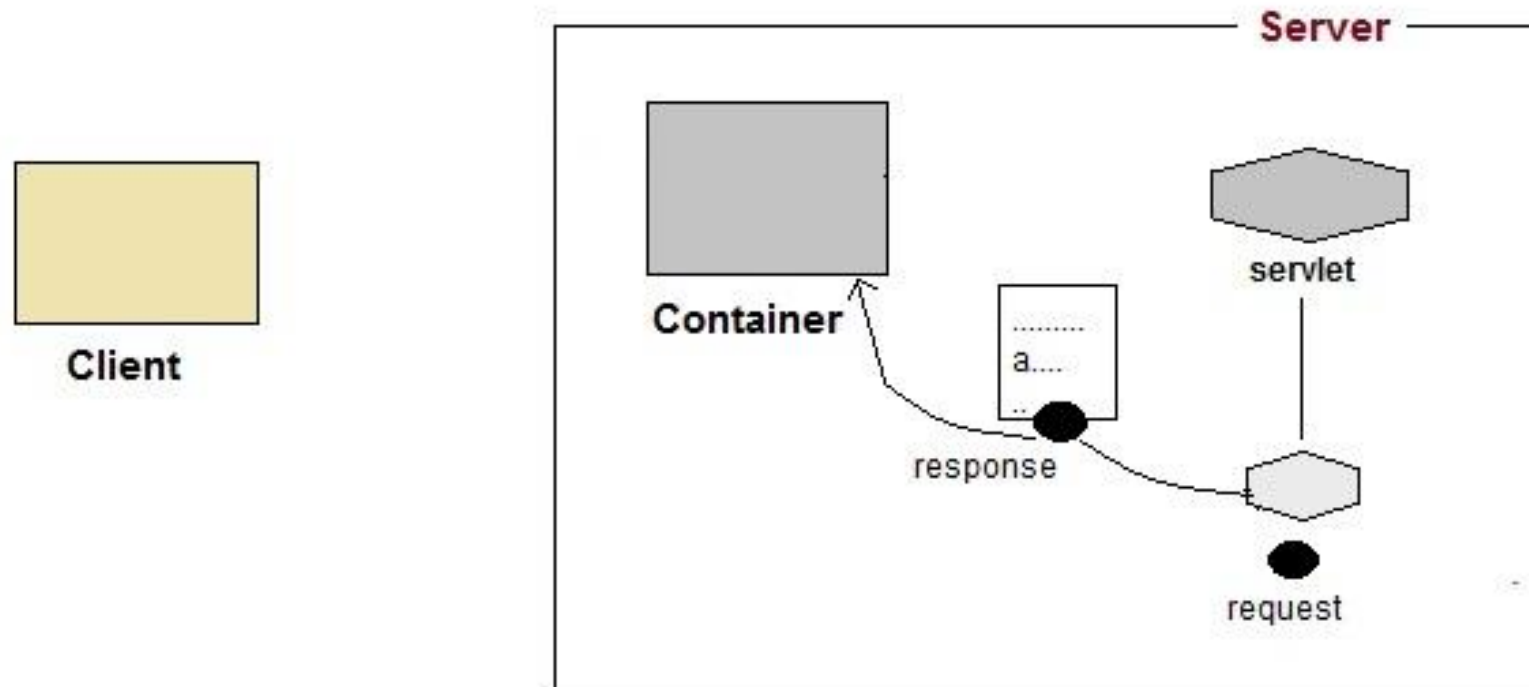
Servlets



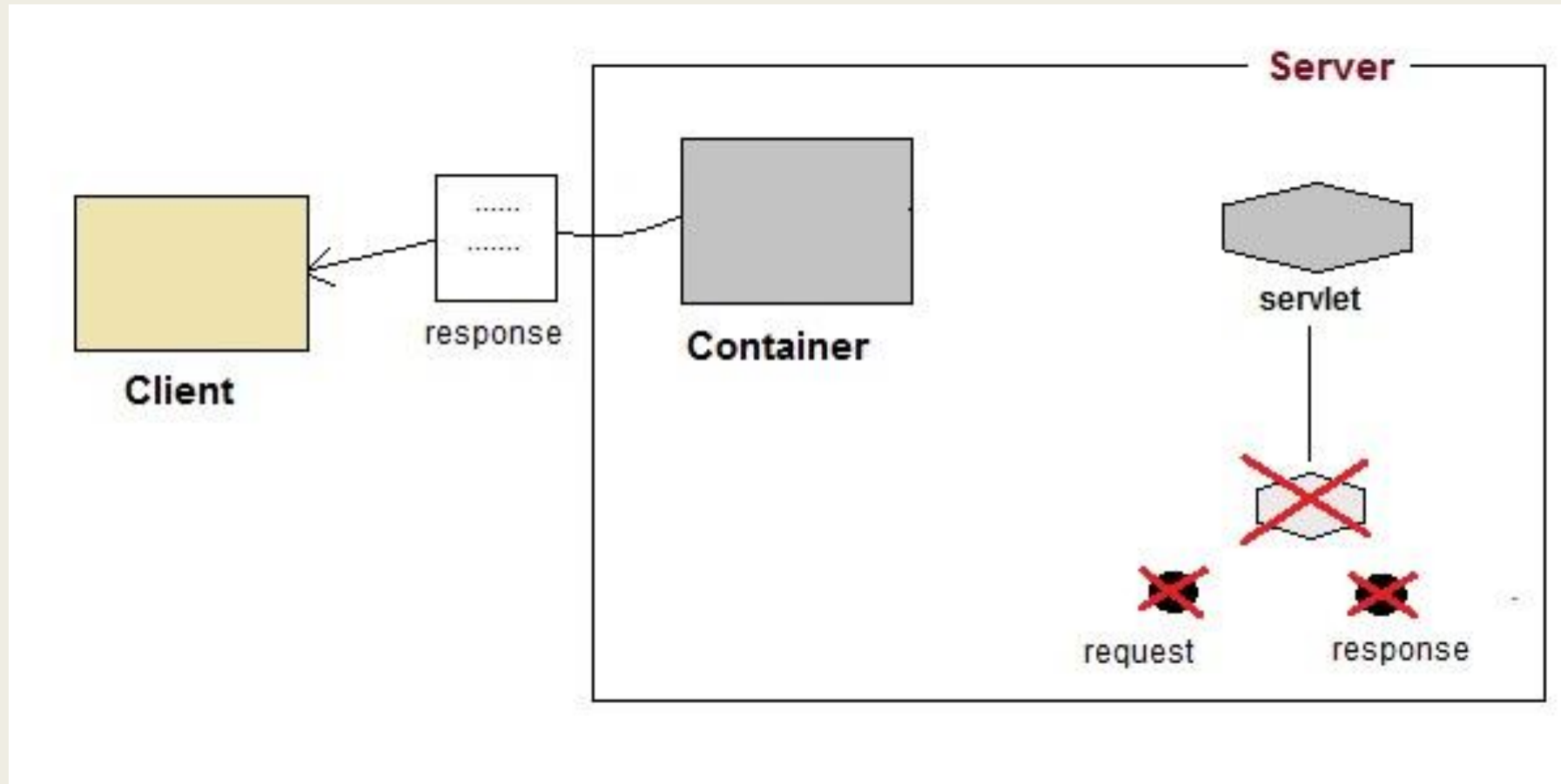
Servlets



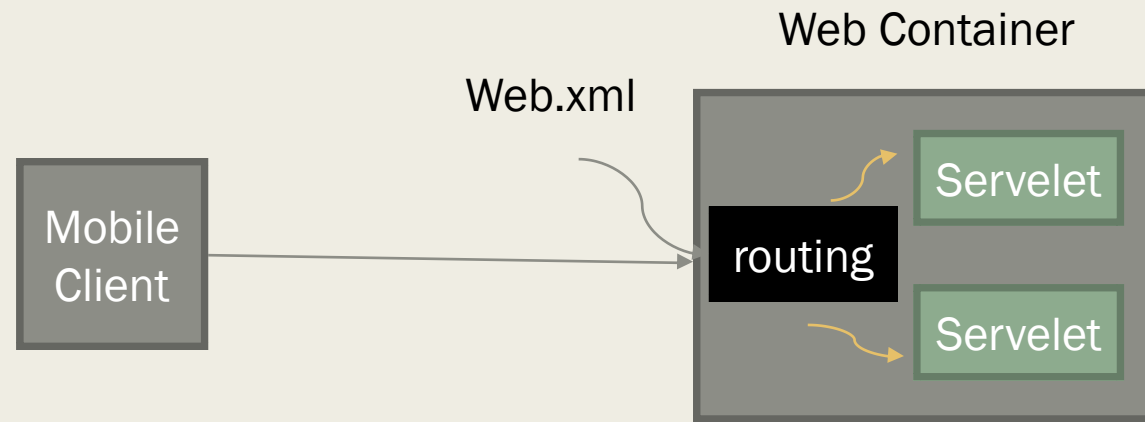
Servlets



Servlets



Servlets



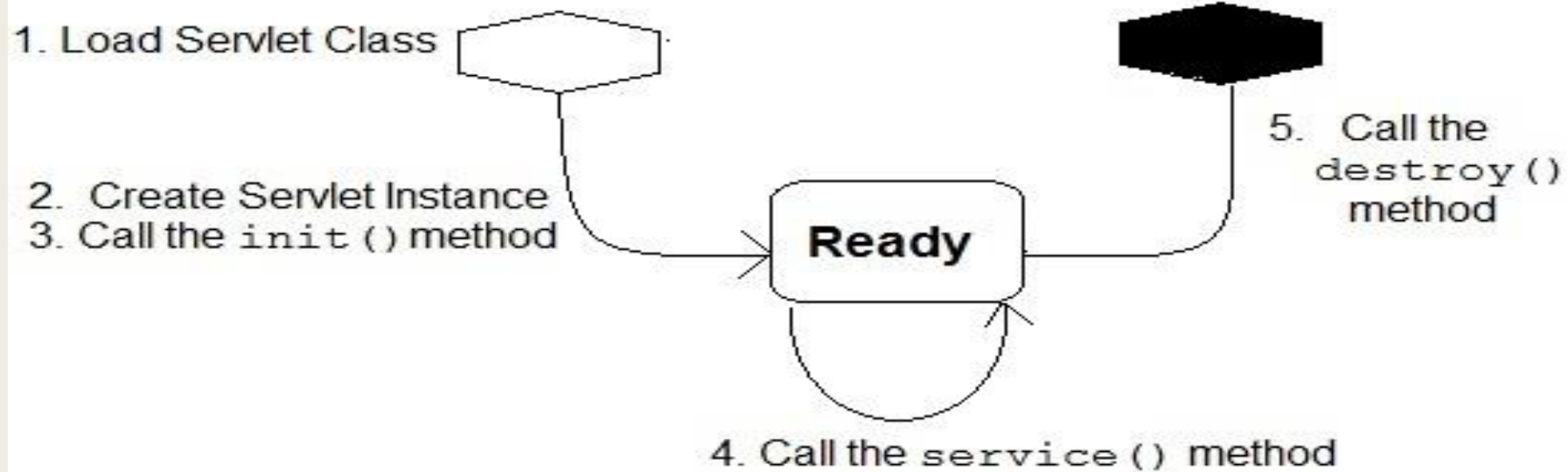
Routing and Web.xml

```
<web-app xmlns="http://java.sun.com/xml/ns/j2ee" version="2.4"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:schemaLocation="http://java.sun.com/dtd/..._2_3.dtd">
  <servlet>
    <servlet-name>video</servlet-name>
    <servlet-class>org.mobilecloud.VideoServlet</servlet-class>
  </servlet>

  <servlet-mapping>
    <servlet-name>video</servlet-name>
    <url-pattern>/video</url-pattern>
  </servlet-mapping>

</web-app>
```

Servlet



JAX-RS Service

- Defined in 2008 to simplify RESTful service implementation
- Uses Java annotations
- Other features to support HTTP use

Annotations

@secured

public void storeVideo(...)

{

...

}

- Annotation: meta-data providing extra information
- Works as a modifier
- Require a processing tool that understands the annotations

Annotations

- Usage

- *Automatic generation of auxiliary files, e.g. deployment descriptors*
- *Automatic generation of code for testing, logging, etc.*

Annotations

Each annotation has the format

@AnnotationName(element=value,...)

Example:

```
@secured(row="user")
```

```
public @interface secured
```

```
{
```

```
    String row() default "tiger";
```

```
}
```

Standard Annotations

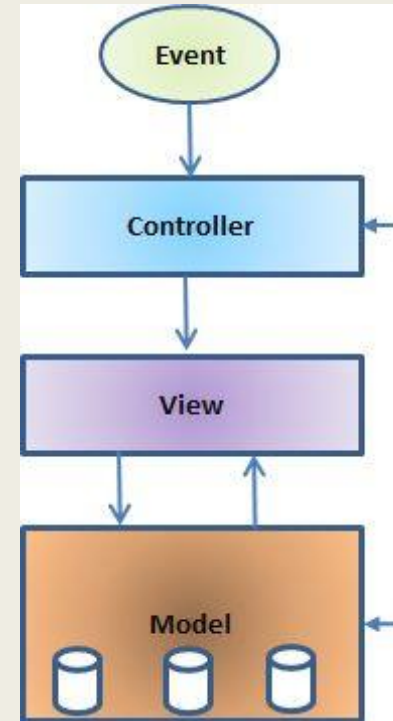
- Annotations for Compilation
 - *Deprecated, SuppressWarnings, Override, Generated*
- Annotations for Managing Resources
 - *PostConstruct, PreDestroy, Resource, Resources*
- Meta-Annotations
 - *Target, Retention (Source/Class/Runtime), Documented, Inherited*

Spring MVC

- A Framework to create web services
- Uses MVC Architecture
 - *Model*
 - *View*
 - *Controller*
- Forces Inversion of Control

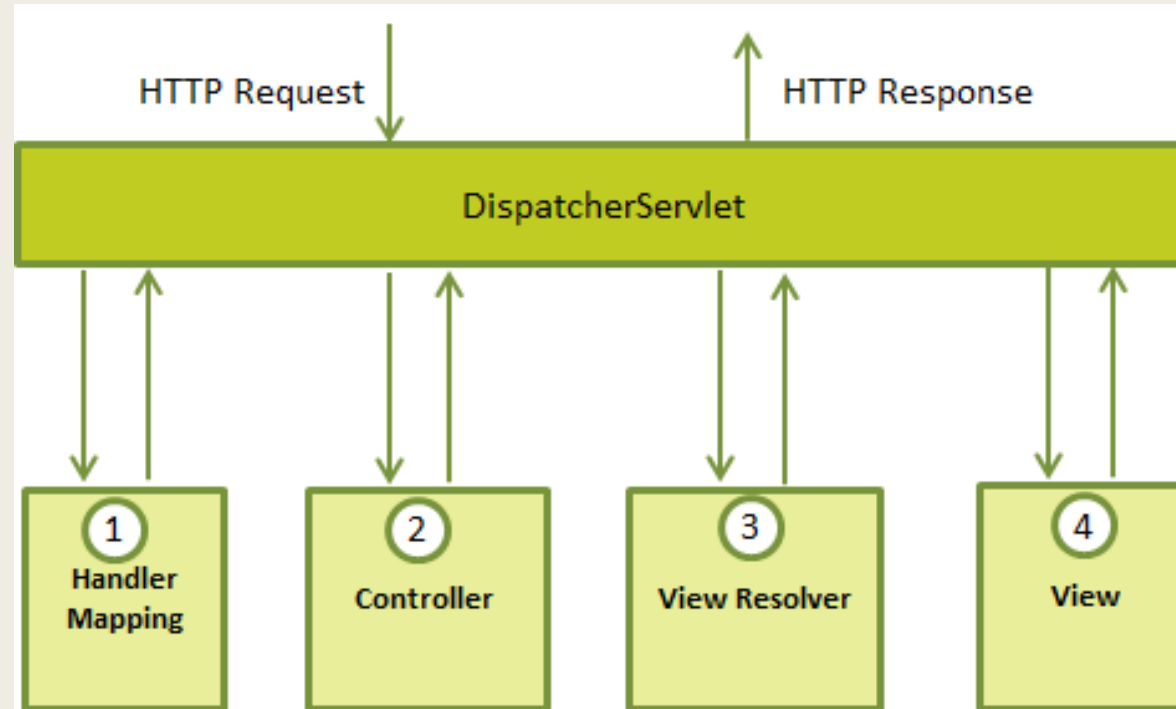
MVC Architecture

- Model View Controller: design pattern for developing web applications
- Model: responsible for managing data
- View: responsible for displaying data
- Controller: application logic



Spring MVC Framework

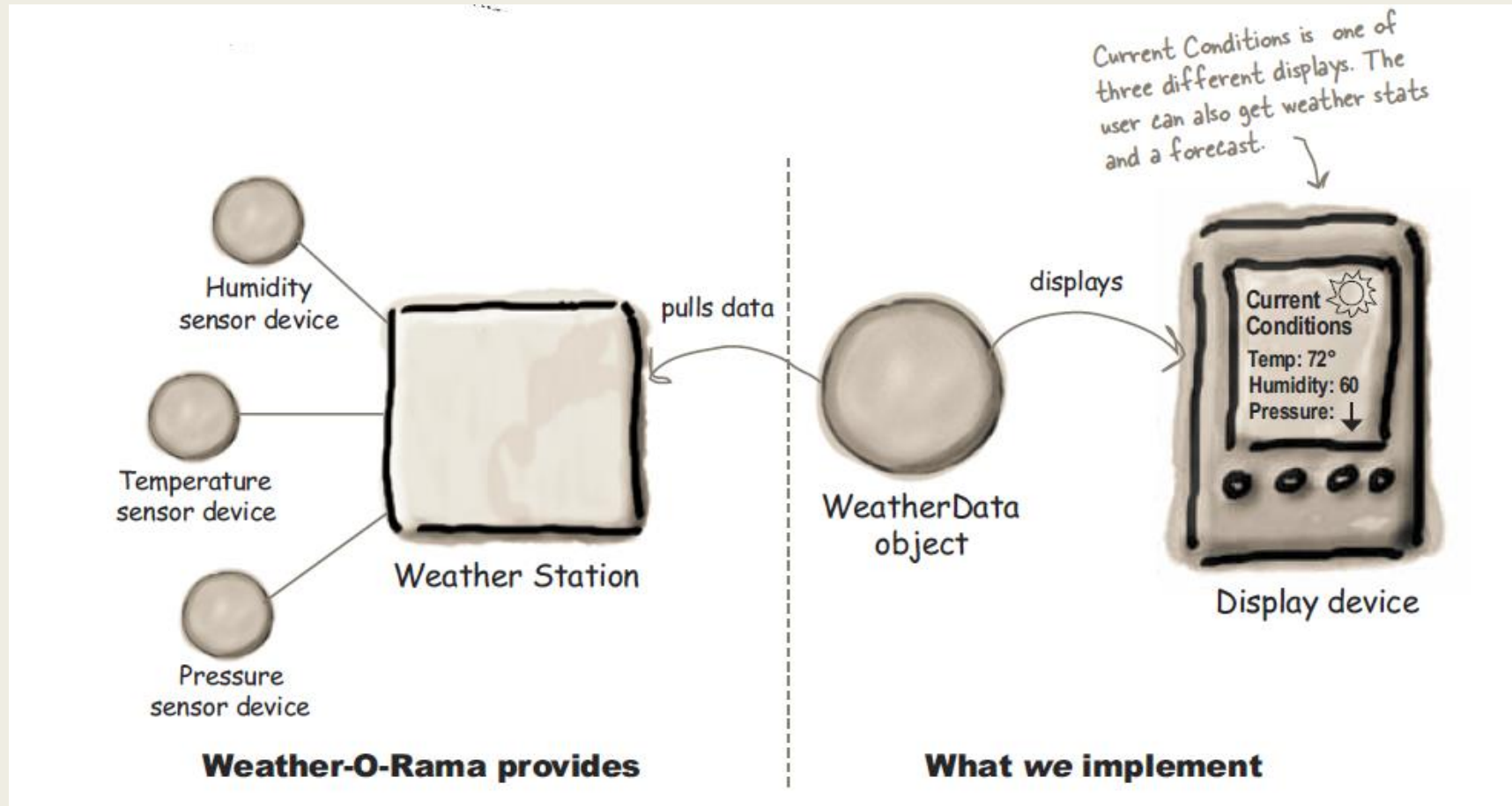
■ The DispatcherServlet



Observer Pattern

- Do not miss out when something interesting happens

A Weather Monitoring Application



A Weather Monitoring Application

- The WeatherData object knows how we talk to the physical Weather Station to get updated data
- The Weather data object then updates its displays for the three different display element:
 - *Current Conditions (temp., humidity, pressure)*
 - *Weather Statistics*
 - *Forecast*

WeatherData Class

- `getTemp()`
- `getHumidity()`
- `getPressure()`

- `measurementsChanged()`
 - *this method gets called whenever measurements change*

Implementation

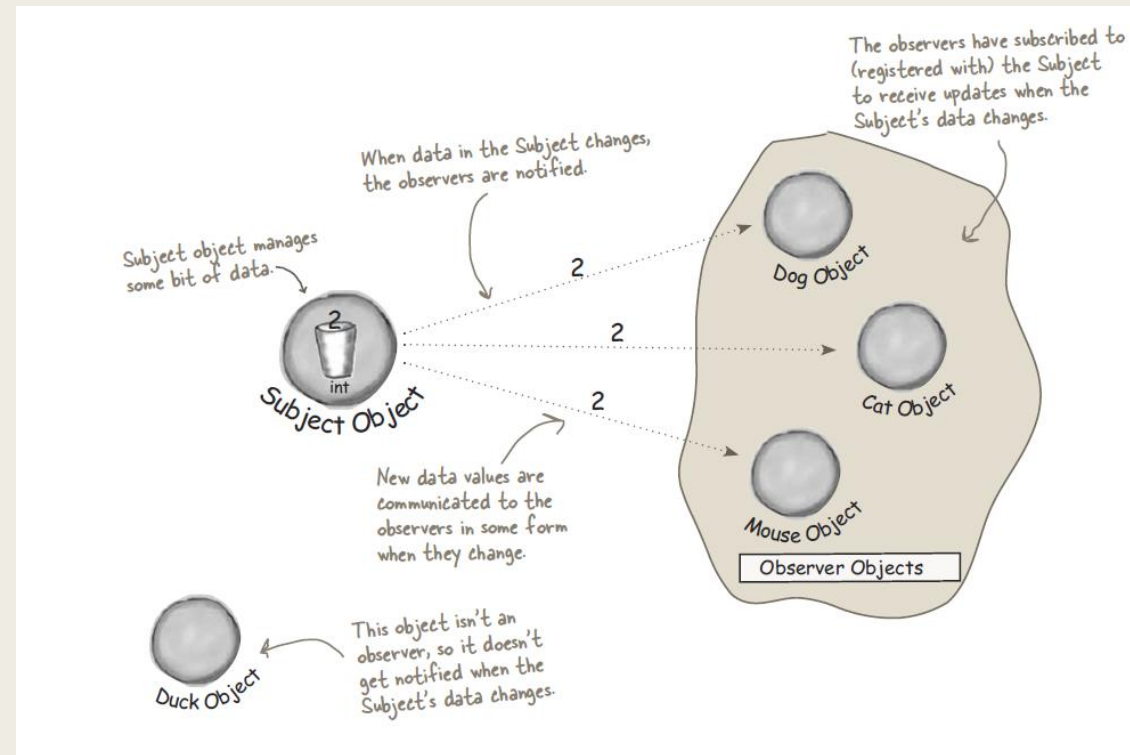
- Implement `measurementsChanged()`
- Implement three displays()
 - *currentConditionsDisplay*
 - *statisticsDisplay*
 - *forecastDisplay*
 - *Always updated whenever there is a new measurement*
- The system must be expendable so that one can add a new display if needed

```
public void measurementsChanged(){  
  
    float temp = getTemp();  
    float humidity = get Humidity();  
    float pressure = getPressure();  
  
    currentConditionsDisplay.update(temp, humidity, pressure);  
    statisticsDisplay.update(temp, humidity, pressure);  
    forecastDisplay.update(temp, humidity, pressure);  
  
}
```

Observer Pattern

- How newspaper or magazine subscription works
- Newspaper publisher publishes newspapers
- You subscribe to a particular publisher, and every time there's a new edition it get delivered to you. As long as you remain a subscriber, you get new newspapers
- You unsubscribe when you don't want papers anymore and they stop being delivered
- While the publisher remains in business, people and other businesses constantly subscribe/unsubscribe to the newspaper.

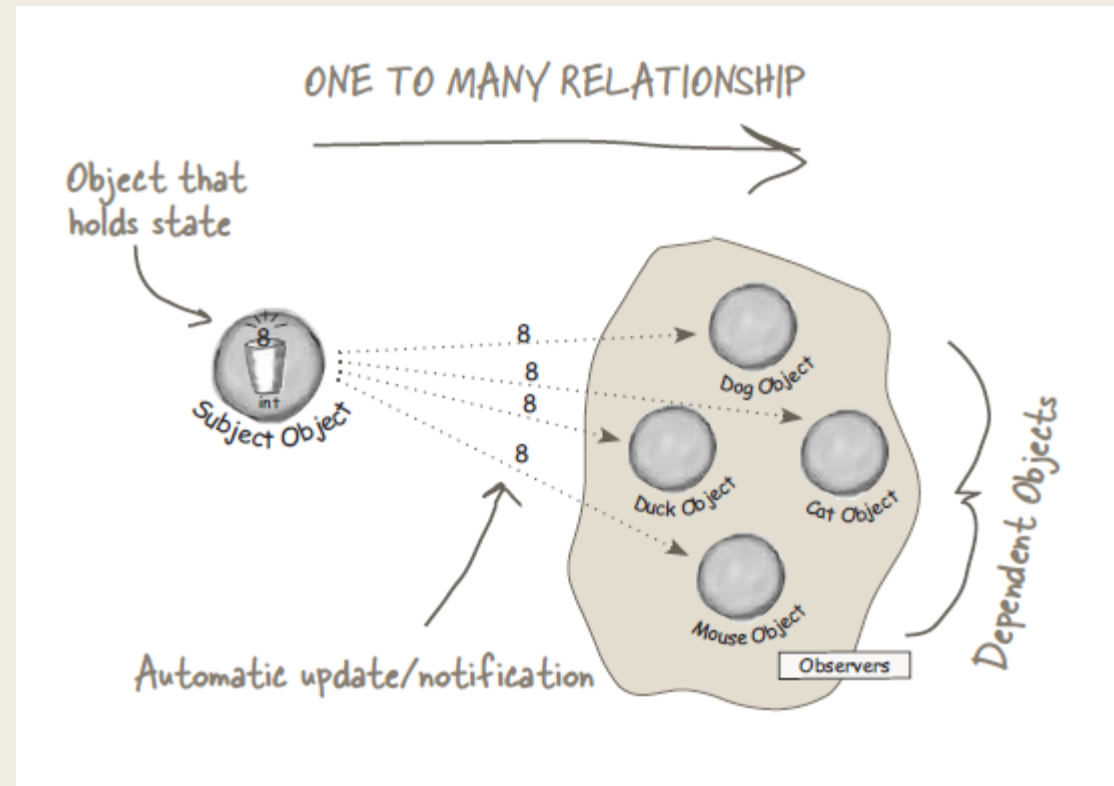
Publishers + subscribers = Observer



Source: Head First Design Patterns

The Observer Pattern

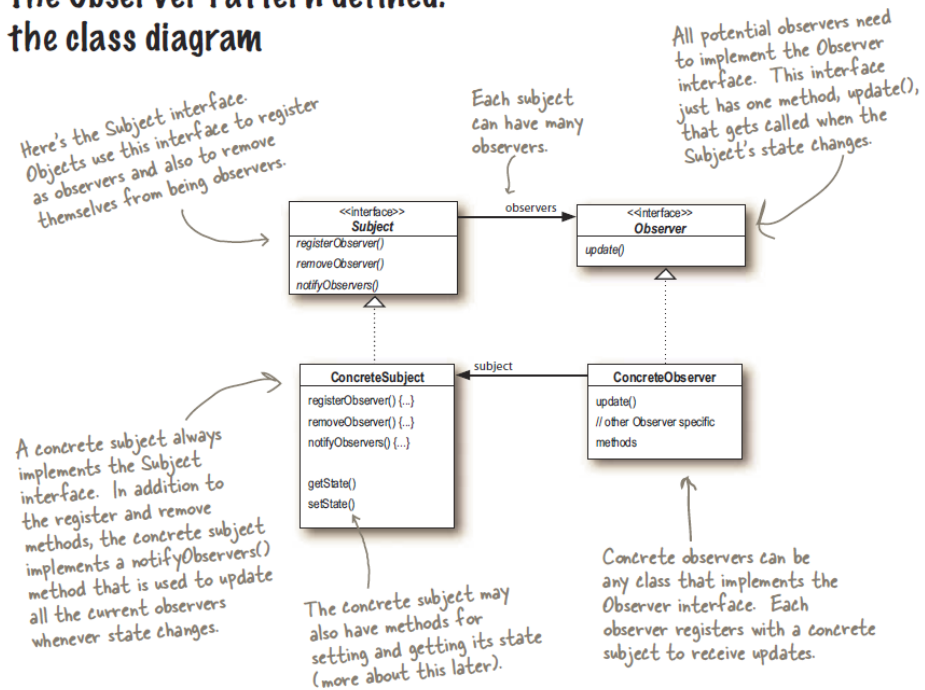
- Defines a one-to-many dependency between objects
- When one object changes state, all of its dependents are notified



Source: Head First Design Patterns

The Observer Pattern

The Observer Pattern defined: the class diagram



Source: Head First Design Patterns

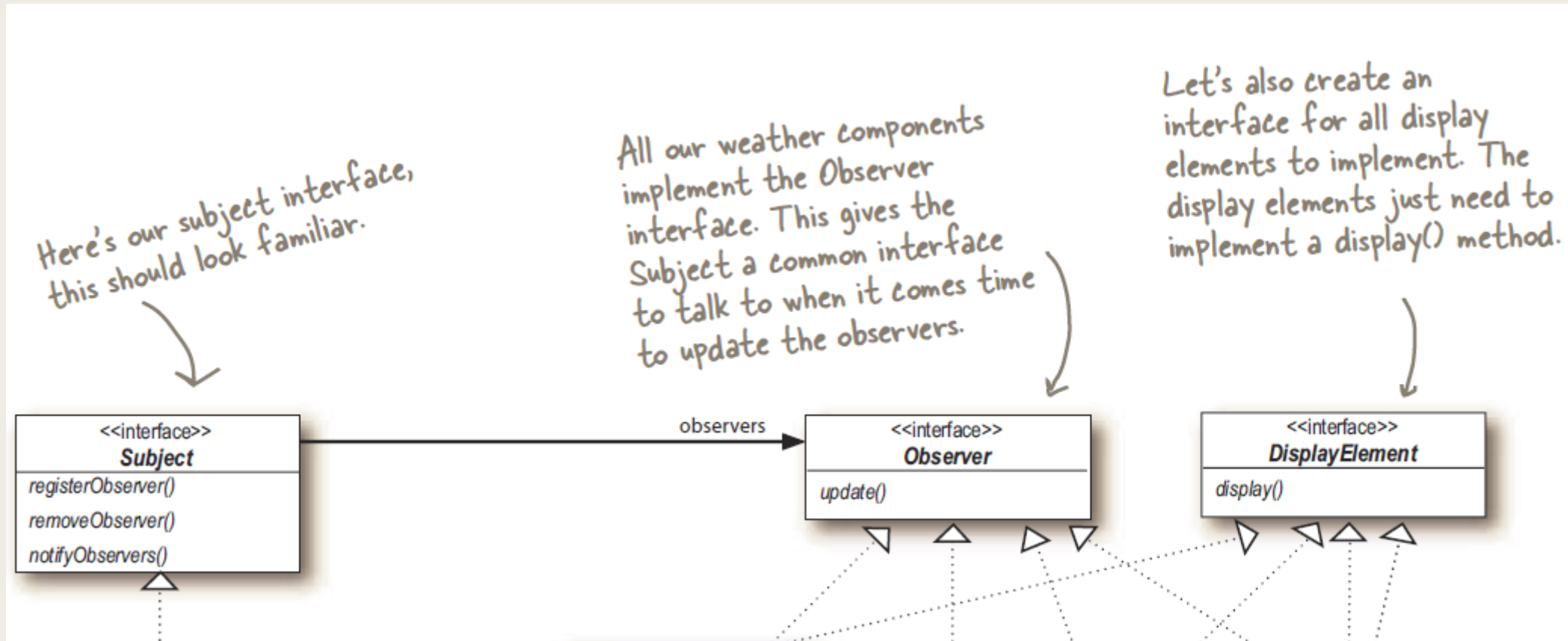
Loose coupling

- Subjects and observers are loosely coupled
 - *Only thing the subject knows about the observes is that it implements a certain interface*
- We can add/remove observers any time
 - *No need to modify the subject*
- Reuse of subject and observers
 - *Change to either will not affect the other*
 - As long as they implement the interfaces

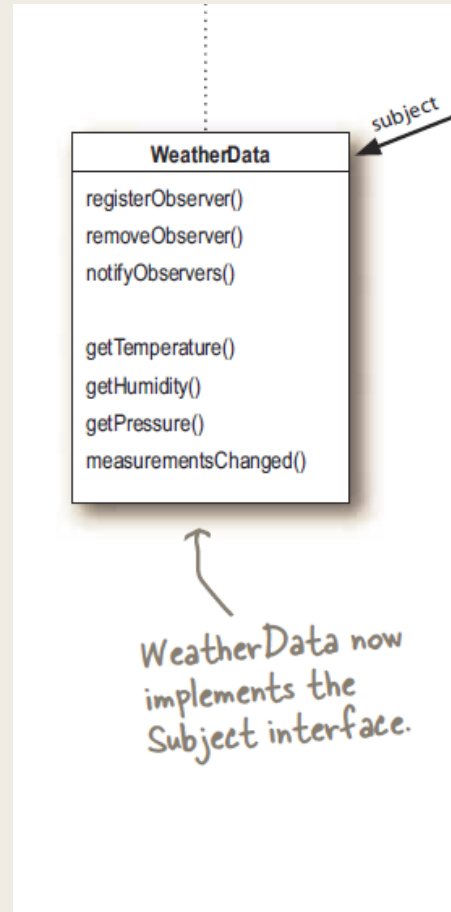
Weather Application

- WeatherData
 - *One*
 - *Has states – temp., humidity, pressure – that change*
 - whenever there is a change, we need to notify the display elements
- Displays
 - *Many – could be of different types*

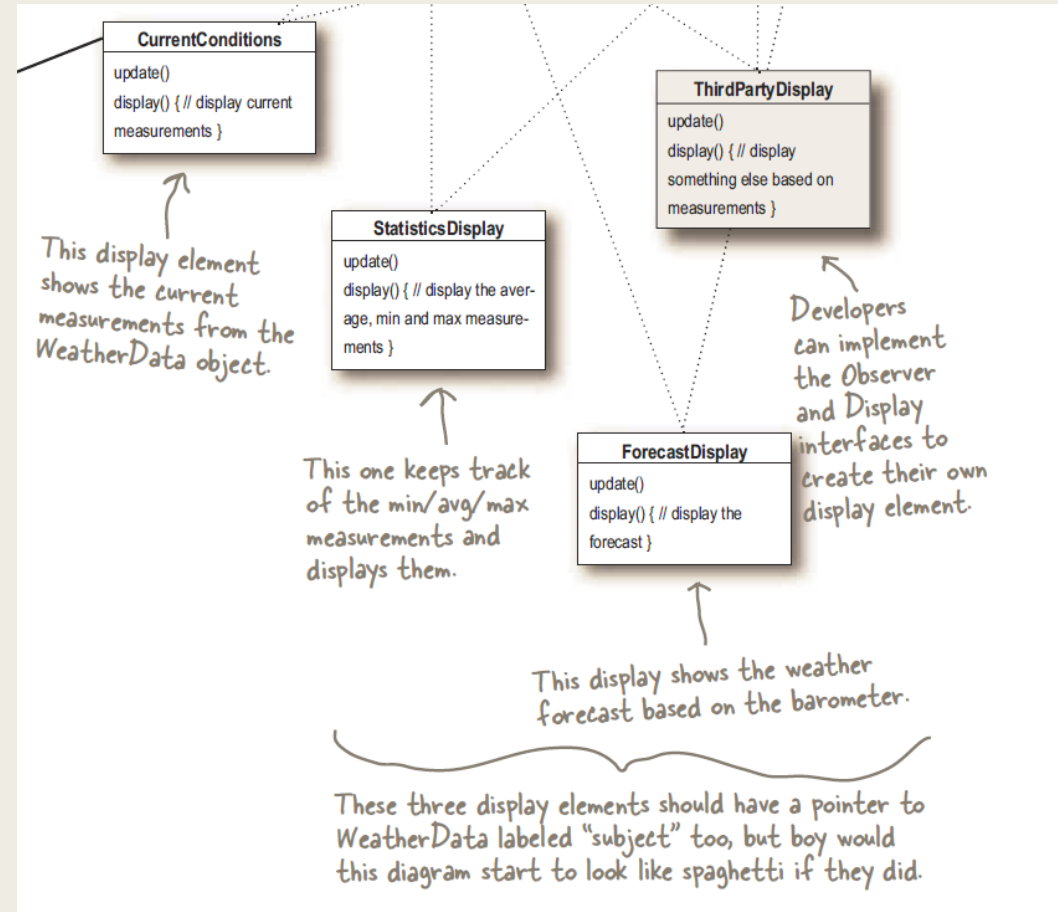
Designing the Weather Station



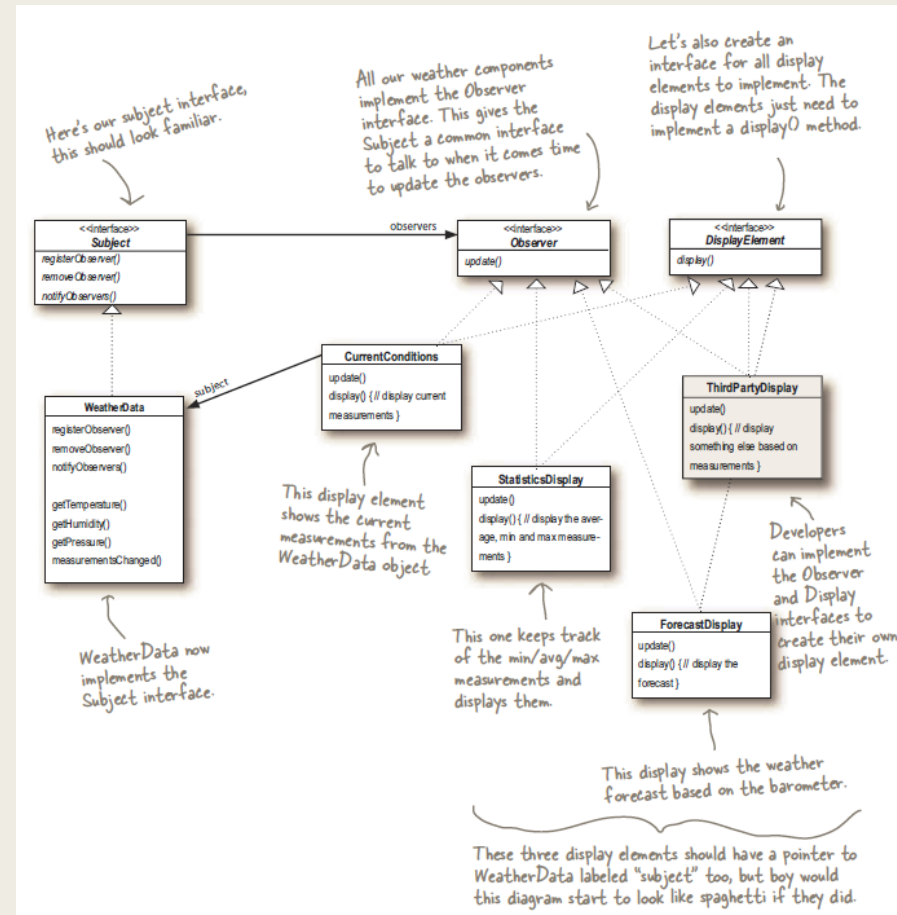
Designing the Weather Station



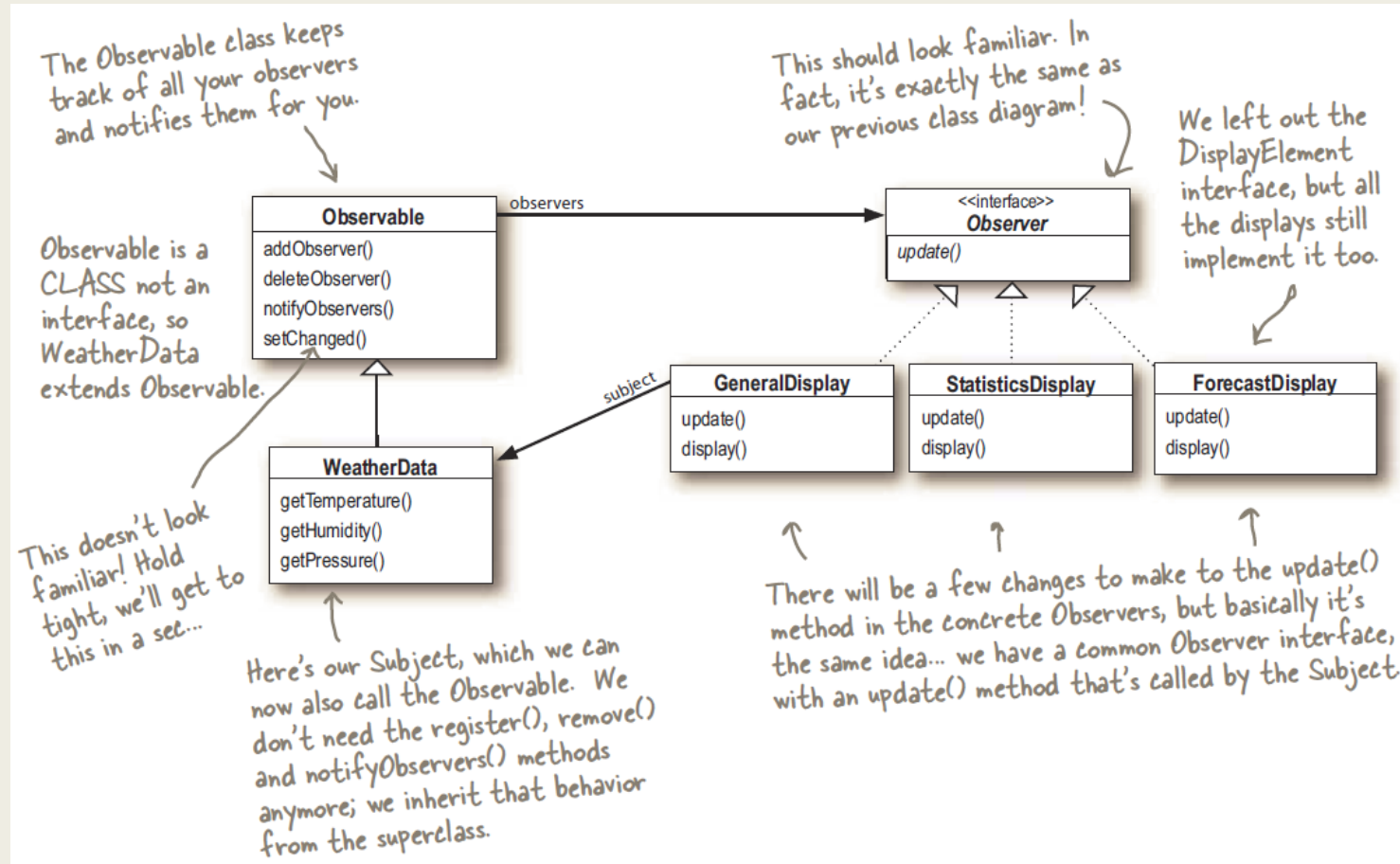
Designing the Weather Station



Designing the Weather Station



Java's Built-in Observer Pattern



References

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- WebSocket
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