

# Agenda

- ① what is an API
- ② what is REST.

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## What is an API

A → Application

P → Programming

I → Interface

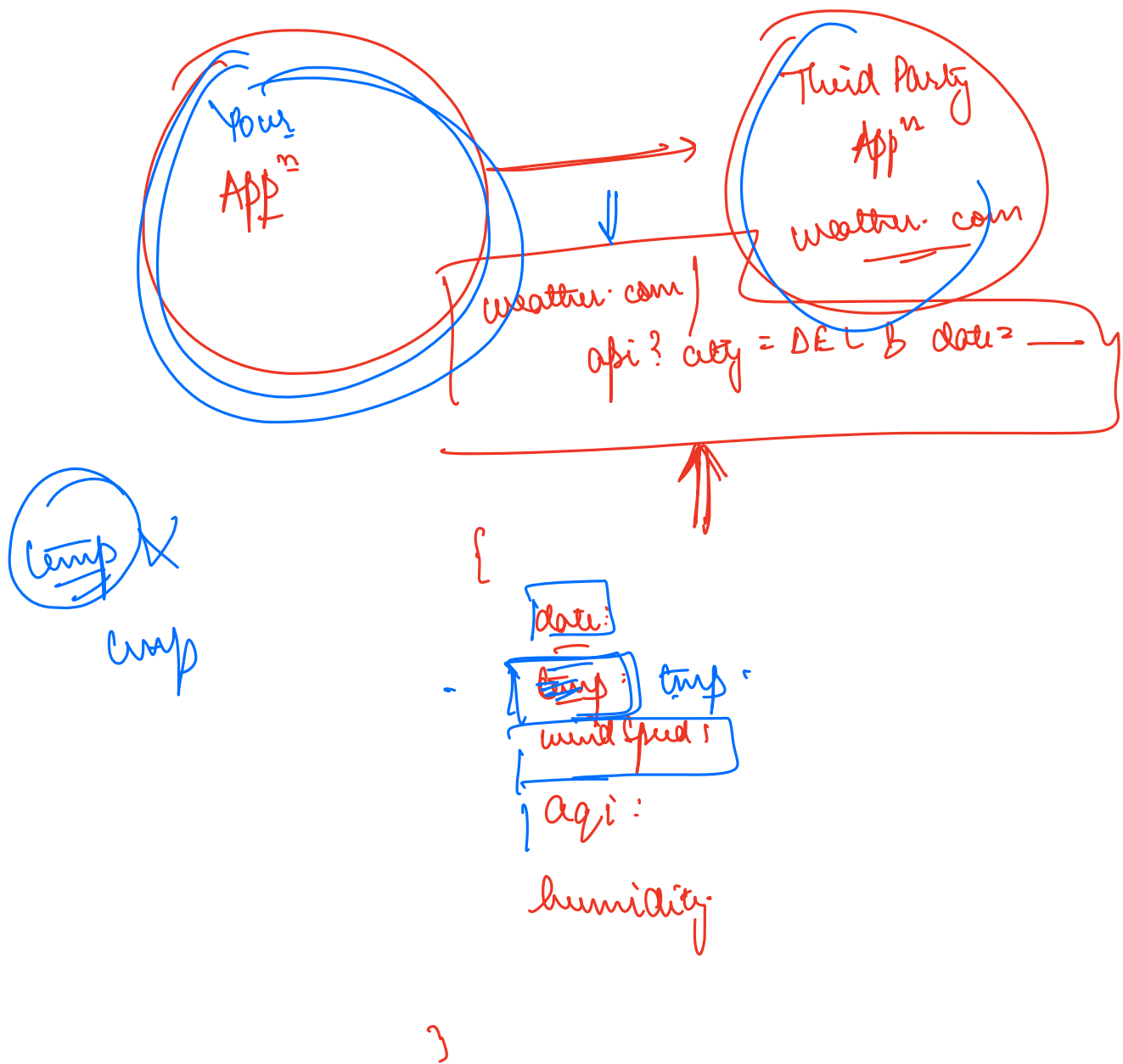
⇒ Contract

```
interface Flyable {  
    void fly()  
}
```

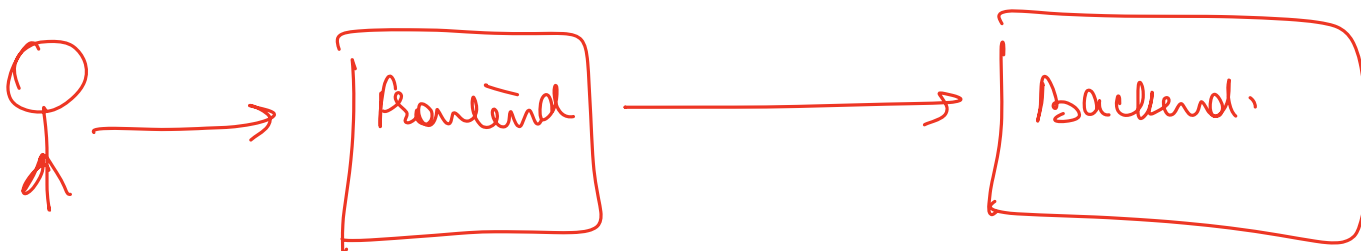
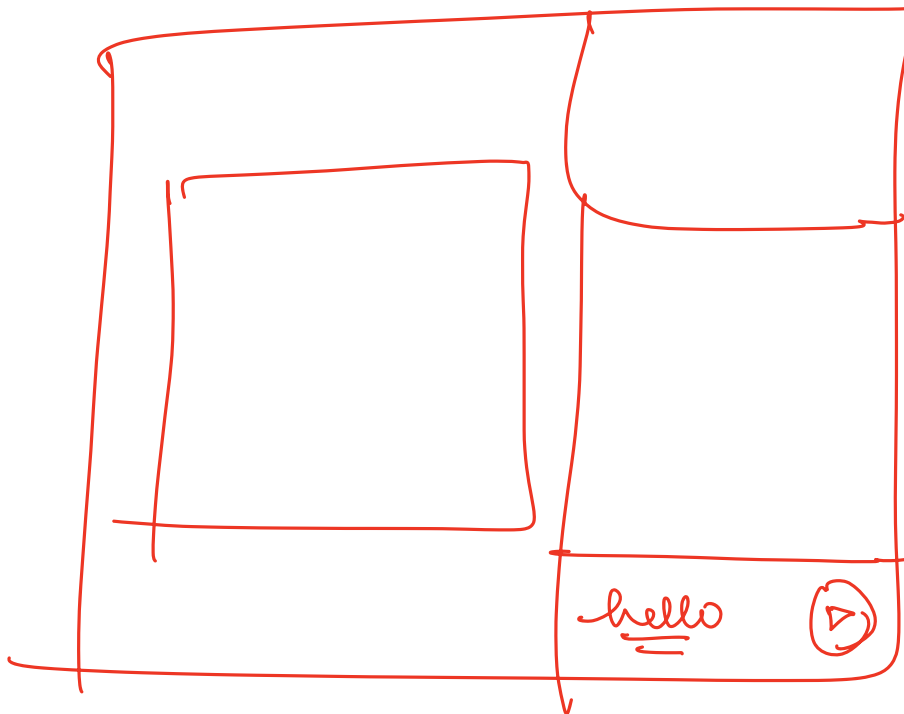
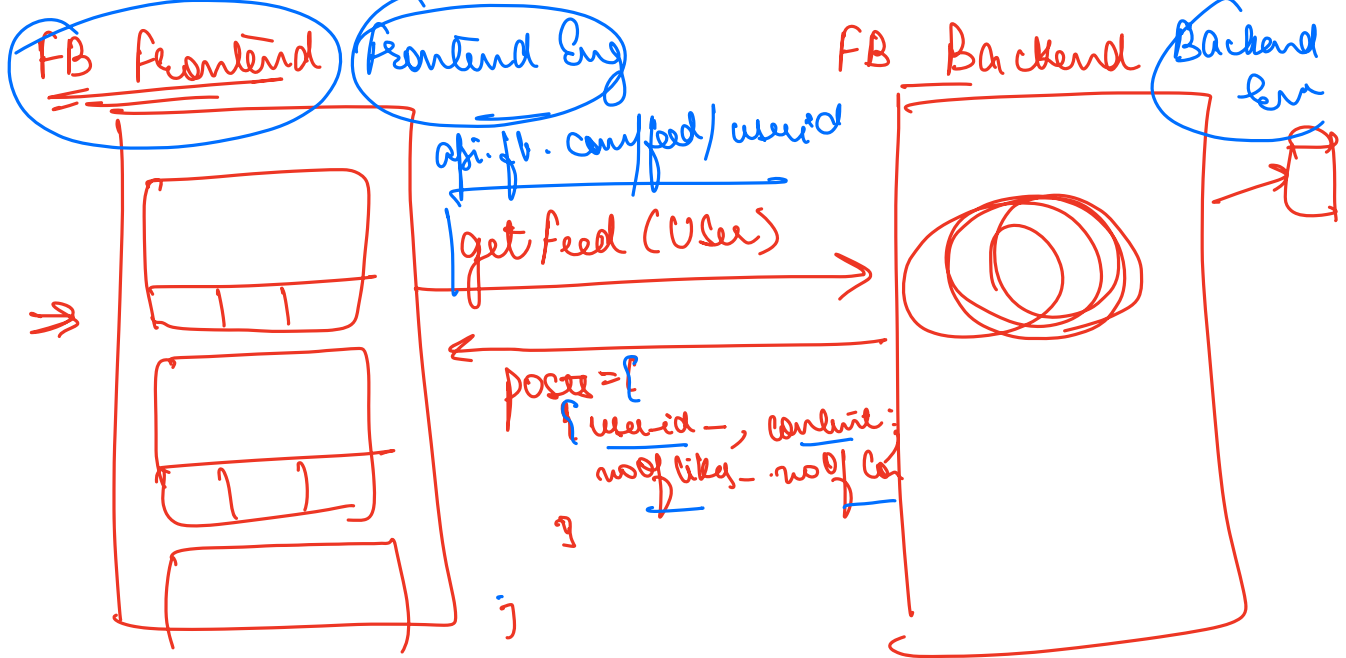
⇒ CONTRACT

## Weather App

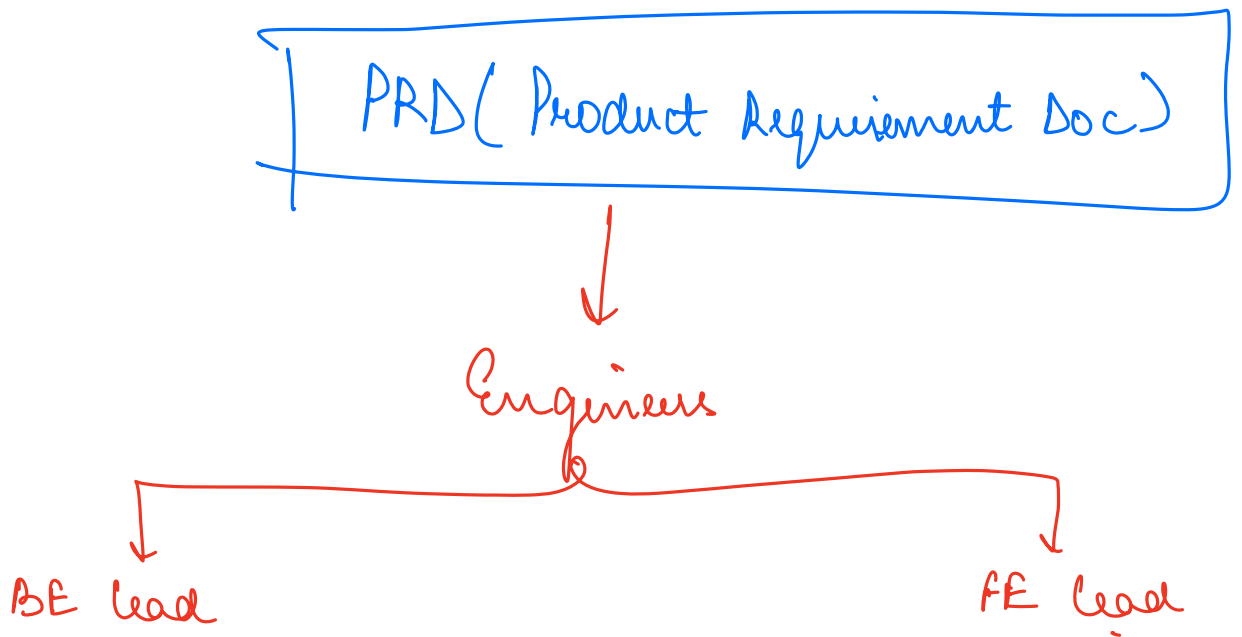
→ Show weather of person's city

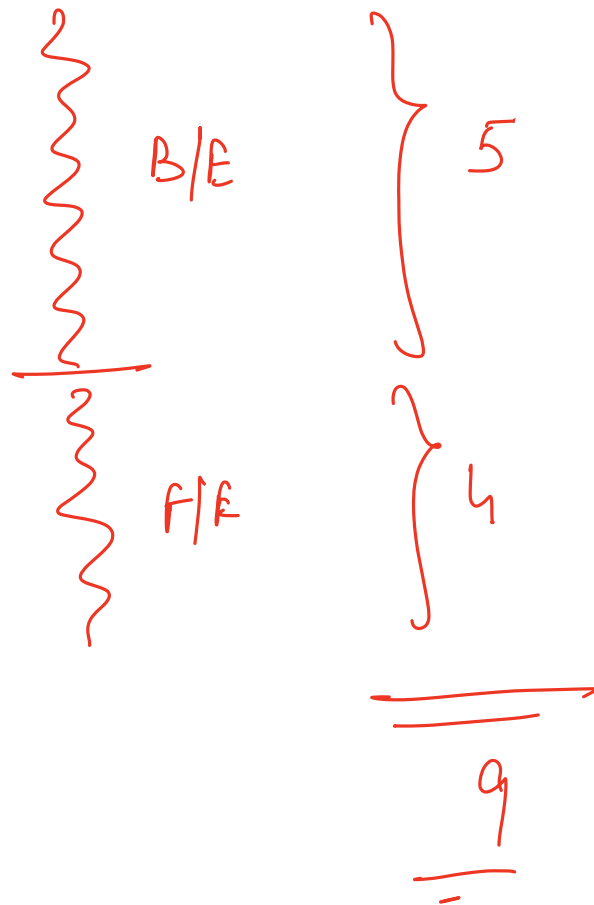


API: Contract that specifies how a particular will respond when called.



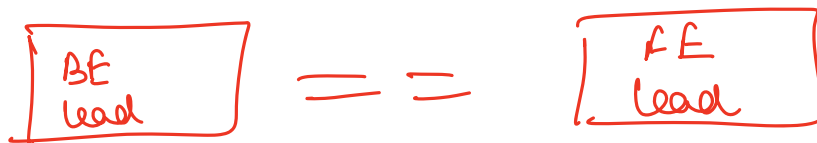
API set of methods / endpoints (URLs) / functionality and all details (input parameters, output param) that are defined and agreed to by 2 people.





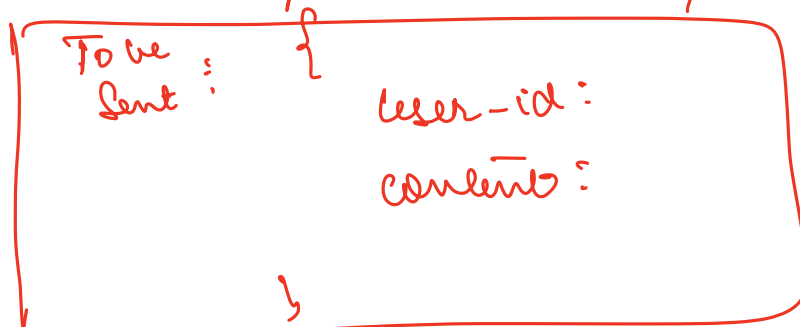
⇒ slow

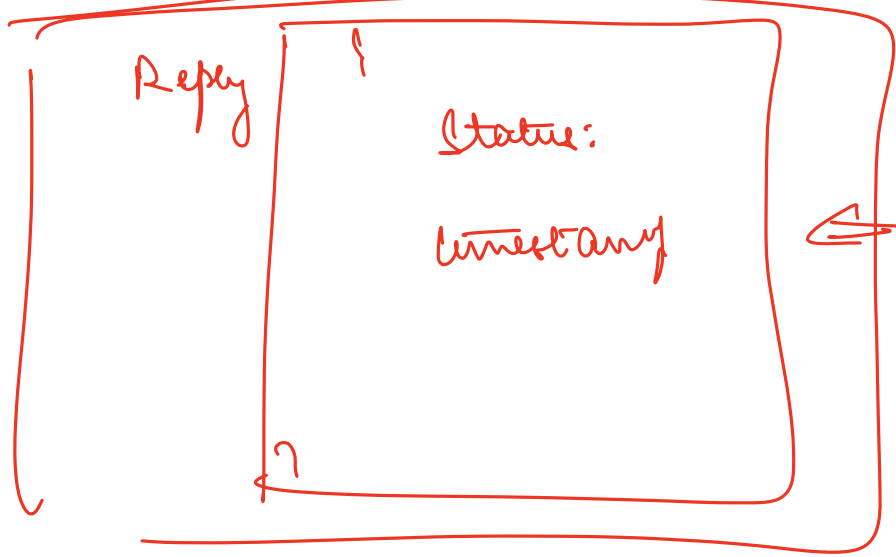
① PRD



② define API contract

~~③~~ api. scalar. com / message / send.





③

F/E

B/E

→ features launched earlier

Scaler. com / upload - video

/ send - message  
/ delete - message  
/ undo - message

X



APIs

→ Set of good practices on how  
your APIs should look like  
→ how should you structure your APIs

→ what API endpoints  
→ what inputs  
→ what outputs

RE → Representational



→ State

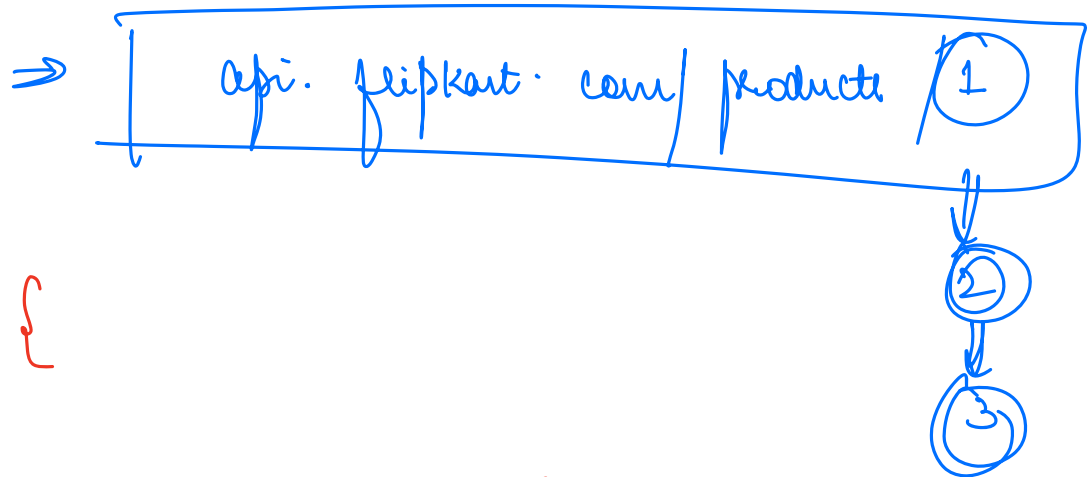
T → Transfer

Object  
↓

State

⇒ value of attr  
of that obj  
at a particular  
time

① get details of product



     state of  
a Product  
object

}

⇒ API calls are nothing but transfer of  
state of diff objects