

# Web 2.0

## Lecture 3: Uniform Interface

**doc. Ing. Tomáš Vitvar, Ph.D.**

tomas@vitvar.com • @TomasVitvar • <http://vitvar.com>



Czech Technical University in Prague

Faculty of Information Technologies • Software and Web Engineering • <http://vitvar.com/courses/w20>



Evropský sociální fond  
Praha & EU: Investujeme do vaší budoucnosti

Modified: Thu Mar 23 2017, 00:11:18  
Humla v0.3

# REST Core Principles

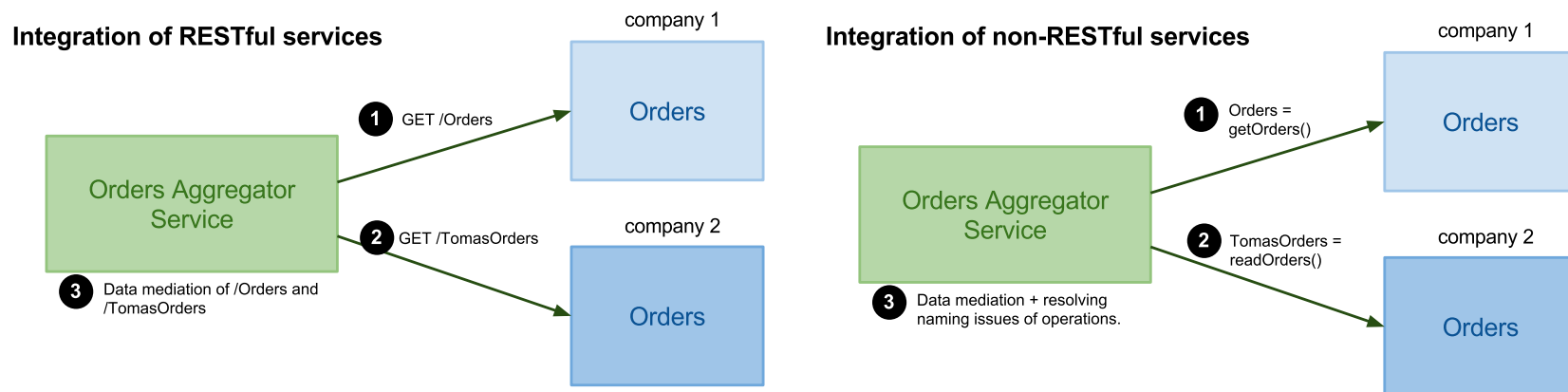
- REST architectural style defines constraints
  - *if you follow them, they help you to achieve a good design, interoperability and scalability.*
- Constraints
  - *Client/Server*
  - *Statelessness*
  - *Cacheability*
  - *Layered system*
  - ***Uniform interface***
- Guiding principles
  - *Identification of resources*
  - *Representations of resources and self-descriptive messages*
  - *Hypermedia as the engine of application state (HATEOAS)*

# Overview

- Uniform Interface
  - *Basic operations*
  - *Handling Errors*
- Asynchronous Communication
- Implementing a RESTful Service
- Advanced Design Issues

# Uniform Interface

- Uniform interface = finite set of operations
  - Resource manipulation
    - *CRUD* – Create (*POST/PUT*), Read (*GET*), Update (*PUT/PATCH*), Delete (*DELETE*)
  - operations are not domain-specific
    - For example, **GET /orders** and not **getOrders()**
    - This reduces complexity when solving interoperability
- Integration issues examples



# Safe and Unsafe Operations

- Safe operations
  - *Do not change the resource state*
  - *Usually "read-only" or "lookup" operation*
  - *Clients can cache the results and refresh the cache freely*
- Unsafe operations
  - *May change the state of the resource*
  - *Transactions such as buy a ticket, post a message*
  - *Unsafe does not mean dangerous!*
- Unsafe interactions and transaction results
  - **POST** response may include transaction results
    - *you buy a ticket and submit a purchase data*
    - *you get transaction results*
    - *and you cannot bookmark this..., why?*
  - *Should be referable with a persistent URI*

# Idempotence

- Idempotent operation
  - *Invoking a method on the same resource always has the same effect*
  - *Operations GET, PUT, DELETE*
- Non-idempotent operation
  - *Invoking a method on the same resource may have different effects*
  - *Operation POST*
- Effect = a state change
  - *recall the effect definition in MDW*

# Overview

- Uniform Interface
  - *Basic operations*
  - *Handling Errors*
- Asynchronous Communication
- Implementing a RESTful Service
- Advanced Design Issues

# GET

- Reading
  - **GET** *retrieves a representation of a state of a resource*
  - *It is read-only operation*
  - *It is **safe***
  - *It is **idempotent***
  - **GET** *retrieves different states over time but the effect is always the same, cf. **resource state** hence it is idempotent.*
  - *Invocation of **GET** involves content negotiation*



# PUT

- Updating or Inserting
  - **PUT** *updates a representation of a state of a resource or inserts a new resource*
  - *where CODE is:*
    - **200 OK** or **204 No Content** *for updating: A resource with id 4456 exists, the client sends an updated resource*
    - **201 Created** *for inserting: A resource **does not exist**, the client generates the id 4456 and sends a representation of it.*
  - *It is **not safe** and it is **idempotent***

# POST

- Inserting
  - **POST** *inserts a new resource*
  - *A server generates a new resource ID, client only supplies a content and a resource URI where the new resource will be inserted.*
  - *It is **not safe** and it is **not idempotent***
  - *A client may "suggest" a resource's id using the **Slug** header*  
*→ Defined in AtomPub protocol [🔗](#)*

# DELETE

- Deleting
  - **DELETE** *deletes a resource with specified URI*
  - *where CODE is:*
    - **200 OK**: *the response body contains an entity describing a result of the operation.*
    - **204 No Content**: *there is no response body.*
  - *It is **not safe** and it is **idempotent***
    - *Multiple invocation of **DELETE /orders/4456** has always the same effect – the resource **/orders/4456** does not exist.*

## Other

- HEAD
  - same as **GET** but only retrieves *HTTP headers*
  - It is *safe* and *idempotent*
- OPTIONS
  - queries the resource for resource configuration
  - It is *safe* and *idempotent*

# Overview

- Uniform Interface
  - *Basic operations*
  - *Handling Errors*
- Asynchronous Communication
- Implementing a RESTful Service
- Advanced Design Issues

# Types of Errors

- Client-side – status code **4xx**
  - **400 Bad Request**
    - *generic client-side error*
    - *invalid format, such as syntax or validation error*
  - **404 Not Found**
    - *server can't map URI to a resource*
  - **401 Unauthorized**
    - *wrong credentials (such as user/pass, or API key)*
    - *the response contains **WWW-Authenticate** indicating what kind of authentication the service accepts*
  - **405 Method Not Allowed**
    - *the resource does not support the HTTP method the client used*
    - *the response contains **Allow** header to indicate methods it supports*
  - **406 Not Acceptable**
    - *so many restrictions on acceptable content types (using **Accept-\***)*
    - *server cannot serialize the resource to requested content types*

## Types of Errors (Cont.)

- Server-side – status code **5xx**
  - **500 Internal Server Error**
    - *generic server-side error*
    - *usually not expressive, logs a message for system admins*
  - **503 Service Not Available**
    - *server is overloaded or is under maintenance*
    - *the response contains **Retry-After** header*

# Use of Status Codes

- Service should respect semantics of status codes!
  - *Client must understand the semantics of the response.*
  - *This breaks loose coupling and reusability service principles*
  - *The response should be:*

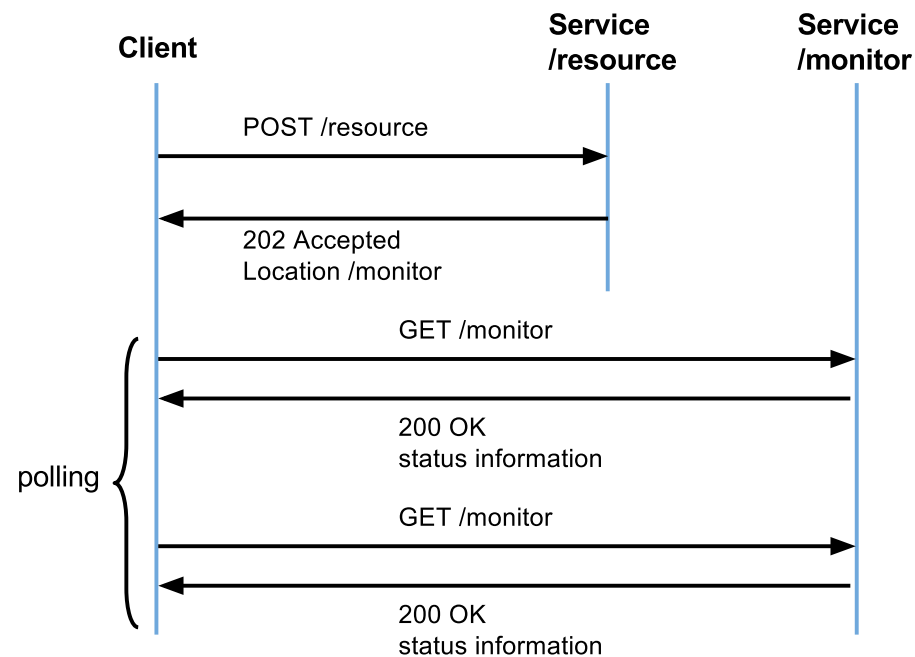


# Overview

- Uniform Interface
- **Asynchronous Communication**
- Implementing a RESTful Service
- Advanced Design Issues

# Asynchronous Communication

- Recall asynchronous communication from MDW
- Asynchronous communication in HTTP
  - *Server cannot establish a connection, always clients need to*  
→ *clients are browsers behind firewalls*



# Asynchronous and Polling/Pushing

- Submit request for processing
  - Always through HTTP request and **202 Accepted** response and **Location** header with a monitor resource
  - Methods: **PUT, POST, DELETE**
- Getting the status from the monitor resource
  - **polling** – a client periodically checks for changes via **GET**
    - Most natural solution, not a real-time solution
  - **pushing** – a server pushes changes back to the client
    - Part of real-time Web efforts
  - More details in *Lecture 8: Protocols for the Realtime Web*

# Overview

- Uniform Interface
- Asynchronous Communication
- **Implementing a RESTful Service**
  - *Basic Implementation*
- Advanced Design Issues

# Service Description

- Example service: Oder processing  
<https://github.com/tomvit/w20/tree/master/examples/restful-service>
- Basic steps to define a RESTful service
  1. *identify resources and URIs*
  2. *specify resources' representations*
  3. ***define service operations*** (*methods and status codes*)

# Overview

- Uniform Interface
- Asynchronous Communication
- Implementing a RESTful Service
  - *Basic Implementation*
- Advanced Design Issues

# Resources, URIs and Representations

- There are three resources
  - Resource */orders* is a container of all orders
  - Resource */orders/{order-id}* is an order with resource id *order-id*.
  - Resource */orders/{order-id}/{item-id}* is an item that belongs to the order *order-id* and that has a resource id *item-id*.
- Structure
  - */orders*
    - list of all orders
  - */orders/{order-id}*
    - status, order id, list of all items in the order
  - */orders/{order-id}/{item-id}*
    - item id, name, price
- Resource representations
  - We define representations in JSON

# Open Order

- To open an order
  - Insert a new order to `/orders` using `POST`
  - Set the new order's status to "open"
    - `storage.getOrderSeqId()` returns the order ID
    - `storage.orders` (line 37) is an array of all orders in a storage



# Add Item to Order

- To add an item to the order
  - *Insert a new item to the order* `/orders/{order-id}` using **POST**

# Close Order

- To close an order
  - *Update the status of the order* `/orders/{order-id}` using **PUT**

## Other Operations

- To get, delete an order and get, delete and update an item
  - Delete an order */orders/{order-id}* using DELETE
  - Get an order's item */orders/{order-id}/{item-id}* using GET
  - Update an order's item */orders/{order-id}/{item-id}* using PUT
  - Delete an order's item */orders/{order-id}/{item-id}* using DELETE
- Other methods are not allowed
  - Send **405 Not Allowed** status with **Allow** header to indicate which methods are allowed on a resource



### Task

- Implement the remaining methods listed above

# Testing

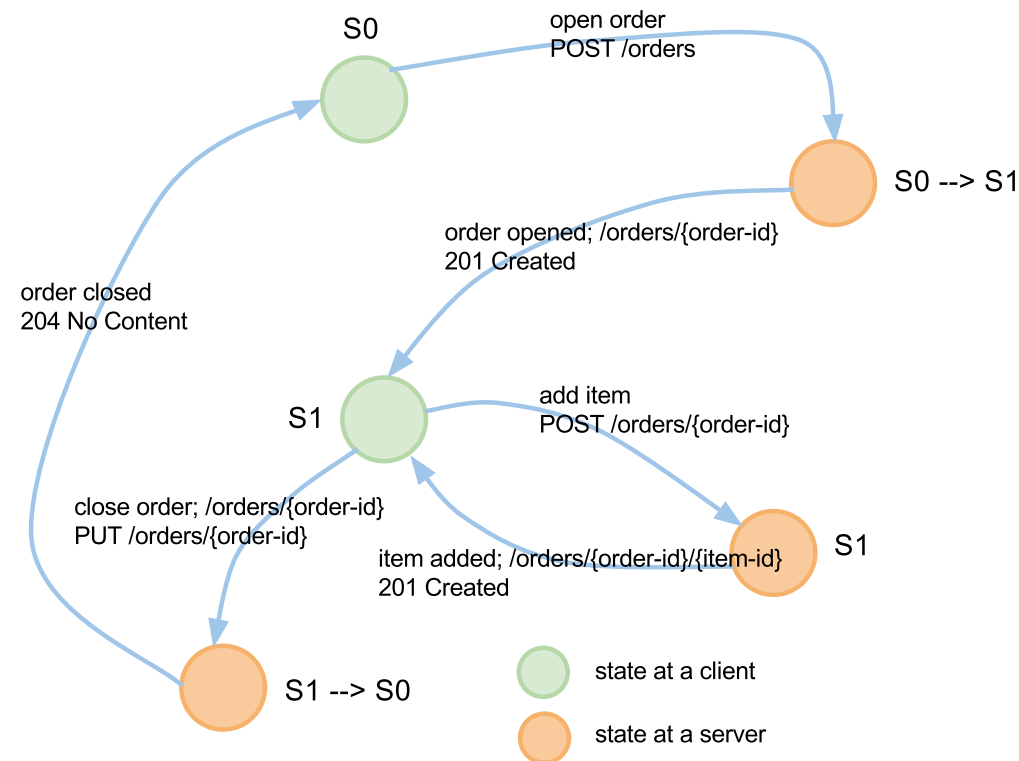
- Test the service using a bash script `test.sh`



## Task

- *Run service and test it using the `test.sh` script.*

# RESTful Public Process



- Note
  - *client, service communicate through metadata and representations*
  - *There is no need for a stateful server*

# Overview

- Uniform Interface
- Asynchronous Communication
- Implementing a RESTful Service
- **Advanced Design Issues**

# Respect HTTP Semantics

- Do not overload semantics of HTTP methods
  - For example, **GET** is read-only method and idempotent
  - REST Anti-pattern:  
**GET /orders/?add=new\_order**
    - This is not REST!
    - This breaks both safe and idempotent principles
- Consequences
  - Result of **GET** can be cached by proxy servers
  - They can revalidate their caches freely
  - You can end up with new entries in your storage without you knowing!
- The same is true for other methods

# Change Order Status

- **status** property of `/orders/{order-id}` resource
  - *reflects a state of the process*
  - *No need to use a stateful service, state is communicated through the order representation*
- How do you implement a canceling an order?
  - *You can delete it using **DELETE***
  - *But you may want to cancel it in order to:*
    - *maintain a list of canceled orders*
    - *have a possibility to "roll-back" canceled orders*



# DELETE to cancel

- A bad solution to cancel the order
  - *to cancel with DELETE*  
`DELETE /orders/3454/?cancel=true`
  - *you overload the meaning of DELETE*
  - *you violate the uniform interface principle*
- Always ask a question:
  - *Is the operation a state of the resource?*
  - *if yes, the operation should be:*
    - *modeled within the data format*
    - *or as a separated resource (sub-resource)*
- No verbs in **path** and **query** components!
  - `/cancelOrder`, `/orders/{order-id}/?action=delete`, etc.
  - *Verbs in URIs indicate that a resource is actually an operation!*

## PUT to cancel

- A RESTful solution to cancel an order
  1. *first, have an order's status*
    - *as part of the Order representation format*
    - *we extend "open" and "close" with "cancel"*
  2. *Use PUT to cancel an order*
- Clean-up all cancelled orders
  - *you can have a resource "all valid orders": `/orders/valid` (~ all orders that are not canceled)*
    - `GET /orders/valid` *will return all non-canceled orders*
    - `POST /orders/valid` *will purge all cancelled orders*

# Evaluation

- How "good" is our Order Book service?
  - *Analysis of the service by service characteristics (see MDW for details) and HTTP principles.*

Principle	+/-	Comment
Loose Coupling	+	Uses standard response codes.
	+	Uses representation of resources and HTTP Location header to implement the public process.
	–	Does not use hypermedia; client needs to construct links for some resources.
	+	Properly models resource URIs and resource IDs; they have hierarchical nature; does not use verbs.
	+	Respects semantics of HTTP methods and extensively uses them.
Reusability	+	Unforeseen clients will likely use the service as the application state is communicated through HTTP.
	–	Only offers one representation format (JSON).
Contracting and Discoverability	–	Does not describe content type nor public process such as by using Internet Media Types.
Composability	+	Does not obstruct composition.
Abstraction	+	Service description can be implemented by various implementation technologies.
Encapsulation	+	Distinguishes interface from implementation, processing logic is not exposed to clients through the interface.