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| JSpider Basavangudi Bangalore | Web Services Jersey Client API ( Consumer) |

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# JAX-RS Client API

* The JAX-RS Client API provides a high-level API for accessing any REST resources, not just JAX-RS services.
* The Client API is defined in the "javax.ws.rs.client.\*" package
* The following steps are needed to access a REST resource using the Client API.

1. Obtain an instance of the javax.ws.rs.client.Client interface
2. Configure the Client instance with a target
3. Create a request based on the target
4. Invoke the request
5. Process the Response

## Obtaining the Client Instance

* To utilize the client API it is first necessary to build an instance of a Client using one of the static ClientBuilder factory methods.

//First Approach

Client client = ClientBuilder.newClient();

OR

//Second Approach

ClientBuilder builder = ClientBuilder.newBuilder();

Client client = builder.build();

* ClientBuilder is an Abstract Class part of JAX-RS API which has "N" number of Abstract Methods is the Main entry point to the client API.
* "org.glassfish.jersey.client.JerseyClientBuilder" part of Jersey framework is a concrete class which extends ClientBuilder

public class JerseyClientBuilder extends ClientBuilder

* newBuilder() is a Static method of ClientBuilder create a new instance of ClientBuilder
* build() is a non-static method but abstract method, return type is Object of type "Client"

public abstract Client build();

* Hence the implementation of this method is provided by the JAX-RS implementation provider such as Jersey, CXF, etc.,
* newClient() is a Static method of ClientBuilder, it returns new Client instance
* newClient() method which internally invokes "newBuilder().build()"

public static Client newClient() {

return newBuilder().build();

}

* "javax.ws.rs.client.Client" is an Interface part of JAX-RS API. Implementation class provided by the JAX-RS implementation provider such as Jersey, CXF, RestEasy, etc.,
* "org.glassfish.jersey.client.JerseyClient" part of Jersey framework is a concrete class which implements "javax.ws.rs.client.Client"

public class JerseyClient implements javax.ws.rs.client.Client

* We can go for 2nd approach, in a slightly more advanced scenarios (i.e. if you want to interact with web services using https protocol), where ClientBuilder can be used to configure additional client instance properties, such as a SSL transport settings, etc.,
* For http we can go for First Approach
* Use the close() method to close Client instances after its job is done
* Client instances are heavyweight objects. For performance reasons, limit the number of Client instances, as the initialization and destruction of these instances may be expensive

## Setting the Client Target

* The target of a client, the REST resource at a particular URI, is represented by an instance of the javax.ws.rs.client.WebTarget interface.
* we can obtain a WebTarget instance by invoking target() method and passing in the URI of the target REST resource.

Client client = ClientBuilder.newClient();

WebTarget myResource=client.target("<http://www.example.com/webapi>");

* "javax.ws.rs.client.WebTarget" is an Interface part of JAX-RS API
* "org.glassfish.jersey.client.JerseyWebTarget" part of Jersey framework is a concrete class which implements "javax.ws.rs.client.WebTarget"
* For complex REST resources, it may be beneficial to create several instances of WebTarget. For example,

Client client = ClientBuilder.newClient();

WebTarget base = client.target("http://www.example.com/webapi");

//<http://www.example.com/webapi/read>

WebTarget read = base.path("read");

//<http://www.example.com/webapi/write>

WebTarget write = base.path("write");

* + In the above example, a base target is used to construct several other targets that represent different services provided by a REST resource.
  + The WebTarget.path() method creates a new WebTarget instance by appending the current target URI with the path that was passed in

## Create a request based on the target

* After setting and applying any configuration options to the target, we one of the WebTarget.request() methods to begin creating the request.

* This is usually accomplished by passing to WebTarget.request() the accepted media response type for the request
* either as a string of the MIME type or
* using one of the constants in javax.ws.rs.core.MediaType

* The WebTarget.request() method returns an instance of javax.ws.rs.client.Invocation.Builder, a helper object that provides methods for preparing the client request.
* "Invocation" is an Interface and "Builder" is a inner-interface of "Invocation"
* Invocation.Builder has a lot of methods that allow us to
* set different types of request headers
* various acceptXXX() methods for content negotiation
* cookie() methods allow us to set HTTP cookies you want to return to the server
* **NOTE:-**
* WebTarget has additional request() methods whose parameters take one or more String or MediaType parameters
* These parameters are media types you want to include in an Accept header
* It makes the code more readable if you use the Invocation.Builder.accept() method instead. However it's a matter of personal preference

* Example:-

Client client = ClientBuilder.newClient();

WebTarget target

= client.target("http://www.example.com/webapi/read");

Invocation.Builder builder = target.request(MediaType.TEXT\_HTML);

**OR**

WebTarget target

= client.target("http://www.example.com/webapi/read");

target.request(MediaType.TEXT\_HTML)

Invocation.Builder builder = target.request();

## Invoke the request

* After setting the media type, invoke the request by calling one of the methods of the Invocation.Builder instance that corresponds to the type of HTTP request the target REST resource expects.
* These methods are:

1. head()
2. trace()
3. put()
4. post()
5. delete()
6. options()
7. get()

* The return type should correspond to the entity returned by the target REST resource.
* If the target REST resource is expecting an HTTP POST request, call the Invocation.Builder.post method

StoreOrder order = new StoreOrder(...);

Client client = ClientBuilder.newClient();

WebTarget myResource

= client.target("http://www.example.com/webapi/write");

TrackingNumber trackingNumber

= myResource

.request(MediaType.APPLICATION\_XML)

.post(Entity.xml(order), TrackingNumber.class);

* In the above example, the return type is a custom class and is retrieved by setting the type in the Invocation.Builder.post(Entity<?> entity, Class<T> responseType) method as a parameter
* If the return type is a collection, use javax.ws.rs.core.GenericType<T> as the response type parameter, where T is the collection type

List<StoreOrder> orders

= client

.target("http://www.example.com/webapi/")

.path("allOrders")

.request(MediaType.APPLICATION\_XML)

.get(new GenericType<List<StoreOrder>>() {});

* In the above example, methods are chained together in the Client API to simplify how requests are configured and invoked

## Process the Response

* Certain versions of request methods (get(), head(), etc.,) returns "javax.ws.rs.core.Response" object
* This is the same Response class that is used on the server side. This gives us more fine-grained control of the HTTP response on the client side.
* For Example

import javax.ws.rs.core.Response;

Response response

= client

.target("http://www.ecommerce.com/customers/123")

.accept("application/json")

.get();

try

{

if (response.getStatus() == 200) {

Customer customer = response.readEntity(Customer.class);

}

}finally{

response.close();

}

* In the above example, we invoke an HTTP GET to obtain a Response object. We check that the status is OK and if so,extract a Customer object from the returned JSON document by invoking Response.readEntity().
* The readEntity() method matches up the requested Java type and the response content with an appropriate MessageBodyReader
* Reponses object can be used at Producer/Server side as well as at Consumer/Client code
* @Producer side, it's used to send the Response with additional/metadata information
* @Consumer side, it's used to get the Response to get more information about the response
* Reponses object has lot of static methods and all of them returns object of "ResponseBuilder". These methods should be used for sending the Response as part of “Producer / Server" code
* Reponses object also has lot of Getter methods (ex:- getCookies(), getHeaders(), getLastModified(), etc.,) which helps us to get additional/metadata information from Request
* **NOTE:-** readEntity() fetches the "actual response" and other Getter methods provides "additional information" about the response

* readEntity() method should be invoked only once unless we buffer the response with the bufferEntity() method.
* For example:

Response response

= client

.target("http://www.ecommerce.com/customers/123")

.accept("application/json")

.get();

try

{

if (response.getStatus() == 200) {

response.bufferEntity();

Customer customer = response.readEntity(Customer.class);

Map rawJson = response.readEntity(Map.class);

}

} finally {

response.close();

}

* In the above example, the call to bufferEntity() allows us to extract the HTTP response content into different Java types, the first type being a Customer and the second a java.util.Map that represents raw JSON data
* If we didn’t buffer the entity, the second readEntity() call would result in an IllegalStateException

* **Closing Response Object:-**
* Once we're done with Response object we MUST close() it
* Response objects reference open socket streams. If we do not close them, we're leaking system resources
* While most JAX-RS implementations implement a finalize() method for Response, it is not a good idea to rely on the garbage collector to clean up
* The default behaviour of the RESTEasy JAX-RS implementation actually only lets us to have one open Response per Client instance. This forces you to write responsible client code.