

# 4. Communication (Part II)

Engineering Web and Data-intensive Systems

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# Communication (Part II)

- Web Services
- SOAP and REST
- Data Representation at Layer Boundaries
- Web Service Examples



Image: colourbox.de

# Chapter 4.

# Communication (continued)

# First part of this section...

4.1 Network Communication

4.2 HTTP Protocol

4.3 Sessions

4.4 Scaling and Load Balancing

# 4.5 Web Services

# Web Services

Web Services offer functionality (services) to clients by use of connectivity and protocols of the Internet.

- **SOAP** or „Big“ Web Services
  - mainly used for communication between applications on the business layer
  - technical call via HTTP(S) and SOAP protocol
  - other transport protocols possible, e.g. E-Mail instead of HTTP
  - data represented as XML documents
- **RESTful Web Services**
  - light-weight services, e.g. for interactive web pages
  - technical call via HTTP(S) without specific protocol
  - commonly used as target for JavaScript's AJAX calls
  - data represented as JSON documents

# SOAP Services

## “big web services”

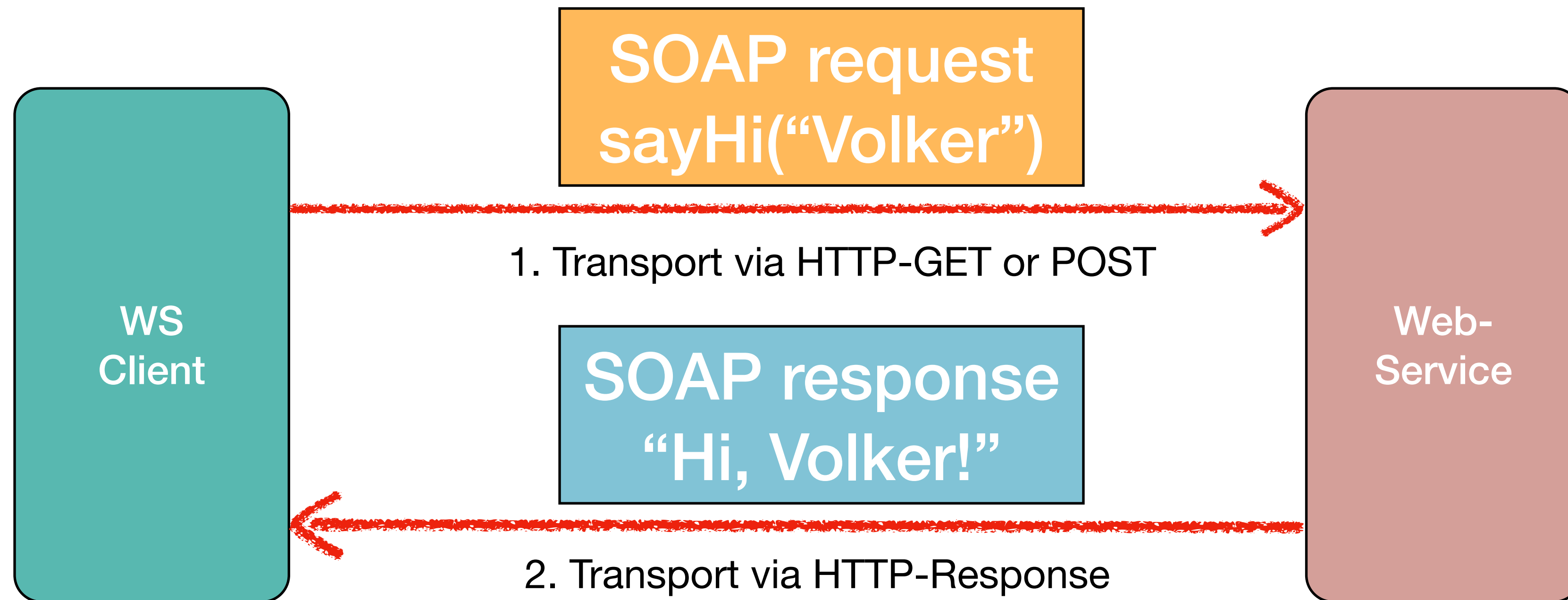
# SOAP

- Formerly called Simple Object Access Protocol; today SOAP is used as is, no longer as acronym
- W3C standard
- XML language for message exchange
- used for remote method calls in Web Services
- supports synchronous and asynchronous communication
- Message content specifications
  - data type definition via XML schema language
  - simple types, records, arrays
  - attachments according to MIME standard



# Call of a Web-Service

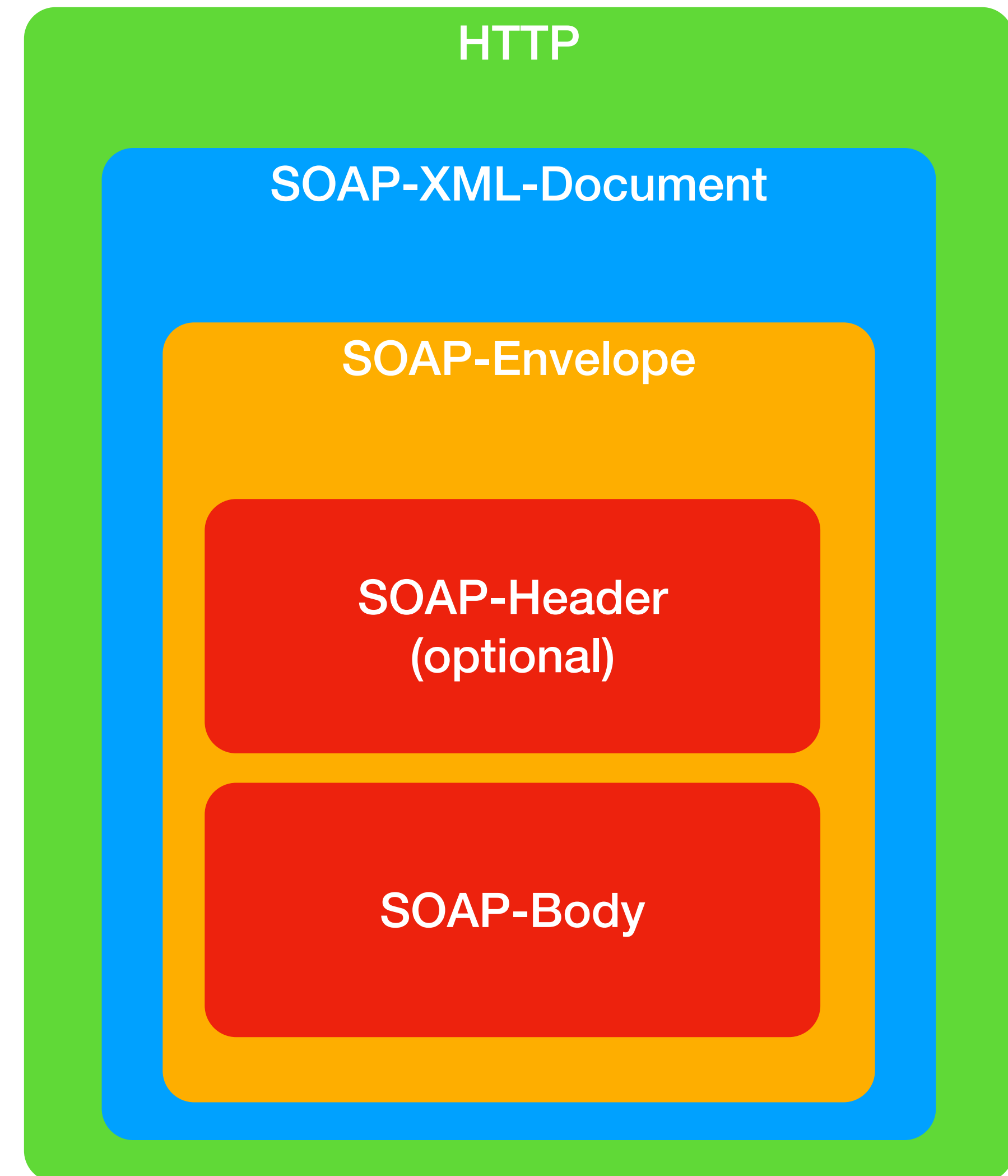
Also known as “XML-RPC” (Remote Procedure Call)



In case of errors: SOAP fault instead of SOAP response

# Structure of a SOAP message

- Transport protocol  
HTTP (or others)
- Message (XML document)
  - mandatory envelope and body
  - optional header information for processing on final server or intermediate servers, e.g. WS security, encryption, transactions, ...
  - data payload contained in body



# SOAP request

POST /StockQuote HTTP/1.1

Host: [www.stockquoteserver.com](http://www.stockquoteserver.com)

Content-Type: text/xml; charset="utf-8"

Content-Length: nnnn

SOAPAction: "Some-URI"

<SOAP-ENV:Envelope

xmlns:SOAP-ENV="<http://schemas.xmlsoap.org/soap/envelope/>"

SOAP-ENV:encodingStyle="<http://schemas.xmlsoap.org/soap/encoding/>"/>

<SOAP-ENV:Body>

<m:GetLastTradePriceDetailed xmlns:m="Some-URI">

<Symbol>DEF</Symbol>

<Company>DEF Corp</Company>

<Price>34.1</Price>

</m:GetLastTradePriceDetailed>

</SOAP-ENV:Body>

</SOAP-ENV:Envelope>

# SOAP response

HTTP/1.1 200 OK

Content-Type: text/xml; charset="utf-8"

Content-Length: nnnn

<SOAP-ENV:Envelope

xmlns:SOAP-ENV="<http://schemas.xmlsoap.org/soap/envelope/>"

SOAP-ENV:encodingStyle="<http://schemas.xmlsoap.org/soap/encoding/>"/>

<SOAP-ENV:Body>

<m:GetLastTradePriceResponse xmlns:m="Some-URI">

<Price>34.5</Price>

</m:GetLastTradePriceResponse>

</SOAP-ENV:Body>

</SOAP-ENV:Envelope>

# SOAP response with header

HTTP/1.1 200 OK

Content-Type: text/xml; charset="utf-8"

Content-Length: nnnn

<SOAP-ENV:Envelope

xmlns:SOAP-ENV="<http://schemas.xmlsoap.org/soap/envelope/>"

SOAP-ENV:encodingStyle="<http://schemas.xmlsoap.org/soap/encoding/>" />

<SOAP-ENV:Header>

<t:Transaction

xmlns:t="some-URI"

xsi:type="xsd:int" mustUnderstand="1">

5

</t:Transaction>

</SOAP-ENV:Header>

<SOAP-ENV:Body>

<m:GetLastTradePriceResponse

xmlns:m="Some-URI">

<Price>34.5</Price>

</m:GetLastTradePriceResponse>

</SOAP-ENV:Body>

</SOAP-ENV:Envelope>

# SOAP fault

HTTP/1.1 500 Internal Server Error

Content-Type: text/xml; charset="utf-8"

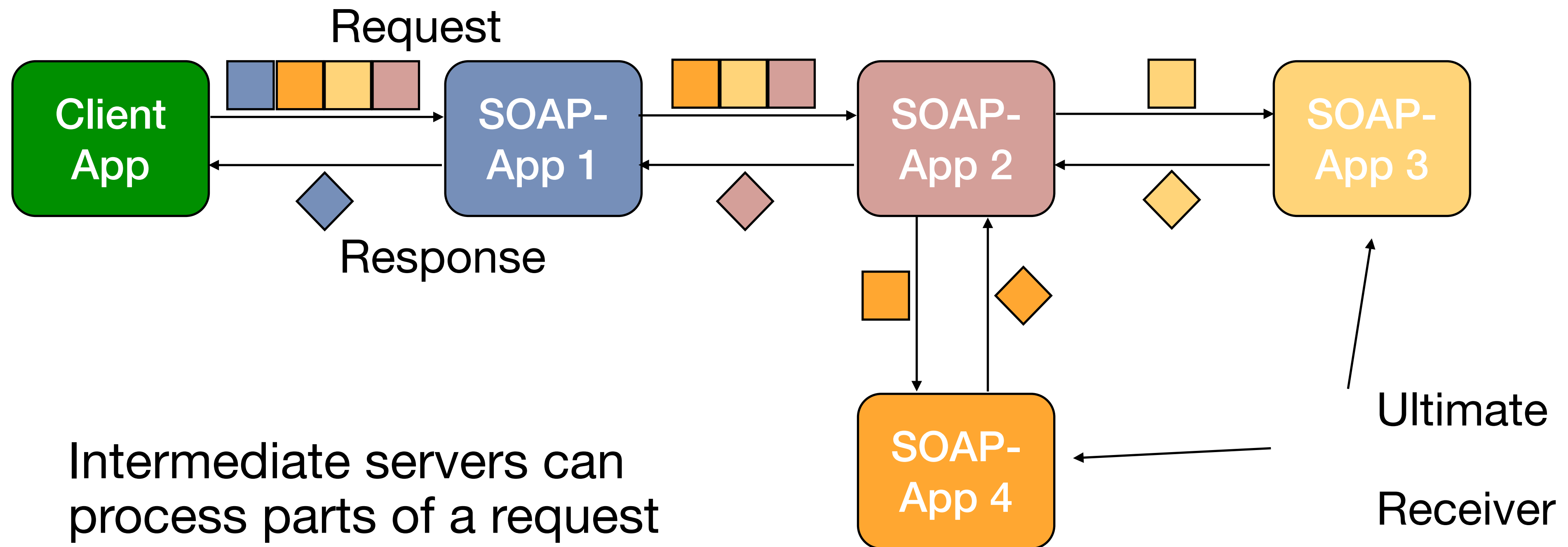
Content-Length: nnnn

```
<SOAP-ENV:Envelope
  xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/">
  <SOAP-ENV:Body>
    <SOAP-ENV:Fault>
      <faultcode>SOAP-ENV:Server</faultcode>
      <faultstring>Server Error</faultstring>
      <detail>
        <e:myfaultdetails xmlns:e="Some-URI">
          <message>
            My application didn't work
          </message>
          <errorcode>
            1001
          </errorcode>
        </e:myfaultdetails>
      </detail>
    </SOAP-ENV:Fault>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

# SOAP Processing

- A. **Identification** of relevant message parts
- B. **Verification**, ensures that all parts can be processed then execution or denial
- C. In case of intermediate server: remove all parts of step A and **forward** message to next server

# Complex SOAP processing





# WSDL

- **Web Service Description Language**
- XML language
- Description of web service data types and operations
- Consists of **definitions** for...
  - **Types**: parameter types (XML schema)
  - **Message**: SOAP message formats
  - **Port**: interface with method signatures (operations)
  - **Binding**: specification of protocol and encoding
  - **Service**: definition of the service URI

# WSDL Example

```
<?xml version="1.0" encoding="UTF-8"?>
<definitions name="HiWS" targetNamespace="urn:HiWS/wsd1" xmlns:tns="urn:HiWS/wsd1" xmlns="http://schemas.xmlsoap.org/wsd1/"
    xmlns:ns2="urn:HiWS/types" xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:soap="http://schemas.xmlsoap.org/wsd1/soap/">
  <types>
    <schema targetNamespace="urn:HiWS/types" xmlns:tns="urn:HiWS/types" xmlns:soap11-enc="http://schemas.xmlsoap.org/soap/encoding/" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:wsdl="http://schemas.xmlsoap.org/wsd1/" xmlns="http://www.w3.org/2001/XMLSchema">
      <complexType name="sayHi">
        <sequence>
          <element name="String_1" type="string" nillable="true"/></sequence></complexType>
      <complexType name="sayHiResponse">
        <sequence>
          <element name="result" type="string" nillable="true"/></sequence></complexType>
      <element name="sayHi" type="tns:sayHi"/>
      <element name="sayHiResponse" type="tns:sayHiResponse"/></schema></types>
  <message name="HiWSSEI_sayHi">
    <part name="parameters" element="ns2:sayHi"/></message>
  <message name="HiWSSEI_sayHiResponse">
    <part name="result" element="ns2:sayHiResponse"/></message>
  <portType name="HiWSSEI">
    <operation name="sayHi">
      <input message="tns:HiWSSEI_sayHi"/>
      <output message="tns:HiWSSEI_sayHiResponse"/></operation></portType>
  <binding name="HiWSSEIBinding" type="tns:HiWSSEI">
    <soap:binding transport="http://schemas.xmlsoap.org/soap/http" style="document"/>
    <operation name="sayHi">
      <soap:operation soapAction=""/>
      <input>
        <soap:body use="literal"/></input>
      <output>
        <soap:body use="literal"/></output></operation></binding>
  <service name="HiWS">
    <port name="HiWSSEIPort" binding="tns:HiWSSEIBinding">
      <soap:address location="REPLACE_WITH_ACTUAL_URL"/></port></service></definitions>
```

# Information Schema

- Description of **payload data types**
  - Syntax **XML Schema**
  - Semantics (not specified in XML, but in **external documentation**)
- Application specific
- Interoperability by **standardization**
  - e.g., RosettaNet: Supply Chain B2B models and processes
  - ebXML (Electronic Business using XML), UDDI, ...

# REST Services

# RESTful Web Services

- **RE**presentational **S**tate **T**ransfer
- Architectural style to define web services
- Main concept of REST is that a **URI represents exactly one resource**.
- Different resources have different **URI paths**
- HTTP methods are used to execute **CRUD** operations on resources
- **Create** by means of **POST** or **PUT**
- **Read** by means of **GET**
- **Update** by means of **PUT**, **POST**, or **PATCH**
- **Delete** by means of **DELETE**
- Content consumed/delivered by requests may be encoded in different formats, e.g. HTML, XML, JSON, ...

# Activities in form based Web Applications

## BROWSER

1. Request of a page (GET)
3. Request for further resources (GET)  
e.g. images, scripts, styles...
5. Rendering (presentation) of the complete web page
6. Send form data (POST)

## WEB SERVER

2. Delivery of HTML document
4. Delivery of requested data  
steps 3 and 4 possibly repeated many times
7. Processing of form data, then delivery of response document  
(continue at step 2)



# Activities in Single Page Web Applications

## BROWSER

1. **Request** of a page (**GET**)
3. Request for **further resources** (**GET**)  
e.g. images, scripts, styles...
5. **Rendering** (presentation) of the complete web page
6. Issue AJAX-Requests  
(**GET/POST/PUT/DELETE**)
8. Processing of **response**,  
**modification** of the page

## WEB SERVER

2. Delivery of **HTML document**
4. Delivery of **requested data**  
steps 3. and 4. possibly repeated many times
7. **Processing** of request,  
response as **XML** or **JSON** document,  
„pure data“  
steps 6-8 possibly repeated many times

# RESTful Web Services

- REST = **RE**presentational **S**tate **T**ransfer
- Main concept of REST:  
**URL represents exactly one resource.**
- Different resources have different **URL paths**
- HTTP methods are used to execute **CRUD** operations on resources
  - **C**reate by means of **PUT**
  - **R**ead by means of **GET**
  - **U**ppdate by means of **POST**
  - **D**delete by means of **DELETE**



# Example Application „RESToku”

## RESToku

**Name:**

New Game

		5			9			3
		1				6		
			2				4	9
		3			7			
					5	7		
		9		3		4	1	
	8	4						6
9		6			3			
1		7	6				9	

Game Data in JSON and/or XML: [90eb42c3-c4c5-43b2-aea0-200cbf371f7d](#)

# RESToku Service

HTTP request	URL	Purpose
PUT	/newgame/{name}	creates a new game
GET	/games	lists current games
GET	/games/{uuid}	state of a game
GET	/games/{uuid}/{index}	value of a field
POST	/games/{uuid}/{index}/ {value}	change value of a field
DELETE	/games/{uuid}	removes a game

# RESTful Web Services

- REST is not a product, nor a standard, but an **architectural model**
- **Frameworks** for REST implementations exist in many (Web-) platforms, e.g.
  - JavaEE
  - Ruby on Rails
  - PHP
  - Grails
  - Node.js
  - ...

# RESTful Web Services

- Properties of RESTful Web Services
  - **Addressability** - A RESTful Web Service has a unique address.
  - **Different representations** - different data representations or transport formats can be offered
  - **Stateless** - like the HTTP(S) protocol, REST assumes a stateless client-server-protocol
  - **Operations** - a RESTful Web Service must offer CRUD operations for resources
  - **Use of hyperlinks** - hyperlinks can be used to connect different resources

# RESTful Web Services - XML

- Content presented in machine readable form
- XML often used as data exchange format

[illegible]



# RESTful Web Services - JSON

- JavaScript Object Notation
- Any valid JSON document is at the same time a valid JavaScript fragment that can be interpreted by a function `JSON.parse(...)` or `eval()`
- In contrast to XML: reduced overhead, less memory consumption, less transfer volume, less bandwidth usage
- Simple syntax, easy to generate and to process

```
{"errorCount":0,"fieldCount":26,"game":  
[0,0,5,0,0,9,0,0,3,0,0,1,0,0,0,6,0,0,0,0,2,0,0,0,4,9,0,0,3,0,0,7,0,0,0,0,0,0,0,5,7,0,0,0,0,9,0,3,0,4,1,0,0,8,4,0,0,0,0,0,6,9,0,6,0,0,3  
,0,0,0,1,0,7,6,0,0,0,9,0],"name":"alice","state":  
[0,0,1,0,0,1,0,0,1,0,0,1,0,0,0,1,0,0,0,0,1,0,0,0,1,1,0,0,1,0,0,1,0,0,0,0,0,0,0,1,1,0,0,0,0,1,0,1,0,1,1,0,0,1,1,0,0,0,0,0,1,1,0,1,0,0,1  
,0,0,0,1,0,1,1,0,0,0,1,0],"uuid":"90eb42c3-c4c5-43b2-aed0-200cbf371f7d"}
```

# RESTful Web Services - JSON

- JSON **data types**:
  - **Undefined value** represented as `null`
  - **Strings** in double quotes
  - Signed **numbers** as sequence of digits `0–9`
  - **Boolean values** `true` and `false`
  - **Arrays** as comma separated lists enclosed in square brackets `[ ]`
  - **Objects** start `{` and end with `}` and consist of comma-separated key-value-pairs
    - **key** is a **String**
    - **value** can have an **arbitrary type**

# XMLHttpRequest

- RESTful Web Services are used via JavaScript `XMLHttpRequest`
- **Advantage**: Data can be loaded dynamically without need to reload the complete page.
- XMLHttpRequests in general use **asynchronous** communication - the script doesn't have to wait for the response
- All **HTTP methods** can be used
- Current specification: XMLHttpRequest Level 2
  - timeouts
  - transfer of binary data
  - security features
- Web browsers support XMLHttpRequest via embedded JavaScript interpreters (**XHR** objects).



# WADL

## Web Application Description Language

- Resembles WSDL, but much simpler format
- A standard specification was submitted to W3C: <https://www.w3.org/Submission/wadl/>
- WADL is only one of a variety of REST API specification languages (see for example [https://en.wikipedia.org/wiki/Overview of RESTful API Description Languages](https://en.wikipedia.org/wiki/Overview_of_RESTful_API_Description_Languages))
- Java REST endpoint implementations using the JAX-RS specification (“Jersey”) automatically create WADL descriptions
- E.g., the RESToku service shown in part 1 of this lesson can be queried for its WADL
- <https://localhost:8181/RESToku/resources/application.wadl>  
  
(this link will not work on your machine...)

# Example WADL response

```
▼<application xmlns="http://wadl.dev.java.net/2009/02">
  <doc xmlns:jersey="http://jersey.java.net/" jersey:generatedBy="Jersey: 2.30.payara-pl 2020-01-23 15:17:46"/>
  <doc xmlns:jersey="http://jersey.java.net/" jersey:hint="This is simplified WADL with user and core resources only. To get full WADL with
parameter detail. Link: https://localhost:8181/RESToku/resources/application.wadl?detail=true"/>
  ▼<grammars>
    ▼<include href="application.wadl/xsd0.xsd">
      <doc title="Generated" xml:lang="en"/>
    </include>
  </grammars>
  ▼<resources base="https://localhost:8181/RESToku/resources/">
    ▼<resource path="/">
      ▼<resource path="/newgame/{name}">
        <param xmlns:xs="http://www.w3.org/2001/XMLSchema" name="name" style="template" type="xs:string"/>
        ▼<method id="getNewGameAsJson" name="PUT">
          ▼<response>
            <ns2:representation xmlns:ns2="http://wadl.dev.java.net/2009/02" xmlns="" element="gameState" mediaType="application/json"/>
            <ns2:representation xmlns:ns2="http://wadl.dev.java.net/2009/02" xmlns="" element="gameState" mediaType="application/xml"/>
            <ns2:representation xmlns:ns2="http://wadl.dev.java.net/2009/02" xmlns="" element="gameState" mediaType="text/xml"/>
          </response>
        </method>
      </resource>
      ▼<resource path="/games/{uuid}/{index}">
        <param xmlns:xs="http://www.w3.org/2001/XMLSchema" name="index" style="template" type="xs:int"/>
        <param xmlns:xs="http://www.w3.org/2001/XMLSchema" name="uuid" style="template" type="xs:string"/>
        ▼<method id="getValue" name="GET">
          ▼<response>
            <representation mediaType="text/plain"/>
          </response>
        </method>
      </resource>
      ▼<resource path="/games/{uuid}">
        <param xmlns:xs="http://www.w3.org/2001/XMLSchema" name="uuid" style="template" type="xs:string"/>
        <method id="deleteGame" name="DELETE"/>
        ▼<method id="getGameAsJson" name="GET">
          ▼<response>
            <ns2:representation xmlns:ns2="http://wadl.dev.java.net/2009/02" xmlns="" element="gameState" mediaType="application/json"/>
            <ns2:representation xmlns:ns2="http://wadl.dev.java.net/2009/02" xmlns="" element="gameState" mediaType="application/xml"/>
            <ns2:representation xmlns:ns2="http://wadl.dev.java.net/2009/02" xmlns="" element="gameState" mediaType="text/xml"/>
          </response>
        </method>
      </resource>
    </resources>
  </application>
```

# 4.6 Data Representation



# Data Representation

- In Web Applications, data items of different types, structure, size, and lifetime have to be stored and transmitted.
- Depending on the data properties, an appropriate data format has to be chosen, e.g.
  - Hypertext HTML, XHTML
  - Formatting directives CSS
  - Parameters of web services XML, JSON
  - Images JPG, PNG, ...
  - Vector Graphics SVG
  - Formatted (read-only) documents PDF
  - ...and many more

# MIME and Media Types

- Web applications (such as web servers) use so-called Media Types (formerly called MIME Types) to announce and/or negotiate the accepted formats
- MIME = Multipurpose Internet Mail Extensions  
Standardized list of data formats that help sending, receiving, and handling of non-textual as well as textual content
- [Media Type registry](#) run by IANA (Internet Assigned Numbers Authority)

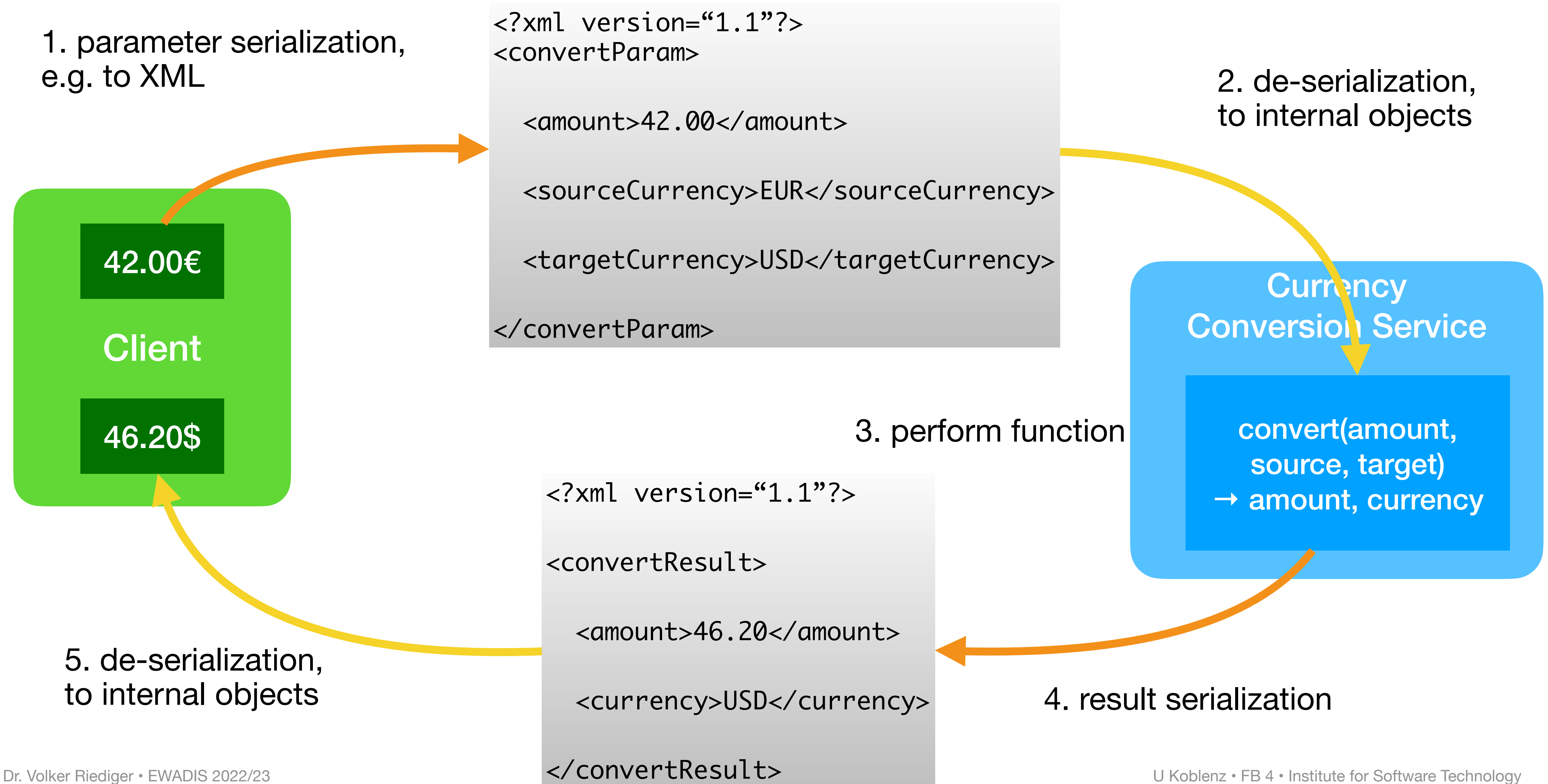
# Serialization

- In the Web, all documents are character streams.
  - Need for general approach for **serializing** data.
- Serialization transforms objects and/or data structures into a sequential (byte stream) format.
- Can be **stored** / **exchanged** and **reconstructed** elsewhere.
  - A serialization can be used to create a semantically equivalent clone somewhere else.
- Standard way for serialization in the Web is XML (eXtensible Markup Language)
- Current version: 1.1, but 1.0 still most widely used.

# Short Time Serialization - Marshalling

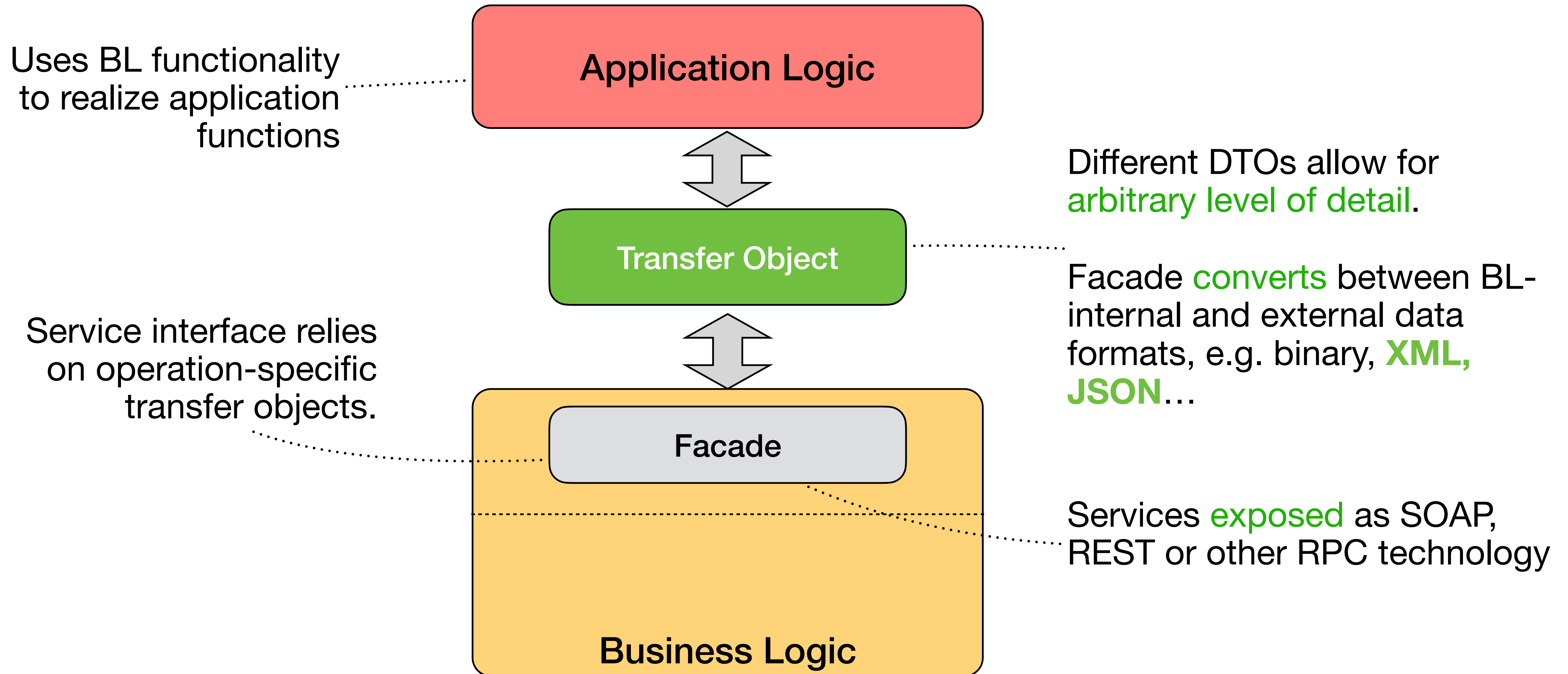
- Serialization occurs when communicating parties, e.g. web services, exchange information.
  - Using a web service, a **server side function** is executed.
  - Such functions take **parameter** values and may have execution **result** values
  - There's a need to transfer the parameters and the results between client and server
  - To achieve this, the values are **serialized** by the sender and **de-serialized** by the receiver
  - De-serialization means converting the character stream back to internal object representations
  - Parameter passing by serialization is called **Marshalling**

# Marshalling Example

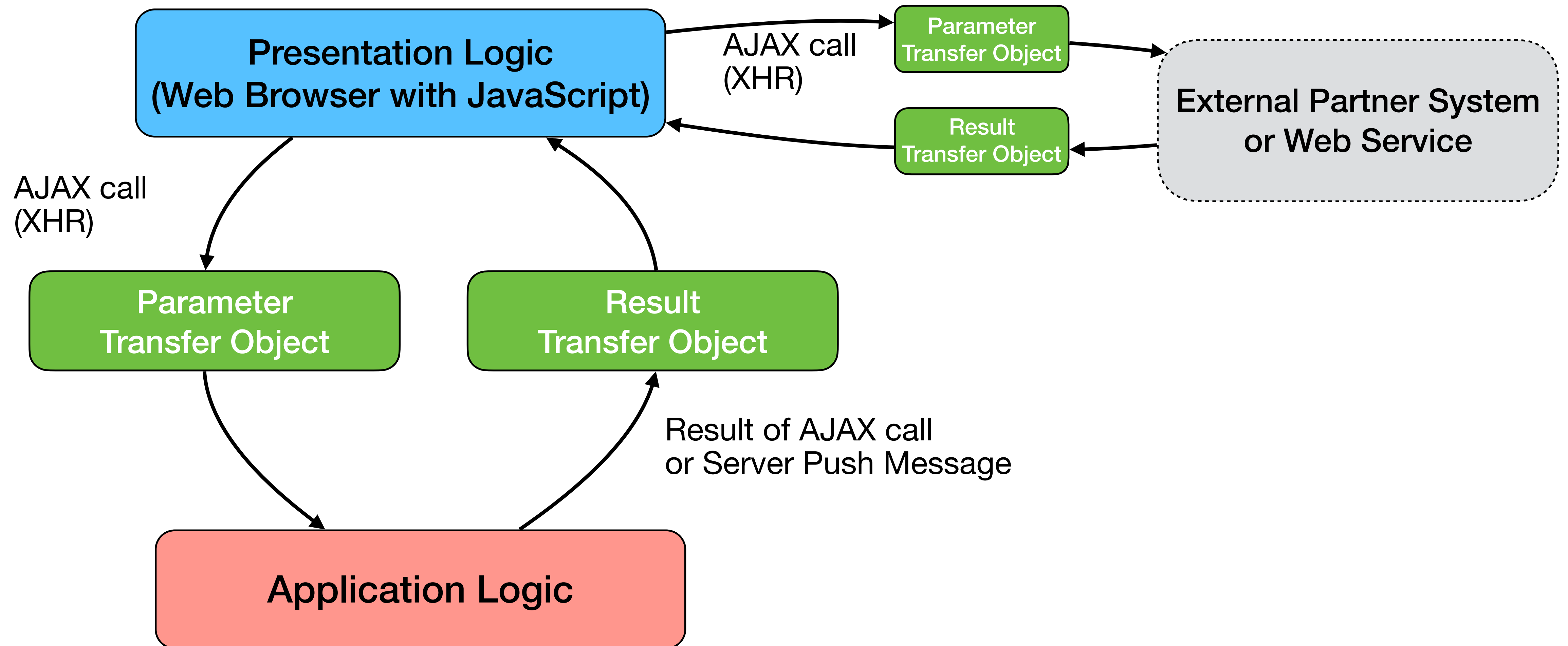




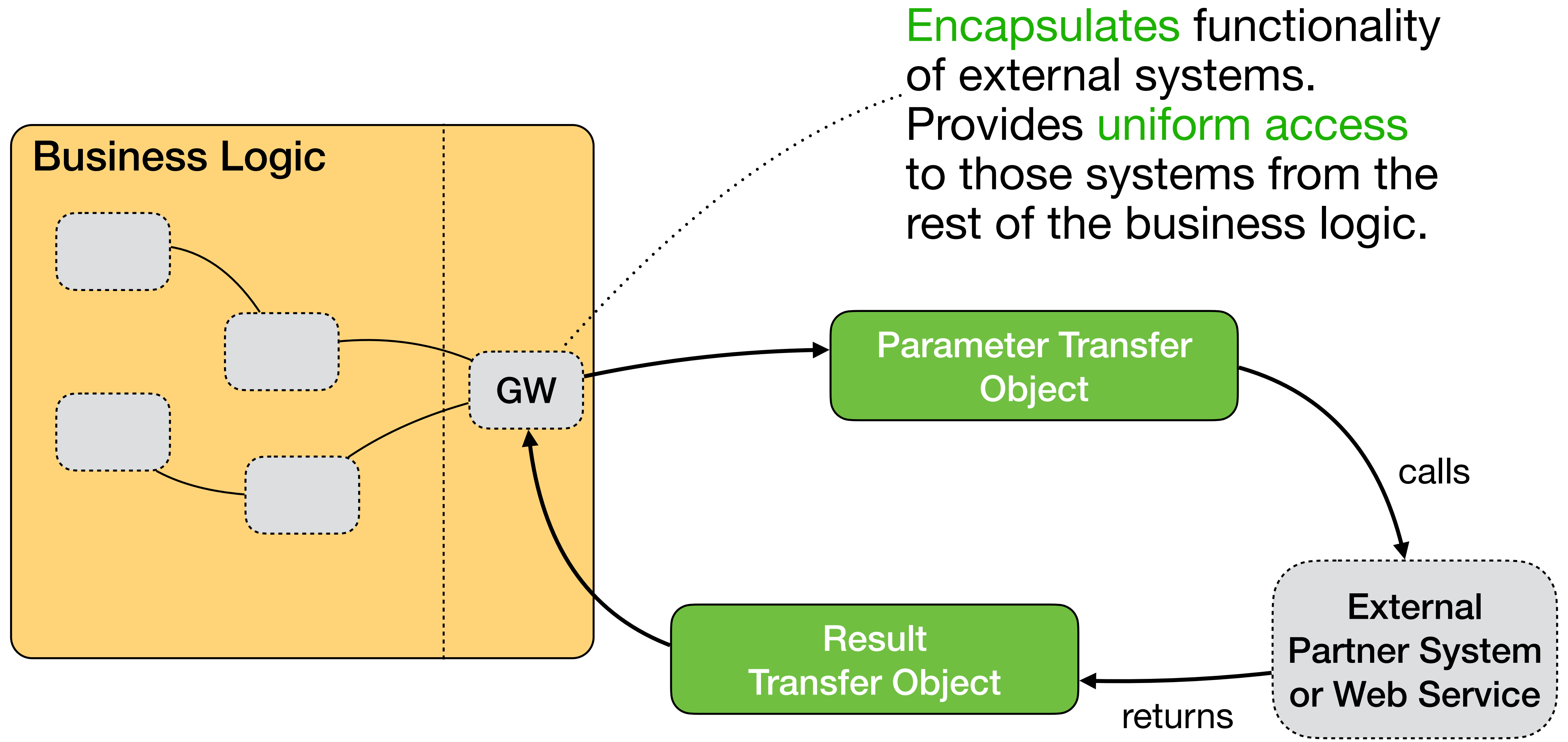
# Relation of XML/JSON to Application Architecture



# Transfer Objects between Browser/PL and AL and/or Web Service



# Transfer Objects at Gateways



# **XML**

# **eXtensible Markup Language**

# XML: General Idea

- Uses ‚generalized markups‘ which are
  - declarative (describing structure and text attributes)
  - rigorous (being processable by automated tools).
- Does not come with pre-defined markups or implicit semantics (in contrast to HTML).
- Allows the definition of application-specific markups.

# XML: Interoperability

- XML descriptions are
  - **serialized** (transferable as byte streams)
  - **platform independent**
  - **tractable** by generic tools
  - **readable** by humans
- ... thus, supporting interoperability of different technologies.
- Note: Serialization is the lowest level of interoperability!

# XML Constituents

- XML-text is (usually Unicode-)text consisting of
  - **markups** and
  - **contents**.

```
<?xml version="1.0"?>
<order OrderID="10643">
  <item><book isbn="123-321" /></item>
  <item><cdrom title="Vivaldi Four Seasons" /></item>
  <item><book isbn="3-8265-8059-1" /></item>
  <OrderDate ts="2003-06-30T00:00:00" />
  <price>167.00 EUR</price>
</order>
```



# XML Elements, Attributes and Entities

- XML contains:
  - **Elements**: The main building blocks.
  - **Attributes**: Provide extra information about elements. Placed inside the starting tag of an element.

- Entities

```
<?xml version="1.0"?>
<order OrderID="10643">
  <item><book isbn="123-321" /></item>
  <item><cdrom title="Vivaldi Four Seasons" /></item>
  <item><book isbn="3-8265-8059-1" /></item>
  <OrderDate ts="2003-06-30T00:00:00" />
  <price>167.00 EUR</price>
</order>
```

&...;

# Elements and Attributes

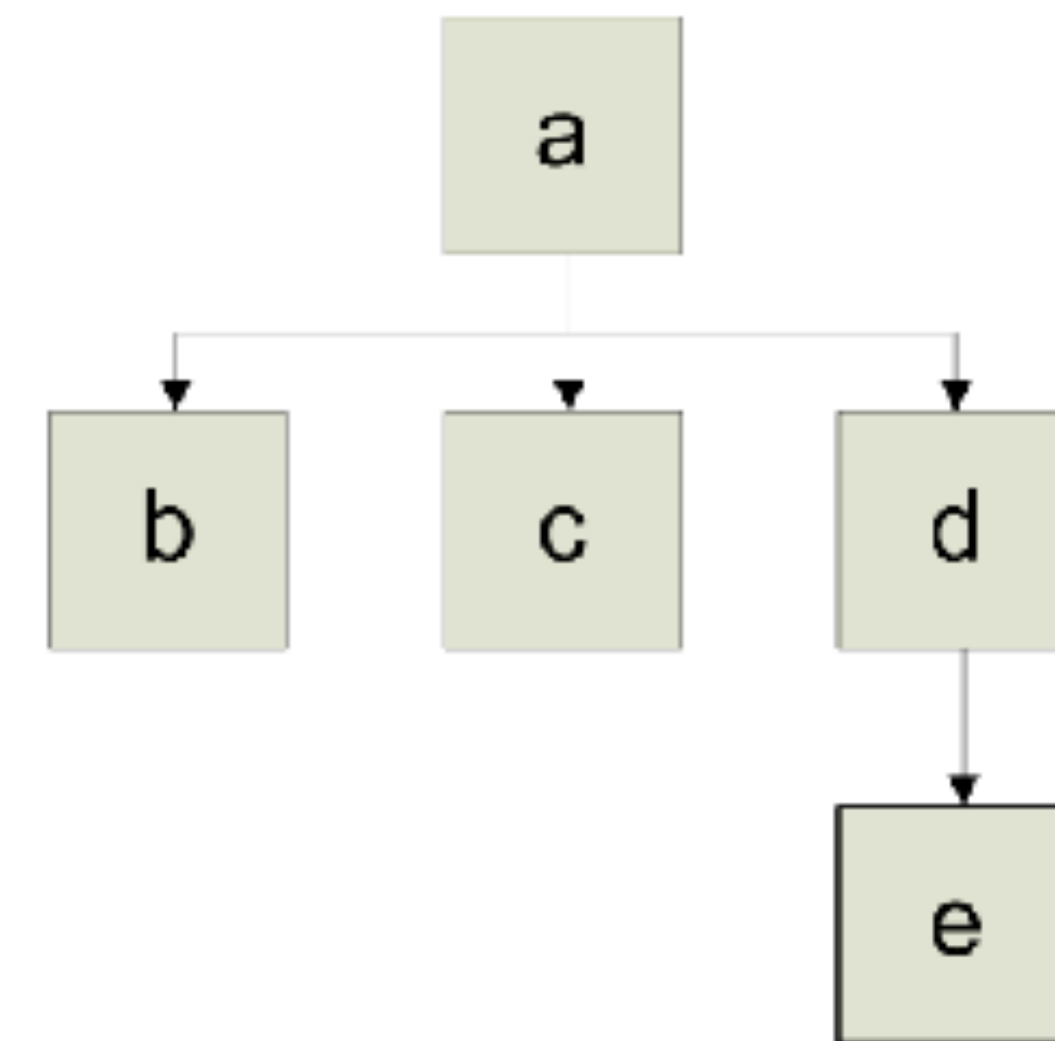
- **Elements**: text parts marked by opening and closing tags:  
`<tag> ... </tag>` and can be **nested**
- Elements may have **attributes** in their starting tag:  
`<tag attr1=value1 ... attrk=valuek > ... </tag>`
- Elements without content may be **self-closing** (or empty):

```
<?xml version="1.0"?>
<order OrderID="10642">
  <item><book isbn="123-321" /></item>
  <item><cdrom title="Vivaldi Four Seasons" /></item>
  <item><book isbn="3-8265-8059-1" /></item>
  <OrderDate ts="2003-06-30T00:00:00" />
  <price>167.00 EUR</price>
</order>
```

# Elements: Tree Structure

- Elements may be nested.
- Thus, they have a **tree-like structure** thereby, one can speak of parent, child, sibling, root, and leaf nodes

```
<a>  
  <b> ... </b>  
  <c> ... </c>  
  <d>  
    <e> ... </e>  
  </d>  
</a>
```



# Attributes

- Attributes are **name-value pairs**.
- Each name may appear only once in a tag, i.e. have mapping  
*map: name → value*
- All values are **atomic** (strings).
- If **lists** of values are needed, can provide e.g. as comma-separated-values (csv), but transparent for XML.

# Entities

- Forbidden characters are encoded as entities.
- Only five entities predefined, which are referenced as:

<code>&amp;lt;</code>	<code>&lt;</code>
<code>&amp;gt;</code>	<code>&gt;</code>
<code>&amp;amp;</code>	<code>&amp;</code>
<code>&amp;apos;</code>	<code>'</code>
<code>&amp;quot;</code>	<code>"</code>

- Further entities may be defined in DTDs.
- Unicode-characters also referenced as entities:
  - `&#nnnn;` (where n is a hexadecimal number)
- Example: `&#103B;` stands for greek 'α'

# Documents

- XML-documents start with a declaration

`<?xml version="1.0" encoding="utf-8"?>`

(„encoding“ is optional)

- and contain one single outer root element (here: `<order>`):

```
<?xml version="1.0"?>
<order OrderID="10643">
  <item><book isbn="123-321" /></item>
  <item><cdrom title="Vivaldi Four Seasons" /></item>
  <item><book isbn="3-8265-8059-1" /></item>
  <OrderDate ts="2003-06-30T00:00:00" />
  <price>167.00 EUR</price>
</order>
```



# Well-formed Documents

- Rules for well-formed XML documents
  - XML tags are **case sensitive**
  - All XML elements must be **balanced** (have closing tag)
  - XML elements must be **properly nested**
  - XML documents must have **one root** element
  - XML attribute values must be **quoted**
  - Comments are enclosed in `<!-- ... -->`
  - There are five entity references:  
`&lt;`; `&gt;`; `&amp;`; `&apos;`; `&quot;`;
  - Those entity references have to be used whenever the respective characters are part of non-markup, i.e. text content, comments, or attribute values.

# XML Dialects

- Applications need semantics
- XML **dialects** may be specified by
  - a **DTD** or
  - an **XML** Schema file
  - (cf later for details).
- Examples of XML dialects include:
  - XMI, (X)HTML, RSS, Atom

**What's a name space and what is it  
used for?  
Do you know examples?**

# Name Space Examples

- The concept of name spaces is widely used in Computer Science, e.g.:
  - C++:  $x::a$  `Picture::draw()`
  - file paths:  $x/a$  `Users/john/pictures`
  - domain names:  $a.x$  `info.company.net`
  - Java:  $x.a$  `Person.name`
  - and in mathematics:  $x_a$

# XML Name Spaces

- To allow **merging of documents** from different sources, **name spaces** are introduced (to solve conflicts between tags).
- A **name space** is a named abstract container for items with different names (i.e., a **set**).
- Names spaces are used to **avoid collisions** of equally named elements, since they can be disambiguated by tagging them with their name space identifier.

# XML Name Spaces

- A name space is a set of identifiers  
*ns : set of name*
- Example:
  - Given two namespaces  $x = \{a, b, c\}$  and  $y = \{a, c, d, e\}$ ,
  - the occurrences of the names  $a, \dots, e$  can be **disambiguated** by tagging (qualifying) them with their name space, e.g.,  $x:a$  vs.  $y:a$ .



# Example

```
<table>
  <tr>
    <td>Apples</td>
    <td>Bananas</td>
  </tr>
</table>
```

This XML carries information about a table (a pi

```
<table>
  <name>African Coffee Table</name>
  <width>80</width>
  <length>120</length>
</table>
```

```
<root>

<h:table xmlns:h="http://www.w3.org/TR/html4/">
  <h:tr>
    <h:td>Apples</h:td>
    <h:td>Bananas</h:td>
  </h:tr>
</h:table>

<f:table xmlns:f="http://www.w3schools.com/furniture">
  <f:name>African Coffee Table</f:name>
  <f:width>80</f:width>
  <f:length>120</f:length>
</f:table>

</root>
```

# Name Spaces

- In XML name spaces are used to **disambiguate tags** in different **vocabularies**.
- A name space may have a name and denotes an **identifier** (e.g., a URI) which is expected to be unique.
- Name spaces are added to XML elements by the reserved **attribute xmlns** in two forms
  - **xmlns** applies to the whole element (incl. children) and denotes the „default namespace“
  - **xmlns:prefix** applies only to those (sub)elements, which are explicitly tagged with prefix.

# Example: Name Spaces

`xmlns`

```
1 <order xmlns="uri:order">
2   <item>
3     <book isbn="123456"/>
4   </item>
5 </order>
```

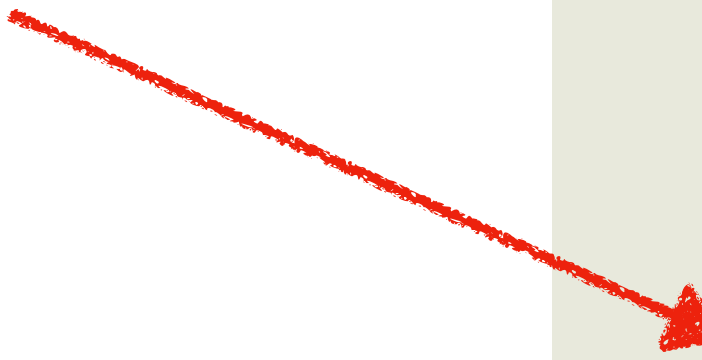
`xmlns:prefix`

```
1 <o:order xmlns:o="uri:order">
2   <o:item>
3     <o:book isbn="123456"/>
4   </o:item>
5 </o:order>
```

# Example: Name Spaces

`xmlns:o`

is not applied to  
all elements!

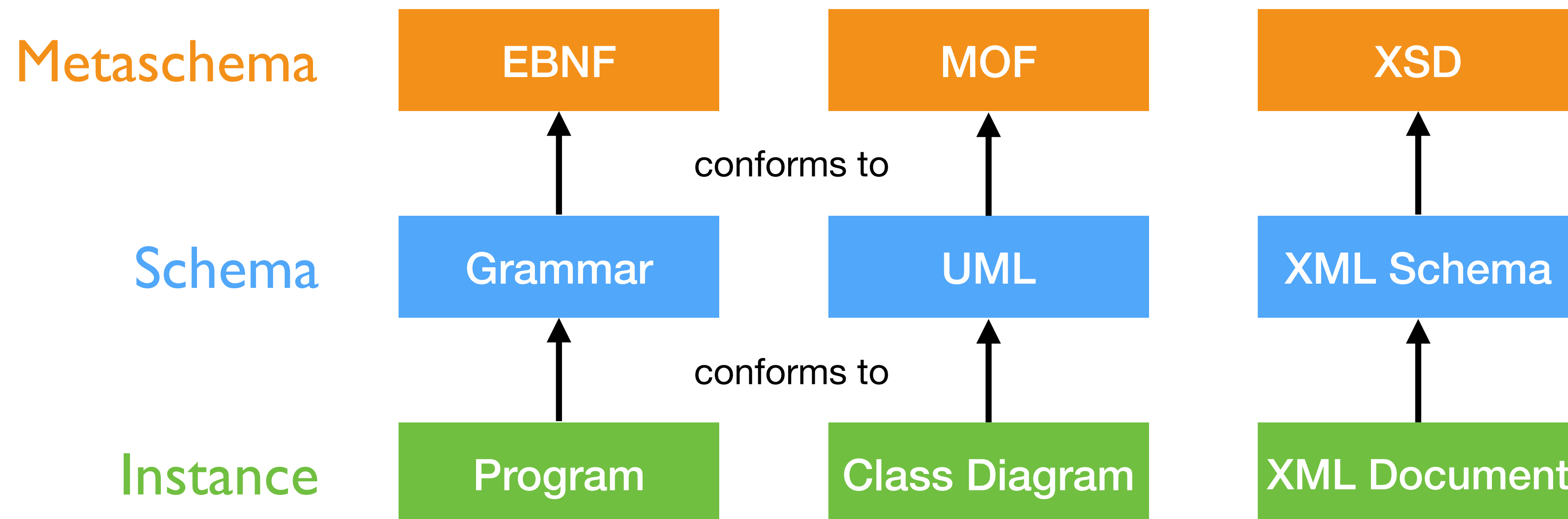


```
<?xml version="1.0" encoding="UTF-8"?>
<o:order xmlns:o="http://www.example.com/order">
  <o:id>2343</o:id>
  <o:currency>JPY</o:currency>
  <o:quantity>100</o:quantity>
  <o:date>2016-05-07</o:date>
  <brokerInfo xmlns="http://www.example.com/brokerInfo">
    <id>13456</id>
  </brokerInfo>
</o:order>
```

# XML Schemas

# I-S-M Dimensions

- XML Schemas help to define XML languages, much like grammars define programming languages, and meta models define modeling languages.
- Meta schemas, in turn, define schema languages
- [XML Schema Definition Language](#) (XSD) represents the XML meta schema





# DTD vs. XSD

- Predecessor of XSD was the **Document Type Definition** (DTD)
- DTDs define markup declarations
  - elements and attributes
  - document structure (nesting)
  - basic types (text, id, idref)
  - entities
  - DTDs have a special, non-XML format
- XSDs are more expressive (and way more complicated)
- XSD Language enables
  - complex element data types and attribute value types
  - id scopes, name spaces
  - facilities to combine schemas
  - various constraints
- XSD schemas are XML documents

# DTDs

- A Document Type Definition (DTD) is a meta-description that defines a document type, i.e., the structure of a class of XML documents.
- DTDs are based on **regular expressions**.
- This DTD language is inherited from SGML.
- Although it is still quite often being used, it is deprecated:
- Requires a separate notation (as opposed to XSD), which adds complexity
- HTML5 not based on SGML and thus no official DTD for it

# DTD Example

```
<?xml version="1.0"?>
<order OrderID="10643">
  <item><book isbn="123-321" /></item>
  <item><cdrom title="Vivaldi Four Seasons" /></item>
  <item><book isbn="3-8265-8059-1" /></item>
  <OrderDate ts="2003-06-30T00:00:00" />
  <price>167.00 EUR</price>
</order>
```

```
<?xml? version="1.0"?>
<!DOCTYPE order [
  <!ELEMENT order (item+,OrderDate,price)>
  <!ATTLIST order OrderID ID #REQUIRED>
  <!ELEMENT item (book,cdrom)+>
  <!ELEMENT book EMPTY>
  <!ATTLIST book isbn CDATA #REQUIRED>
  <!ELEMENT cdrom EMPTY>
  <!ATTLIST cdrom title CDATA #REQUIRED>
  <!ELEMENT OrderDate EMPTY>
  <!ATTLIST OrderDate ts CDATA '2003-06-30T00:00:00'>
  <!ELEMENT price (#PCDATA)>
]>
```

**(XSDs are only presented by  
example)**

# DOM

# Document Object Model

# Motivation

- The Document Object Model (DOM) is an **application programming interface** (API) for well-formed XML documents.
- It is a standard for representing XML documents as object trees (DOM trees) in object-oriented software (e.g. inside browsers).
- With DOM, programmers can build documents, traverse their structure, and add, modify, or delete elements and content.
- DOM has implementations for programming languages, e.g. the [DOM API in Java](#)

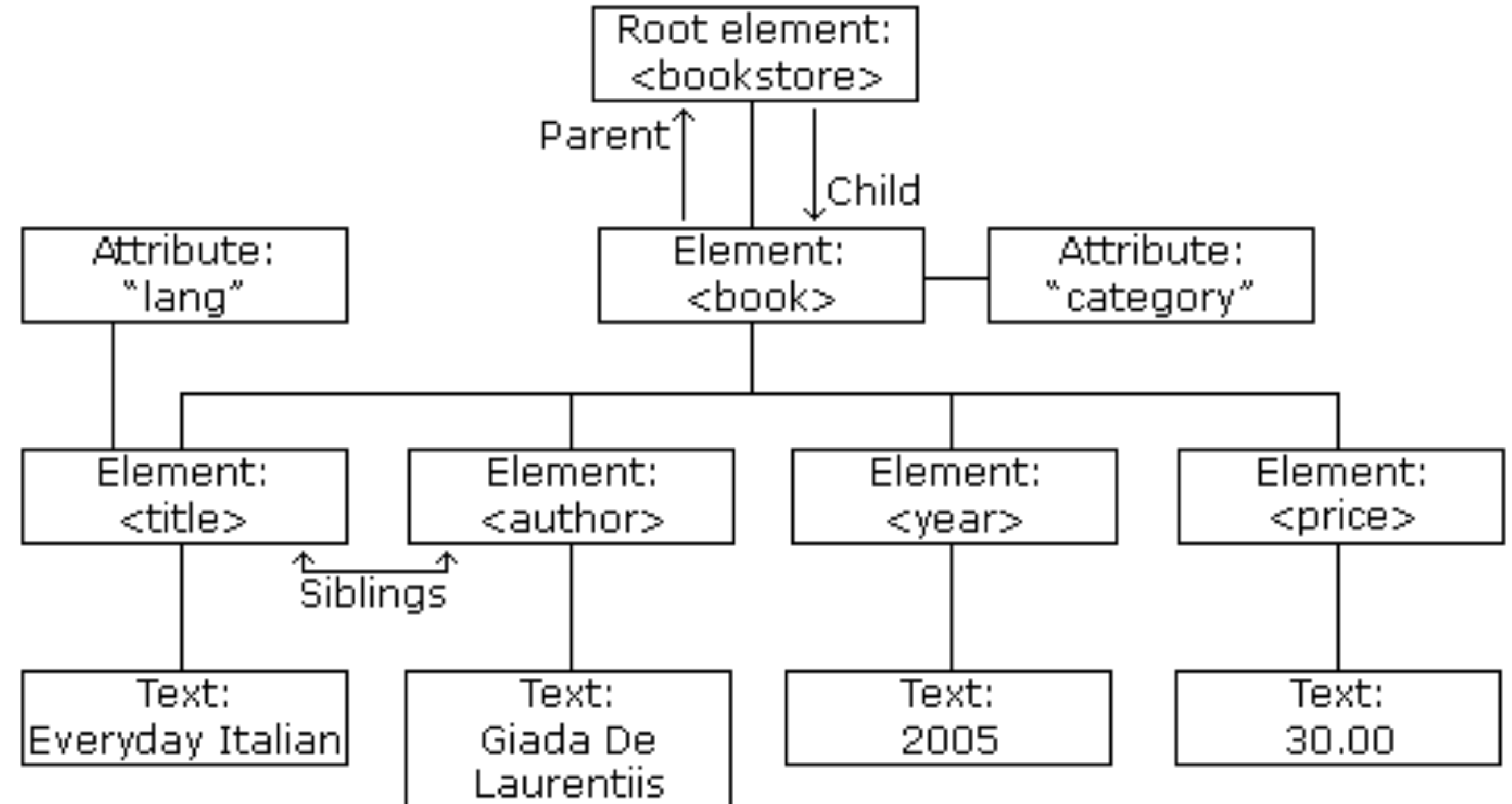
# XML DOM

- DOM is a **language-independent** convention for representing and interacting with the **constituents** of XML-documents.
- DOM is a W3C **recommendation** (Current: Level 3, 2004) [<https://www.w3.org/TR/DOM-Level-3-Core/>], which specifies DOM in detail.
- The DOM tree may be created by an XML parser.



# DOM Example

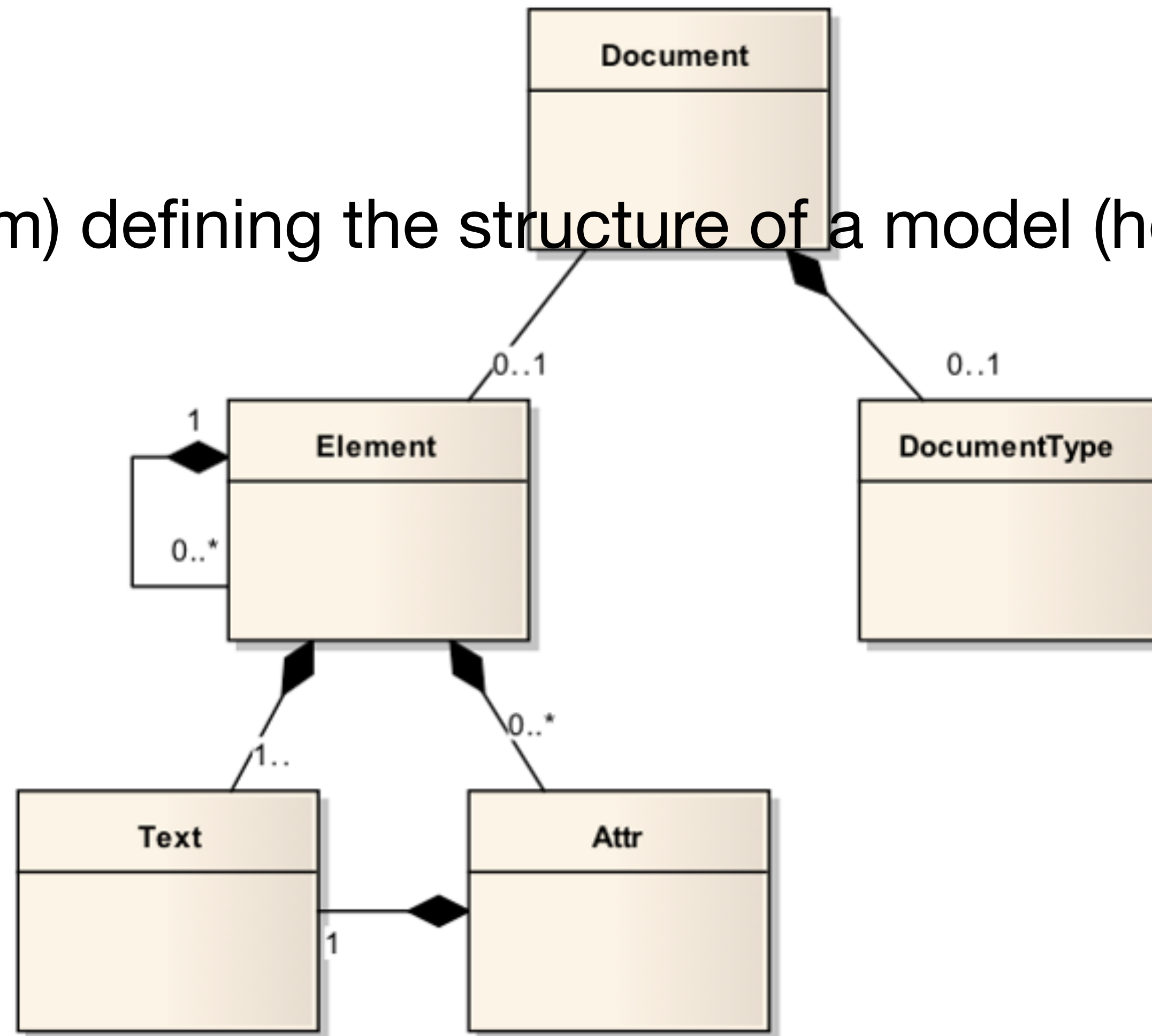
```
<?xml version="1.0" encoding="UTF-8"?>
<bookstore>
  <book category="cooking">
    <title lang="en">Everyday Italian</title>
    <author>Giada De Laurentiis</author>
    <year>2005</year>
    <price>30.00</price>
  </book>
  <book category="children">
    <title lang="en">Harry Potter</title>
    <author>J K. Rowling</author>
    <year>2005</year>
    <price>29.99</price>
  </book>
  <book category="web">
    <title lang="en">XQuery Kick Start</title>
    <author>James McGovern</author>
    <author>Per Bothner</author>
    <author>Kurt Cagle</author>
    <author>James Linn</author>
    <author>Vaidyanathan Nagarajan</author>
    <year>2003</year>
    <price>49.99</price>
  </book>
</bookstore>
```



# DOM Metamodel (simplified)

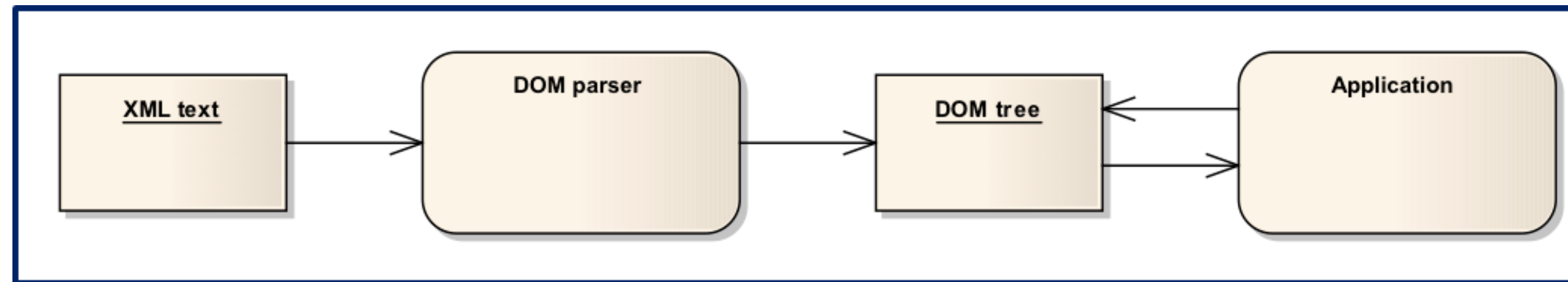
- Metamodel:

Model (here: UML class- diagram) defining the structure of a model (here: the DOM model)



# DOM Tree and JavaScript

- Web browsers parse the (X)HTML text of a page and build a DOM tree of the document



- JavaScript has built-in DOM support
- DOM modification is the base of single-page web applications
  - AJAX requests (also known as XHR - XML HTTP Request) retrieve data from servers
  - AJAX = **A**synchronous **J**avascript **A**nd **X**ML
  - Results are used to change or populate the DOM tree and thereby to display new or changed data
  - AJAX often uses REST APIs which no longer use XML but rather exchange JSON representations

# JSON

# JavaScript Object Notation

# JSON

- JSON, the [JavaScript Object Notation](#), is a textual format for data exchange
- The notation resembles the syntax for objects in the JavaScript (aka ECMAScript) programming language
- The format is standardized in [RFC 8259](#)
- Syntax is simple and only uses very few rules
- In contrast to XML, JSON has less overhead, but is also less expressive

# JSON documents

- Documents are character sequences encoded in Unicode UTF-8
- JSON contains
  - primitive types like strings and numbers
  - complex types like arrays and objects
  - objects are represented by lists of key-value pairs
  - complex types can be nested

## Example JSON Object

```
{
  "uuid": "9dbcac54-db55-4d24-88b2-74a0d75a68c4",
  "number": "26900900",
  "shortname": "KOBLENZ UP",
  "longname": "KOBLENZ UP",
  "km": 1.91,
  "agency": "WSA KOBLENZ",
  "longitude": 7.457699265736656,
  "latitude": 50.278472281764,
  "water": {
    "shortname": "MOSEL",
    "longname": "MOSEL"
  },
  "timeseries": [
    {
      "shortname": "W",
      "longname": "WASSERSTAND ROHDATEN",
      "unit": "cm",
      "equidistance": 15,
      "currentMeasurement": {
        "timestamp": "2020-01-30T11:45:00+01:00",
        "value": 302.0,
        "trend": 1,
        "stateMnwMhw": "unknown",
        "stateNswHsw": "unknown"
      },
      "gaugeZero": {
        "unit": "m. ü. NHN",
        "value": 58.014,
        "validFrom": "2014-01-01"
      }
    }
  ]
}
```

# JSON Schema

- Adoption of the format requires to **define data formats** and to **validate content**
  - With JSON only, this is not possible
  - Currently, [JSON Schema](#) is being developed
  - JSON Schemas are special JSON documents
- This enables the definition of JSON sublanguages, much like domain specific XML languages
- Validation of documents beyond the basic syntax rules is possible



# 4.7 Web Service Examples

# Example: Exchange Rate Service

- <https://exchangeratesapi.io>
- e.g., using curl:  
`curl -X GET https://api.exchangeratesapi.io/latest`
- REST API (only GET allowed)

- JSON response

```
{
  "base" : "EUR",
  "date" : "2021-01-06",
  "rates" : {
    "AUD" : 1.5824,
    "BGN" : 1.9558,
    "BRL" : 6.5119,
    "CAD" : 1.564,
    "CHF" : 1.0821,
    "CNY" : 7.9653,
    "CZK" : 26.145,
    "DKK" : 7.4393,
    "GBP" : 0.90635,
    "HKD" : 9.5659,
    "HRK" : 7.5595,
    "HUF" : 357.86,
    "IDR" : 17168.2,
    "ILS" : 3.9289,
    "INR" : 90.204,
    "ISK" : 156.3,
    "JPY" : 127.03,
    "KRW" : 1339.3,
    "MXN" : 24.3543,
    "MYR" : 4.9482,
    "NOK" : 10.381,
    "NZD" : 1.6916,
    "PHP" : 59.296,
    "PLN" : 4.516,
    "RON" : 4.872,
    "RUB" : 90.8175,
    "SEK" : 10.0653,
    "SGD" : 1.6246,
    "THB" : 36.921,
    "TRY" : 9.0554,
    "USD" : 1.2338,
    "ZAR" : 18.5123
  }
}
```

# Example: Water Level Service

- [German Waterways Authority](#) (Wasser- und Schifffahrtsverwaltung des Bundes) provides [web services to query water levels](#) and other measurement data
- The services come in a REST and a SOAP implementation
  - SOAP web services are XML-based
  - REST uses JSON  
(this is not strictly required, but most REST APIs do so)

REST URL to query for the water level of river MOSEL at KOBLENZ

<https://www.pegelonline.wsv.de/webservices/rest-api/v2/stations/KOBLENZ%20UP.json?includeTimeseries=true&includeCurrentMeasurement=true>

SOAP URLS

[https://www.pegelonline.wsv.de/webservices/version2\\_4/2009/05/12/PegelonlineWebservice?WSDL](https://www.pegelonline.wsv.de/webservices/version2_4/2009/05/12/PegelonlineWebservice?WSDL)

<https://wsdlbrowser.com/soapclient>

<https://wsdlbrowser.com/soapclient?>

[wsdl\\_url=https%3A%2F%2Fwww.pegelonline.wsv.de%2Fwebservices%2Fversion2\\_4%2F2009%2F05%2F12%2FPegelonlineWebservice%3FWSDL&function\\_name=getMessungenAktuell](https://wsdlbrowser.com/soapclient?wsdl_url=https%3A%2F%2Fwww.pegelonline.wsv.de%2Fwebservices%2Fversion2_4%2F2009%2F05%2F12%2FPegelonlineWebservice%3FWSDL&function_name=getMessungenAktuell)

Example SOAP Request

```
<?xml version="1.0" encoding="UTF-8"?>
<SOAP-ENV:Envelope xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/" xmlns:ns1="http://pegelonline.wsv.de/webservices/version2_4/2009/05/12">
  <SOAP-ENV:Body>
    <ns1:getMessungenAktuell>
      <ns1:parameterName>WASSERSTAND ROHDATEN</ns1:parameterName>
      <ns1:messstellenNummer></ns1:messstellenNummer>
      <ns1:messstellenName>KOBLENZ UP</ns1:messstellenName>
      <ns1:start>2020-01-30T11:00:00+01:00</ns1:start>
      <ns1:ende>2020-01-30T15:00:00+01:00</ns1:ende>
    </ns1:getMessungenAktuell>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

**Sadly, the linked “[wsdlbrowser.com](https://wsdlbrowser.com)” was shut down meanwhile... I’ll provide an example client in Java instead and demonstrate it within the lecture.**

# Example: University User Directory

- REST API to lookup person names and mail addresses
- HTTPS server-side certificate, with basic client authentication
- GET for search
  - `curl -u riediger@uni-koblenz.de "https://ist.uni-koblenz.de/dl/lookup/persons/..."`
  - `curl -u riediger@uni-koblenz.de "https://ist.uni-koblenz.de/dl/lookup/persons/?name=..."`  
... = (part of) lastname, firstname, mail
- GET for individual lookup
  - `curl -u riediger@uni-koblenz.de "https://ist.uni-koblenz.de/dl/lookup/person/..."`  
... = complete university mail address
- Response formats JSON or XML

# What we have learned...

## Communication (Part I + II)

- ✓ Network basics
  - ✓ HTTP
  - ✓ Sessions
  - ✓ Scaling and Load Balancing
- 

- ✓ Web Services
- ✓ SOAP and REST
- ✓ Data Representation at Layer Boundaries
- ✓ Web Service Examples

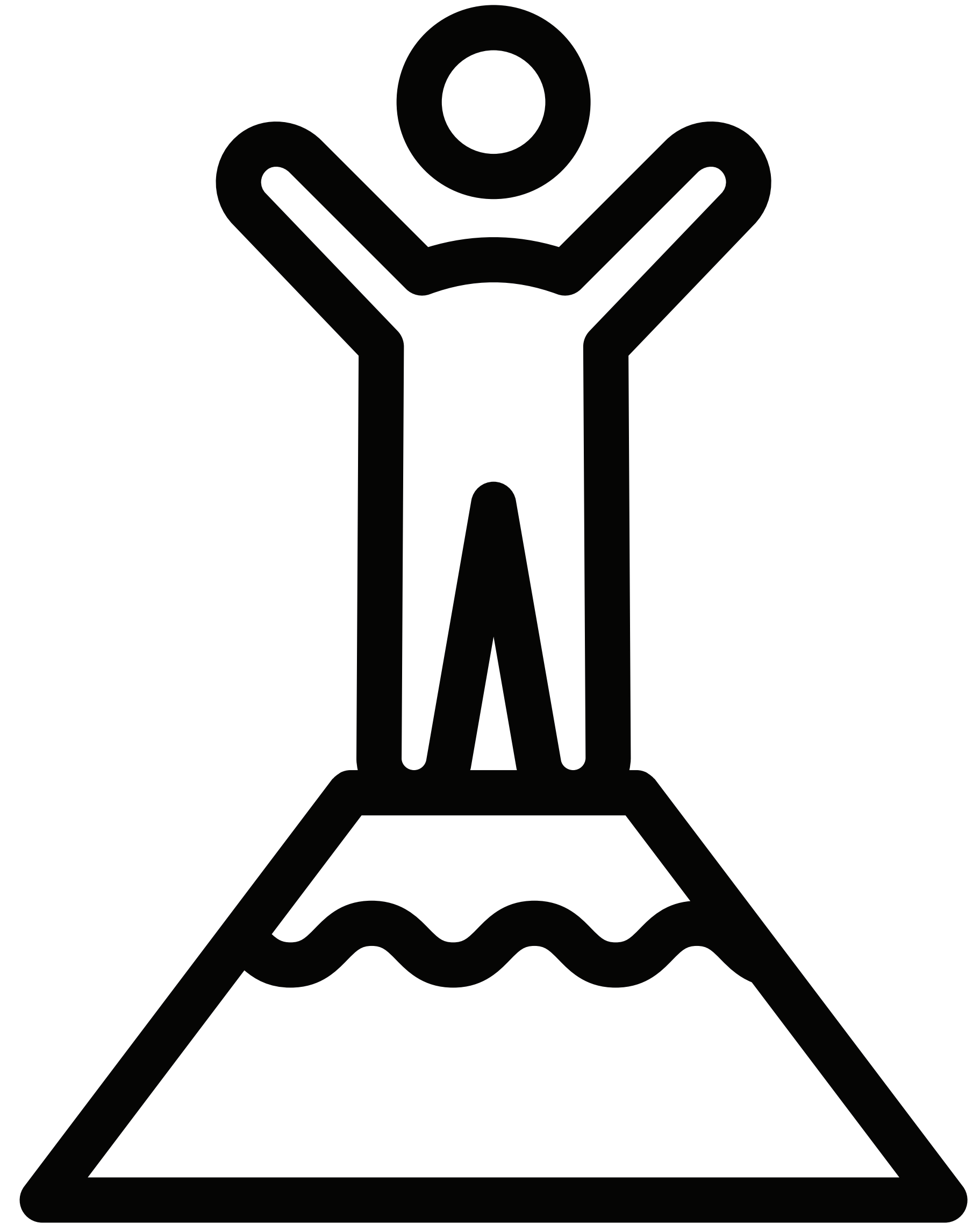


Image: colourbox.de