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Middleware (Advanced)

Hey, Philipp here!

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Middleware (Advanced)

This example will show how to create a more advanced version of middleware in Go. A middleware in itself simply takes a `http.HandlerFunc` as one of its parameters, wraps it and returns a new `http.HandlerFunc` for the server to call.

Here we define a new type `Middleware` which makes it eventually easier to chain multiple middlewares together. This idea is inspired by Mat Ryers' talk about Building APIs. You can find a more detailed explanation including the talk [here](#).

This snippet explains in detail how a new middleware is created. In the full example below, we reduce this version by some boilerplate code.

```
func createNewMiddleware() Middleware {  
  
    // Create a new Middleware
```

```
middleware := func(next http.HandlerFunc) http.HandlerFunc {  
  
    // Define the http.HandlerFunc which is called by the server eventually  
    handler := func(w http.ResponseWriter, r *http.Request) {  
  
        // ... do middleware things  
  
        // Call the next middleware/handler in chain  
        next(w, r)  
    }  
  
    // Return newly created handler  
    return handler  
}  
  
// Return newly created middleware  
return middleware  
}
```

This is the full example:

```
// advanced-middleware.go  
package main  
  
import (  
    "fmt"  
    "log"  
    "net/http"  
    "time"  
)  
  
type Middleware func(http.HandlerFunc) http.HandlerFunc  
  
// Logging logs all requests with its path and the time it took to process  
func Logging() Middleware {  
  
    // Create a new Middleware  
    return func(f http.HandlerFunc) http.HandlerFunc {  
  
        // Define the http.HandlerFunc  
        return func(w http.ResponseWriter, r *http.Request) {
```

```

        // Do middleware things
        start := time.Now()
        defer func() { log.Println(r.URL.Path, time.Since(start)) }()

        // Call the next middleware/handler in chain
        f(w, r)
    }
}

// Method ensures that url can only be requested with a specific method, else return error
func Method(m string) Middleware {

    // Create a new Middleware
    return func(f http.HandlerFunc) http.HandlerFunc {

        // Define the http.HandlerFunc
        return func(w http.ResponseWriter, r *http.Request) {

            // Do middleware things
            if r.Method != m {
                http.Error(w, http.StatusText(http.StatusBadRequest), http.StatusBadRequest)
                return
            }

            // Call the next middleware/handler in chain
            f(w, r)
        }
    }
}

// Chain applies middlewares to a http.HandlerFunc
func Chain(f http.HandlerFunc, middlewares ...Middleware) http.HandlerFunc {
    for _, m := range middlewares {
        f = m(f)
    }
    return f
}

func Hello(w http.ResponseWriter, r *http.Request) {
    fmt.Fprintln(w, "hello world")
}

func main() {

```

```
http.HandleFunc("/", Chain(Hello, Method("GET"), Logging()))
http.ListenAndServe(":8080", nil)
}
```

```
$ go run advanced-middleware.go
```

```
2017/02/11 00:34:53 / 0s
```

```
$ curl -s http://localhost:8080/
```

```
hello world
```

```
$ curl -s -XPOST http://localhost:8080/
```

```
Bad Request
```

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