Building hypermedia clients

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Business issues & tech goals

- We need to provision an entire network of data (in minutes—not days)
- Really needed to expose real data (to show what's going)
- Model the business processes but defer GUI (in-place editing)

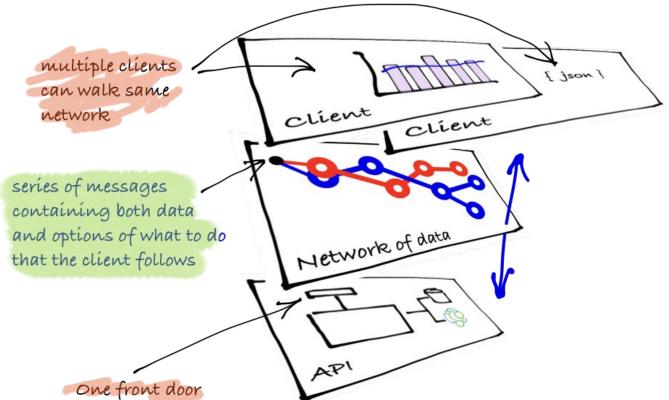
- Underlying engine should be the same regardless of presentation
- Changes to the server can extend the client (use forms as affordances)

Structure

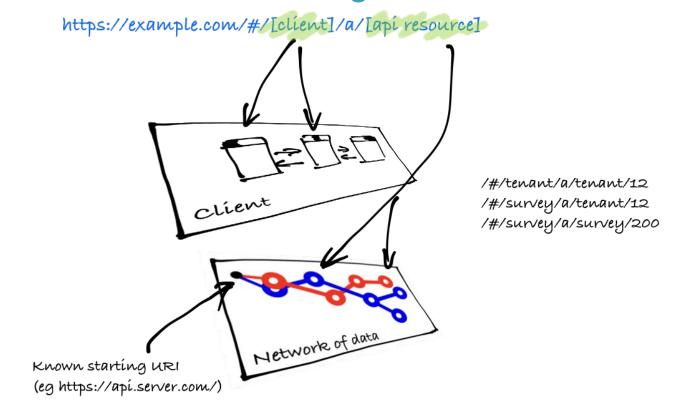
- 1. Walking and updating network of data
- 2. Using forms to know what to process
- 3. Some client design issues

Walking the network of data

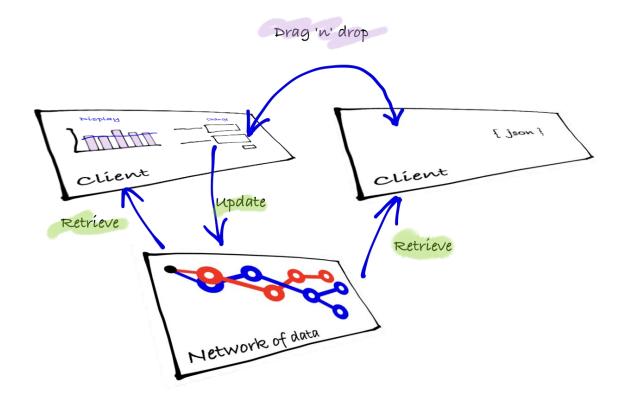
Keep a separation between client and API



Bookmarkable URI holding state

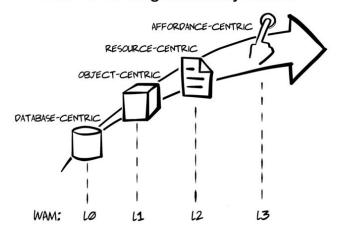


Lots of ways to walk the API



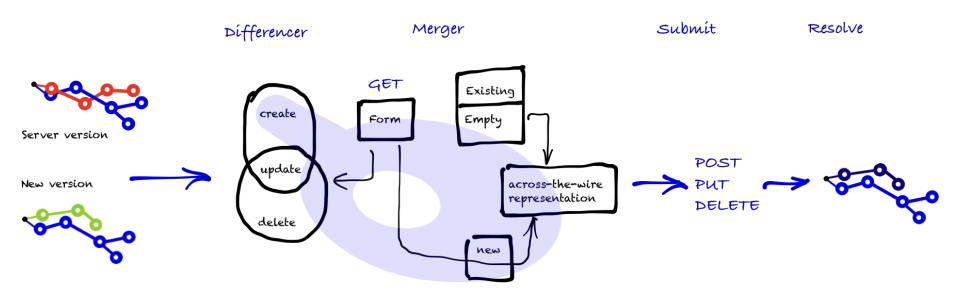
Using forms as affordances

Web API Design Maturity Model



- updates to resources and forms are controlled at the server
- no changes needed on the client except for changes to the network structure
- forms tell the client how to process properties on in-memory resources

General engine



Forms: you'll need to cater for

- Single (by value) [text/numbers/passwords/creditcard)
- Enumeration (select by value or by reference) [single/multiple]
- Groups (containers of above–including recursive)

There are plenty of forms specifications

- HAL-FORMS
- Cj
- SIREN
- JSON-LD + hydra
- UBER
- We are using atom-like+json

Here's our (create) form—single by value

```
rel: "self",
    href: https://api-cem-qa.cemplicity.com/tens
},

rel: "up",
    href: https://api-cem-qa.cemplicity.com/
},

rel: "search",
    href: https://api-cem-qa.cemplicity.com/tens
},

rel: "create-form",
    href: https://api-cem-qa.cemplicity.com/tens
},

rel: "create-form",
    href: https://api-cem-qa.cemplicity.com/tens
},
```

```
- links: [
        rel: "self",
        href: https://api-cem-ga.cemplicity.com/tenant/form/create
     },
        rel: "up",
        href: https://api-cem-ga.cemplicity.com/tenant/
        rel: "submit",
        href: https://api-cem-ga.cemplicity.com/tenant/
▼ items:
        type: http://types/text,
        name: "name",
        description: "The name of the tenant"
     },
        type: http://types/text,
        name: "code",
        description: "The short code used to describe the tenant"
```

... more by value

```
- {
     type: http://types/text/password,
     name: "password",
     description: "A required password"
 },
     type: http://types/text,
     name: "importPath",
     description: "A required import path on the SSH server"
 },
     type: http://types/text,
     name: "exportPath",
     description: "A required export path on the SSH server"
 },
- {
     type: http://types/text,
     name: "importFilenamePattern",
     description: "A regular expression that describes the pattern of matching filenames"
 },
¥ {
     type: http://types/text,
     multiple: true,
     name: "deliveryConfirmationEmail",
     description: "A comma separated list of email addresses that are sent a simple delivery confirmation report"
 },
     type: http://types/text,
     multiple: true,
     name: "operationsDeliveryConfirmationEmail",
     description: "A comma separated list of email addresses that are sent a detailed delivery confirmation report"
```

... enumeration by value

```
type: http://types/select,
 name: "type",
▼ items: [
   ¥ {
        value: http://types.cemplicity.com/survey/question/logic/type/extraction/simple,
        label: "Simple extraction"
     },
        value: http://types.cemplicity.com/survey/question/logic/type/extraction/advanced,
        label: "Advanced extraction"
     },
   ¥ {
        value: http://types.cemplicity.com/survey/question/logic/type/background-variable,
        label: "Background variable"
     },
        value: http://types.cemplicity.com/survey/question/logic/type/jump,
        label: "Jump"
     },
   ¥ {
        value: http://types.cemplicity.com/survey/question/logic/type/conditional,
        label: "Conditional"
   ▼ {
        value: http://types.cemplicity.com/survey/question/logic/type/simple,
```

... enumeration by reference (spot the problems)

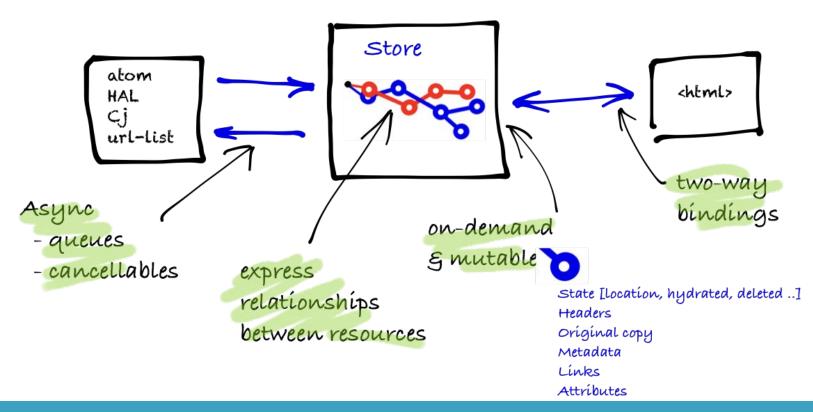
... group

```
type: http://types/group,
 name: "expression",
▼ items: [
   ▼ {
        type: http://types/text,
        name: "type",
        description: "The expression type (not, and, or)"
     },
   ▼ {
        type: http://types/group,
        multiple: true,
        name: "items",
        description: "The expressions - this is recursive back to the 'expression' group form"
     },
   ▼ {
        type: http://types/select,
        name: "question",
        description: "The expression type (not, and, or)"
     },
   ¥ {
        type: http://types/select,
        multiple: true,
        name: "questionItem",
        description: "The question items"
 description: "The logic rule as an expression (c.f. a '##' style string)"
```

Five design issues

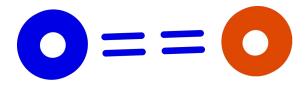
- Client store
- Identity
- Hydration
- Mappings
- Caching

1. Single In-memory client-side resource store



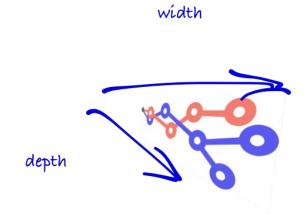
2. Identity of resources

- you need to be able to choose some exactly from link relations (eg 'self')
 and sometimes more loosely from an attribute (eg 'name') and sometime
 with a mixture (eg other a combination of link relations)
- need collection utilities to aid and abet this—you'll need to map identity on collection (references) as well as values



3. Hydration strategies: width-first and depth-first

- walking widely vs deeply (eg create a parent collection of items before going deeply into each item)
- we've needed collection aware async map and reduce utils (in both parallel and sequential



4. Remember mappings for making copies of trees

- taking a copy or part of a known tree or a disconnected tree (and grafting into the graph)
- simple string comparisons (because they are URIs)—implementation is dictionary
- as you are walking the tree, you'll need to be able to do substitutions
- can't have forward references (so we need to know the order to avoid recursive-lazy-loading problems)
- early loading forward references (eg metadata because it will be used by others to create themselves, ancestors before descendants)

5. Pushing through the cache

- avoid thinking about best shot at not having stale representations (force loads flags)
- hold cache headers in the in-memory state and use them to decided—so the server decides
- remember you'll still need to get through the browser, http, reverse-client proxy, persistence caches though!

Five design issues

We've found useful to know about and then incrementally add parts of each as you need them

- Client store
- Identity
- Hydration
- Mappings
- Caching

Conclusion

- This is about being affordance-centric, use forms to instruct the client
- We haven't talked about affordance-centric based workflow as a GUI
- We aren't getting this for free yet (ie examples and tooling support), so you'll need to think about your app complexity when building out clients
- Stay simple and explainable

Thanks!

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