

### **IBM API** Connect

# Building REST APIs in LoopBack

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#### **Node Core**

#### LoopBack & Express Core







Bert Belder



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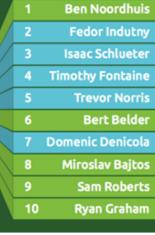
Raymond Feng

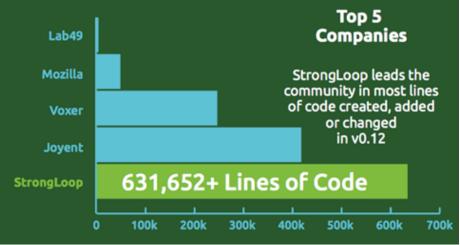
#### 5 of the top 10 Node Contributors

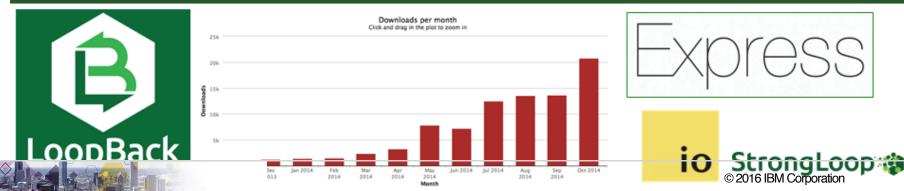
StrongLoop developers made

420+ Commits

to Node v0.12











# What is LoopBack?







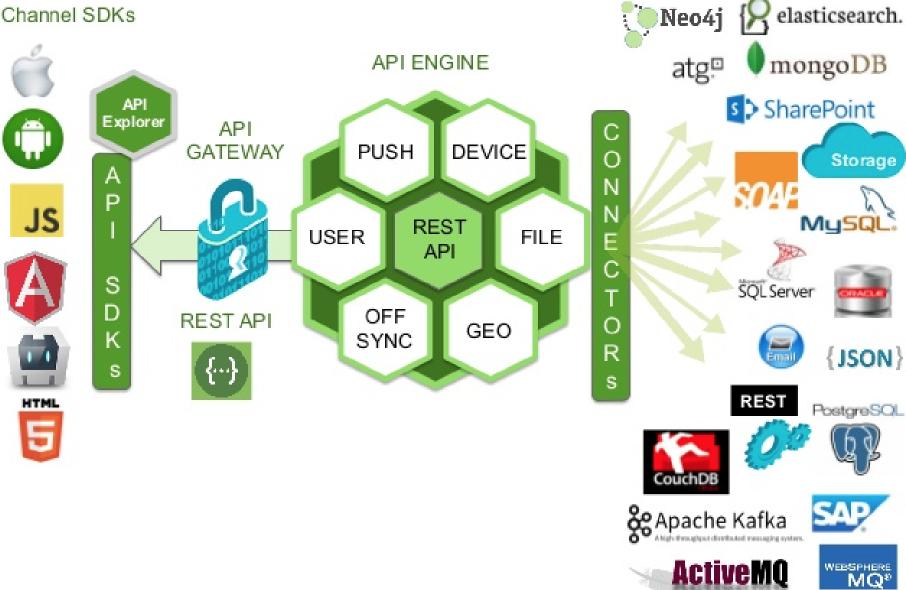
#### ORM, MBaaS, and API Server

- Model Driven Development
  - Multiple data sources
- Automatic REST endpoint generation
  - Includes routing & CRUD
- Built on Express
  - Create custom API Routes
  - Add customer middleware



#### IBM apiconnect

#### Channel SDKs









### What else does it provide?

- Rich model relations
- Access controls (built in token authentication)
- Geolocation, push notifications, offline sync
- Angular, Android, and iOS SDKs







# Let's build a loopback App (and learn along the way of course!)







# First a little something about me

Asim Siddiqui I @asimASiddiqui is a



We will be building a sneaker review app.







#### Step 1: Install API Connect Developer Toolkit

~\$ npm install -g apiconnect

#### And scaffold your application:

- ~\$ apic loopback
  - ? What's the name of your application? kickReviews
  - ? Enter name of the directory to contain the project: kickReviews
  - ? What kind of application do you have in mind? (Use arrow keys) empty-server (An empty LoopBack API, without any configured models
  - > hello-world (A project containing a controller, including a single notes (A project containing a basic working example, including a m







#### **Application Scaffolding**

- 1. Initialize project folder structure
- 2. Creating default JSON config files
- 3. Creating default JavaScript files
- 4. Install initial dependencies







#### What do we have?

```
my-app/
 client # used for client app (if any)
   node modules
   server
   boot
                          # app startup scripts
   _ component-config.json
                          # primary API config
   config.json
                          # primary API config
   _ datasources.json # data source config
   _ middleware.json  # middleware config
   _ model-config.json # LB model config
   server.js
                          # Server start script
 package.json
```







#### Basic config

```
"restApiRoot": "/kicksApi",
"host": "0.0.0.0",
"port": 3000,
"remoting": {
  "context": {
    "enableHttpContext": false
  },
  "rest": {
    "normalizeHttpPath": false,
   "xml": false
  },
  "json": { ... },
  "urlencoded": { ... },
  "cors": false,
  "errorHandler": {
    "disableStackTrace": false
```





# Working with Data Models







### What is a model in Loopback?

- representation of data in backend systems such as databases, REST Services, or SOAP Services.
- By default generates both Node and REST APIs.
- has a Model Definition JSON file
- has a Model JS file





#### Model Definition JSON file

```
"name": "Shoe",
"base": "PersistedModel",
  "idInjection": true,
  "options": {
    "validateUpsert": true
  },
  "properties": {
    "brand": {
      "type": "string",
      "required": true,
      "default": " "
    },
    "model": {
      "type": "string",
      "required": true,
      "default": " "
    "color": {
```





#### **Built-in Models**

#### Some built-in Models

- PersistedModel
- ACL
- AccessToken
- Role
- RoleMapping
- User







### **Creating Models**

#### Different ways...

- 1. CLI: ~/my-app\$ apic create --type model.
- 2. Config files in /common/models, etc
- 3. Programmatically in a boot script
- 4. Programmatically with model discovery from data source







# Creating a Model via CLI

```
$ apic create --type model
[?] Enter the model name: shoe
[?] Select the data-source to attach Shoe to: (Use arrow keys)

> db (memory)
[?] Select model's base class: (Use arrow keys)

Model
> PersistedModel
    ACL
[?] Expose shoe via the REST API? (Y/n) Y
[?] Custom plural form (used to build REST URL):
```







# Creating a Model via CLI

```
[?] Property name: brand
   invoke
            loopback:property
[?] Property type: (Use arrow keys)
> string
 number
 boolean
 object
  array
 date
 buffer
  geopoint
  (other)
[?] Required? (y/N)
```







# Run the Application

```
~/my-app$ node . Web server's listening at http://0.0.0.0:3000
```







#### What is this?

http://localhost:3000

```
{ started: "2015-04-19T19:32:17.263Z", uptime: 5.001 }
```

This is the default "root page", which displays API status. Remember, our API is served from the /kicksApi path!







#### The Shoe Route

http://localhost:3000/api/shoes

[]

We don't have any kicks yet, but there we go!







### View Models REST API Endpoints:

Start the API Designer to view the API endpoints

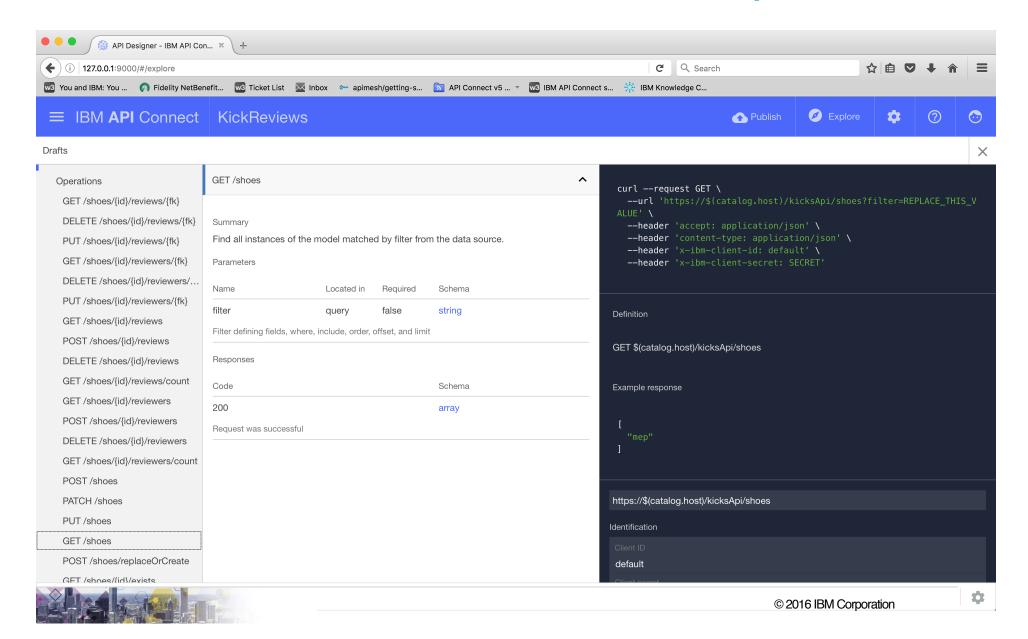
~/myapp\$ apic edit







# View Models REST API Endpoints:







### Test your API instantly!

Click on the play button at the bottom of the designer to start your services.

GET /shoes/{id}/reviewers/count			
POST /shoes			
PATCH /shoes		https://\$(catalog.host)/kicksApi/shoes	
PUT /shoes		Identification	
GET /shoes		Client ID	
POST /shoes/replaceOrCreate		default	
CFF (spoes/lidVexists		Client coaret	
Running Micro G	ateway: https://127.0.0.1:4002/		\$







### PersistedModel generated CRUD capability

- Create model instance
- Update / insert instance
- Check instance existence
- Find instance by ID
- Find matching instances
- Find first instance
- Delete model instance
- Delete all matching instances
- Get instance count
- Update model instance attributes
- Update matching model instances







# **Querying Data Models**

# Remember a model generates both Node and REST API's In code:

#### Or over HTTP:

```
/Shoes?filter=[where][name]=Jordan&filter[limit]=3
/Shoes?filter={"where":{"name":"Jordan"},"limit":3}
```







### Let's create a few more models for the app

- Add some more properties to the shoe model using the designer
  - string model
  - string color
- create a "review" model with properties
  - string comments
  - number rating
  - Date reviewDate
- create a "reviewer" model with User as the base model
  - string name







#### The built-in User model

- Inherited from Persisted Model
- Additional built-in methods
  - Log in user
  - Log out user
  - Confirm email address
  - Reset password







# Relationship Modeling







#### Various Relationship Types

- BelongsTo relations
- HasMany relations
- HasManyThrough relations
- HasAndBelongsToMany relations
- Polymorphic relations
- Embedded relations (embedsOne and embedsMany)







# Relationships in kickReviews

- one shoe can have many reviews
- one review belongs to one shoe
- one reviewer can write many reviews
- one review belongs to one reviewer





### Let's create Relationships

#### 1. Via CLI

```
~/my-app$ apic loopback:relation
```

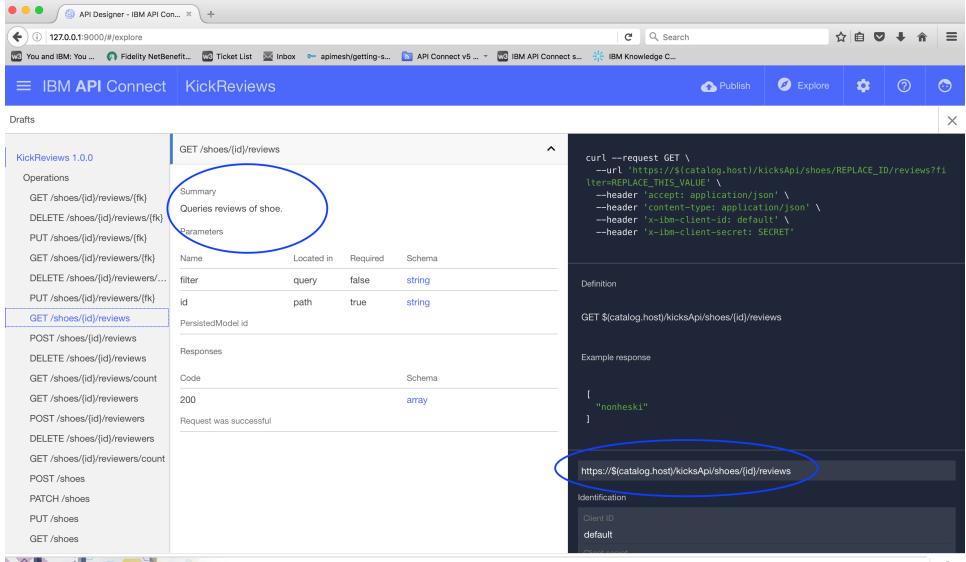
#### 2. In model config file

```
// common/models/author.json
"name": "shoe",
// ...,
"reviews": {
     "type": "hasMany",
     "model": "review",
     "foreignKey": ""
   "reviewers": {
     "type": "hasMany",
     "model": "reviewer",
     "foreignKey": ""
```





# Now Look at the APIC Explorer again







### **Authentication and Authorization**







#### **Authentication**

- Remember the built-in user model includes basic authentication.
- Login returns an access token which can be used for session management.







# LoopBack Authentication & Authorization

- Principal
- Role
- RoleMapping
- ACL







# **Principals**

#### An entity that can be identified or authenticated

- A user
- An application
- A role







#### Role

A group of principals with the same permissions Some dynamic roles are included:

- \$everyone
- \$unauthenticated
- \$authenticated
- \$owner







# RoleMapping

Holds the mapping of principal to role.







### **Access Control Layers**

Define access a principal has to a certain operation against a model.

- Deny everyone to access the model
- Allow '\$authenticated' role to create model instances
- Allow '\$owner' to update an existing model instance

This is an example of "whitelisting", and is safer than excluding operations.







# Roles in the kickReviews App

- Admin
- Reviewer







# **Creating New Roles**

```
module.exports = function(app) {
    app.models.Role.create({
        name: 'admin'
    }, function(err, theAdminRole) {
        if (err) { cb(err); }
        // Maybe add some users to it?
    });
};
```

Typically this is done in a boot script.







### Map Principal to a custom role

```
theAdminRole.principals.create({
    principalType: app.models.RoleMapping.USER,
    principalId: someUser.id

}, function(err, principal) {
    // handle the error!
    cb(err);
});
```

Typically this is also done in a boot script.







Use apic loopback, but this time you'll use the acl sub-command:

```
$ apic loopback:acl
```

And now we can start using the roles we just created.







#### **ACLs in kickReviews**

- allow unuthenticated users (anyone) to read reviews
- only allow authenticated users to create reviews
- only allow the review writer to make changes
- only allow admin to create new shoe entries







#### Deny everyone all endpoints:

```
? Select the model to apply the ACL entry to: Review
```

- ? Select the ACL scope: All methods and properties
- ? Select the access type: All (match all types)
- ? Select the role: All users
- ? Select the permission to apply: Explicitly deny access







#### Now allow everyone to read Reviews:

```
? Select the model to apply the ACL entry to: Review
? Select the ACL scope: All methods and properties
? Select the access type: Read
? Select the role: All users
? Select the permission to apply: Explicitly grant access
```







#### Allow authenticated users to create reviews

- ? Select the model to apply the ACL entry to: Review
- ? Select the ACL scope: A single method
- ? Enter the method name: create
- ? Select the role: Any authenticated user
- ? Select the permission to apply: Explicitly grant access







#### Enable the creator ("\$owner") to make changes:

```
? Select the model to apply the ACL entry to: Review
```

- ? Select the ACL scope: All methods and properties
- ? Select the access type: Write
- ? Select the role: The user owning the object
- ? Select the permission to apply: Explicitly grant access







### Final step: enable Access Control

• call enableAuth() on the application object in a bootscript







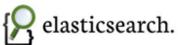
# Working with Data Sources













#### **Database**











#### **Services**













#### Messaging

















#### **Datasource Definition**

- 1. CLI: \$ apic loopback:datasource
- 2. in code
- 3. via API Designer







#### Via CLI (and code)

- 1. ~/my-app\$ apic loopback:datasource
- 2. Edit server/datasources.json with connection info
- 3. Update model-config as needed
- 4. Install connector npm module:

~/my-app\$ npm install --save loopback-connector-mongodb







#### StrongLoop Supported Connectors

- MongoDB
- MySQL
- Oracle
- Postgres
- MSSQL
- IBM DB2
- IBM Cloudant DB







#### More LoopBack connectors (3rd patry)

Kafka, Elastic Search, CouchDB, Neo4j, RethinkDB, Riak, etc, etc, etc

https://github.com/pasindud/awesome-loopback







#### Configuring the Datasource for Cloudant DB on Bluemix

```
{
   "cloudant_kr": {
        "port": 443,
        "url": "https://a41808b2-0e16-49a8-a38f-c183e7c89170-bluemix:39k
        "database": "kickreviews",
        "username": "a41808b2-0e16-49a8-a38f-c183e7c89170-bluemix",
        "password": "39ba7164f0737dd1bd60997facd7b97660cfe1154121b9e2bef
        "name": "cloudant_kr",
        "modelIndex": "",
        "connector": "cloudant"
    }
}
```







# Deploy to Bluemix







### Create an instant nodejs runtime

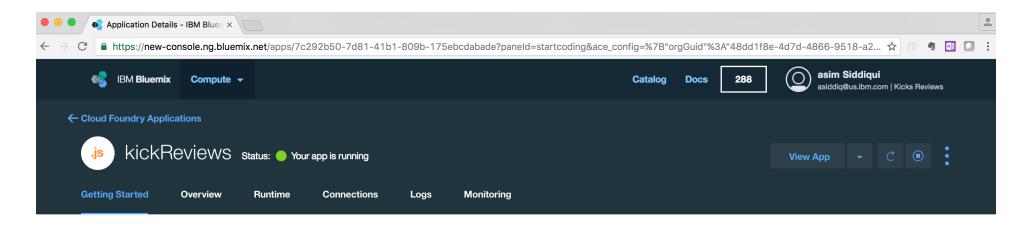
- Select the Compute menu
- Select IBM SDK for nodejs







### Download Bluemix and CF CLI



### Deploying your app with the command line interface

Last updated: 15 September 2016 | Edit In GitHub

You can use the command line interface to deploy and modify applications and service instances.

Before you begin, install the IBM® Bluemix® and Cloud Foundry command line interfaces.



**Restriction:** The command line tools are not supported by Cygwin. Use the tools in a command line window other than the Cygwin command line window.

After the command line interfaces are installed, you can get started:







# Use Bluemix CLI to login on terminal

```
~$ bluemix login
   Invoking 'cf login'...

API endpoint: https://api.ng.bluemix.net

Email> asiddiq@us.ibm.com

Password>
Authenticating...
OK
```







# Use Cloudfoundry CLI to Deploy your app

~\$ cf push kickReviews -c "node server/server.js"







# THE END







# **Data Validation**







# **Using Built-in Methods**

```
CoffeeShop.validates[Method](
    'property',
    {
        option: value,
        message: 'What to tell the user...'
    }
);
```







# Using Built-in Methods

```
// common/models/coffee-shop.js
CoffeeShop.validatesPresenceOf('name', 'address');
CoffeeShop.validatesLengthOf('name', {
    min: 5,
   max: 100,
   message: {
        min: 'Name is too short',
        max: 'Name is too long'
});
CoffeeShop.validatesInclusionOf('beverages', {
    in: [ 'coffee', 'tea', 'juice', 'soda' ]
});
```







#### **Custom Validation**

```
CoffeeShop.validate('openingHour', hourCheck, {
    message: 'Opening hour must be before closing hour'
});

function hourCheck(errCallback) {
    if (this.openingHour > this.closingHour) {
        errCallback();
    }
});
```







#### **Data Validation**

# Validation will automatically occur on "upsert"! But you can also call it directly:

```
if (!CoffeeShop.isValid()) {
    // do something?
}
```













# Advancing Your API







# Using the REST Connector

The LoopBack REST connector enables applications to interact with other REST APIs using a template-driven approach







#### REST DataSource

```
"geoRest": {
 "name": "geoRest",
  "connector": "rest",
  "operations": [{
    "template": {
      "method": "GET",
      "url": "http://maps.googleapis.com/maps/api/geocode/{format=json
      "headers": {
        "accepts": "application/json",
        "content-type": "application/json"
      },
      "query": {
        "address": "{street}, {city}, {zipcode}",
        "sensor": "{sensor=false}"
      "responsePath": "$.results[0].geometry.location"
    },
    "functions": {
      "geocode": ["street", "city", "zipcode"]
```





## Using a REST Datasource

Once you connect a model to a datasource (in model-config.json):

```
"Widget": {
    "dataSource": "geoRest",
    "public": true
}
```

#### You can call the function:

```
Widget.geocode('107 S B St', 'San Mateo', '94401', function(res) {
    // ... handle the response
});
```







#### Remote Methods

A way to create new, non-CRUD methods on your model.







#### Remote Methods

```
// common/models/person.js
module.exports = function(Person){
    Person.greet = function(msg, cb) {
      cb(null, 'Greetings... ' + msg);
    Person.remoteMethod(
        'greet',
          accepts: { arg: 'msg', type: 'string', http: { source: 'quer
          returns: { arg: 'greeting', type: 'string' }
          http: [
            { verb: 'get', path: '/greet' }
    );
```





#### Remote Methods

Now, for example, a request to GET /api/persons/greet?

msg=John will return:

```
{ greeting: "Greetings... John!" }
```







# Remote and Operation Hooks







# Hooks

LoopBack provides two kinds of hooks:

- 1. Remote Hooks: execute before or after a remote method is called.
- 2. **Operation Hooks**: execute when models perform CRUD operations.

NOTE: Operation hooks replace model hooks, which are now deprecated.







#### Remote Hooks

A remote hook enables you to execute a function before or after a remote method is called by a client:

- beforeRemote() runs before the remote method.
- afterRemote() runs after the remote method has finished successfully.
- afterRemoteError() runs after the remote method has finished with an error.







#### Remote Hooks

Both beforeRemote() and afterRemote() have the same signature; below syntax uses beforeRemote but afterRemote is the same:

```
Person.afterRemote( 'create', function( ctx, modelInstance, next) {
    // do some stuff... maybe send them a nice email?
    next();
}
```







#### Context AccessToken

The accessToken of the user calling the remote method.

ctx.req.accessToken is undefined if the remote method is not invoked by a logged in user (or other principal).

You can use ctx.req.accessToken.userId to find the currently logged in user (if there is one).







# Middleware

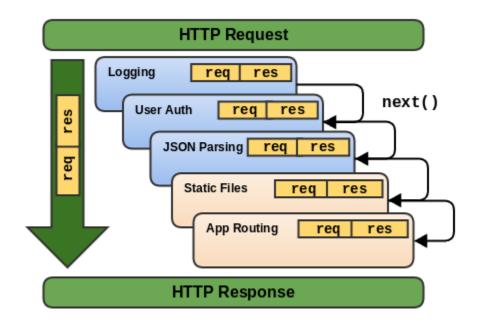






#### Introduction to Middleware

LoopBack is built on Express, which uses "Connect" style middleware.









## LoopBack Phases

LoopBack defines a number of phases, corresponding to different aspects of application execution.

Use these phases to define where your middleware should be inserted!

This is necessary since middleware fires in the order it is added.







# LoopBack Phases

- 1. initial
- 2. session
- 3. auth
- 4. parse
- 5. routes
- 6. files
- 7. final





#### LoopBack Phases

Each phase has "before" and "after" subphases in addition to the main phase, encoded following the phase name, separated by a colon. For example, for the "initial" phase, middleware executes in this order:

- initial:before
- initial
- initial:after







# **Defining Middleware**

# function which accepts 3 arguments (4 if error-handling):

```
function myMiddlewareFunc([err,] req, res, next) {
    // do some stuff

    next();
    // next(new Error()); // if there is an error during processing
};
```







# **Defining Middleware**

You might want to use a factory for this function to encapsulate any options:

```
module.exports = function(options) {
   return function myMiddleware(req, res, next) {
        // ...
        next();
   }
}
```







# Registering Middleware

```
// server/middleware.json
{
    // ...,
    "auth": {
        "../server/middleware/logger": {
            "enabled": true
        }
    },
    // ...
}
```







## Registering Middleware

Additionally, you can use the shorthand format {module}# {fragment} where fragment is:

- A function exported by {module}
- A JS file in {module}/server/middleware/ directory
- A JS file in {module}/middleware/







## Middleware configuration properties

You can specify the following properties in each middleware section:

```
"../server/middleware/logger": {
    "enabled": true,
    "params": { "some": "option" },
    "paths": "/foo/bar"
}
```







## Registering Middleware

# We can also register middleware in JavaScript code (a boot script perhaps):

```
app.middleware('routes:before', require('morgan')('dev'));
app.middleware('routes:after', '/foo', require('./foo/routes'));
app.middleware('final', errorhandler());
```







# Thank You!

Questions?
Introduction to LoopBack

Asim Siddiqui I @asimASiddiqui Join us for more events! strongloop.com/developers/events

