



# Developing JAX-RS Web Application Utilizing SSE and WebSocket

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## **Program Agenda**

- About This Lab
- Quick Intro to the Used Technologies
- Lab Exercises
- Getting Started
- Resources





#### **About This Lab**

- Follow the lab guide
- Exercises are self-paced
- Raise your hand if you get stuck we are here to help
- To get most of the lab try to understand the code, don't just blindly copy-paste





## **Technologies Used in this Lab**

#### **Quick Intro**

- Jersey/JAX-RS 2.0
  - Server-sent events
- Tyrus/Java API for WebSocket
- JSON Processing





## JAX-RS 2.0/Jersey

#### Description

- Java API for RESTful Web Services
  - Annotation-based API for exposing RESTful web services
- New in JAX-RS 2.0
  - Client API
  - Filters/intereptors
  - Server-side content negotiation
  - Asynchronous processing





## JAX-RS 2.0/Jersey

#### Client API



## JAX-RS 2.0/Jersey

#### Where to get more info

- JavaOne sessions:
  - Pimp My RESTful Java Applications
    - Marek Potociar
    - Parc 55 Cyril Magnin I 10/3/12, 1:00pm 2:00pm
- On the web:
  - Specification project: <a href="http://jax-rs-spec.java.net">http://jax-rs-spec.java.net</a>
  - Implementation project: <a href="http://jersey.java.net">http://jersey.java.net</a>
  - Twitter: @gf\_jersey





#### Description

- Annotation-based API for utilizing Web Socket protocol in Java web applications
  - Planned to be part of JavaEE 7
- Allows defining web socket endpoints
  - Handling onOpen, onClose, onError and onMessage events
  - Bi-directional communication between peers
- Support for encoders/decoders to map message content to/from Java objects





#### Example – Simple Endpoint

```
@WebSocketEndpoint("/echo")
public class EchoBean {
    @WebSocketMessage
    public String echo(String message) {
        System.out.println("Message received: " + message);
        return message + " (from your server)";
    }
}
```





#### Example – Decoder/Encoder

```
@WebSocketEndpoint("/drawing/",
    decoders = ShapeCoding.class, encoders = ShapeCoding.class,
public class DrawingWebSocket {
    @WebSocketMessage
    public void shapeCreated(Shape shape, Session session) { ... }
public class ShapeCoding implements Decoder.Text<Shape>, Encoder.Text<Shape> {
    public Shape decode(String s) throws DecodeException { ... }
    public boolean willDecode(String s) { ... }
    public String encode(Shape object) throws EncodeException { ... }
```





#### Where to get more information

- JavaOne Sessions
  - HTML5 WebSocket and Java, Danny Coward, CON7001
    - Oct 3, 4:30pm 5:30pm, Parc 55, Cyril Magnin I
- On The Web
  - Specification Project: <a href="http://websocket-spec.java.net">http://websocket-spec.java.net</a>
  - Implementation: <a href="http://tyrus.java.net">http://tyrus.java.net</a>





### **Standard JSON API**

#### Contents

- Parsing/Processing JSON
- Data binding : JSON text <-> Java Objects
- Two JSRs (similar to JAXP and JAXB)
  - Processing/Parsing (JSON-P) Java EE 7
  - Binding (JSON-B) Java EE 8





## Java API for Processing JSON

JSR-353

- Streaming API to produce/consume JSON
  - Similar to StAX API in XML world
- Object model API to represent JSON
  - Similar to DOM API in XML world
- Aligns with Java EE 7 schedules
  - EDR ends soon
- EG (Oracle, RedHat, Twitter, 3 individual members)
  - Also, user community!





## JSR-353: Java API for Processing JSON

JsonReader/JsonWriter



#### Resources

- JavaOne Session
  - CON3566 JSR 353: Java API for JSON Processing Jitendra Kotamraju
    - Wed, Oct 3<sup>rd</sup>, 10-11 am, Parc 55, Mission
- Projects
  - Specification Project <a href="http://json-processing-spec.java.net">http://json-processing-spec.java.net</a>
  - RI Project <a href="http://jsonp.java.net">http://jsonp.java.net</a>
- Latest Javadoc
  - http://json-processing-spec.java.net/nonav/releases/1.0/edr/javadocs/ index.html





#### **Lab Exercises**

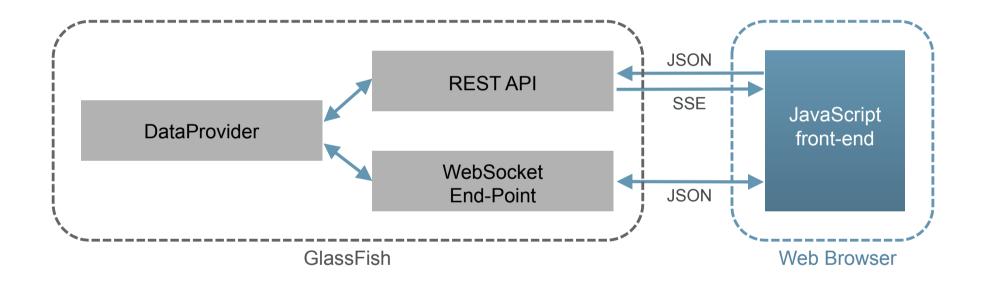
- Drawing Board web application:
  - Exercise 1: Exposing RESTful API
  - Exercise 2: Adding Server-Sent Events
  - Exercise 3: Adding Web Sockets
- Simple Drawing Board client:
  - Exercise 4: Implementing a Simple Java Client





## **Drawing Board Application**

High-Level Overview







## **Getting Started**

- Launch HOL4461 virtual machine in VirtualBox (if not already started)
- Open lab-guide.pdf that's on the desktop
- Follow the instructions
- Lab files installed under:
  - C:\Users\Lab\My Documents\hol





#### **Additional Resources**

- Follow @gf\_jersey on Twitter (will post a link to the GitHub project with this lab there)
- Jersey <a href="http://jersey.java.net">http://jersey.java.net</a>
  - Mailing list: <u>users@jersey.java.net</u>
  - Fork Jersey on GitHub: <a href="http://github.com/jersey">http://github.com/jersey</a>
- Tyrus <a href="http://tyrus.java.net">http://tyrus.java.net</a>
- JSON Processing <a href="http://jsonp.java.net">http://jsonp.java.net</a>







