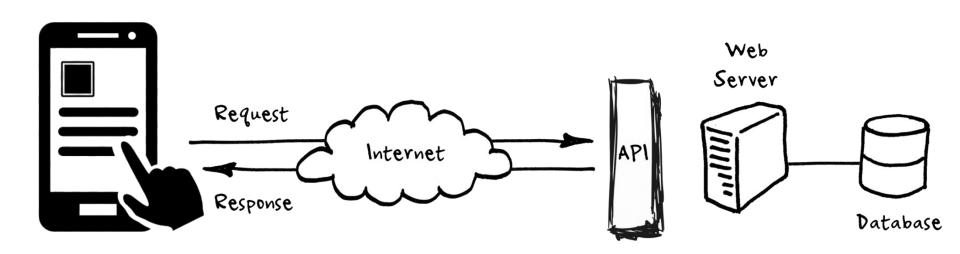
Calling Web API using Retrofit & Coroutines







Web and HTTP

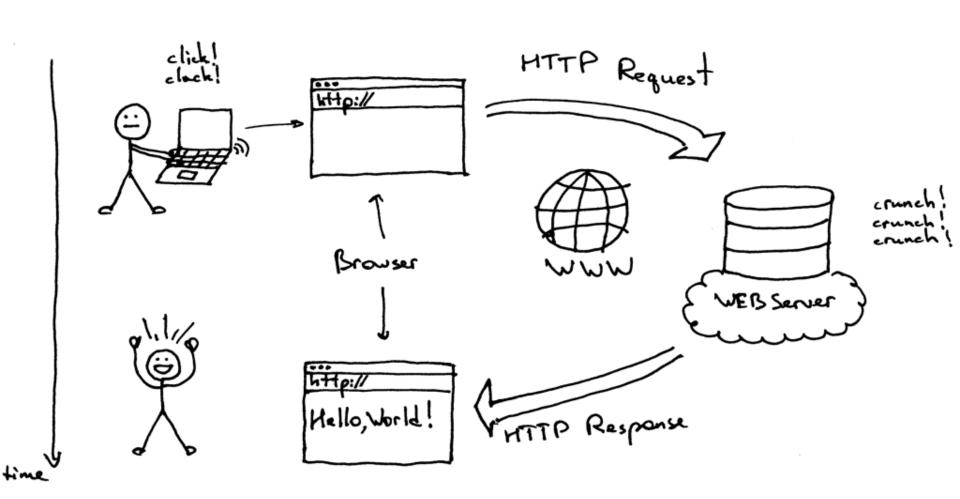




What is Web?

- Web = global distributed system of interlinked resources accessed over the Internet using the HTTP protocol
 - Consists of set of resources located on different servers:
 - HTML pages, images, videos and other resources
 - Resources have unique URL (Uniform Resource Locator) address
 - Accessed through standard HTTP protocol
- The Web has a Client/Server architecture:
 - Web browser / Mobile App requests resources (using HTTP protocol) and displays them
 - Web server sends resources in response to requests (using HTTP protocol)

How the Web Works?



Uniform Resource Locator (URL)

```
http://www.qu.edu.qa:80/cse/logo.gif
protocol host name Port Url Path
```

- URL is a formatted string, consisting of:
 - Protocol for communicating with the server (e.g., http, https, ...)
 - Name of the server or IP address plus port (e.g. qu.edu.qa:80, localhost:8080)
 - Path of a resource (e.g. /ceng/index.html)
 - Parameters aka Query String (optional), e.g.

https://www.google.com/search?q=qatar%20university



Web API (aka Web Services)



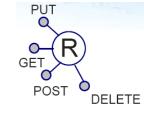


What is a Web API

What is a Web API?

- Web API = Web accessible Application Programming Interface accessible via HTTP to allow programmatic access to applications
 - Also known as Web Services.
 - Can be accessed by a broad range of clients including browsers and mobile devices
- Web API is a web service that accepts requests and returns structured data (JSON in most cases)
 - Programmatically accessible at a particular URL
 - You can think of it as a Web page returning JSON instead of HTML
- Major goal = interoperability between heterogeneous systems

Web Services Principles



- Resources have unique address (nouns) i.e., a URI
- e.g., http://example.com/customers/123
- Can use a Uniform Interface (verbs) to access them:
 - HTTP verbs: GET, POST, PUT, and DELETE
- Resource has representation(s) (data format)
 - A resource can be in a variety of data formats: JSON, XML, RSS..

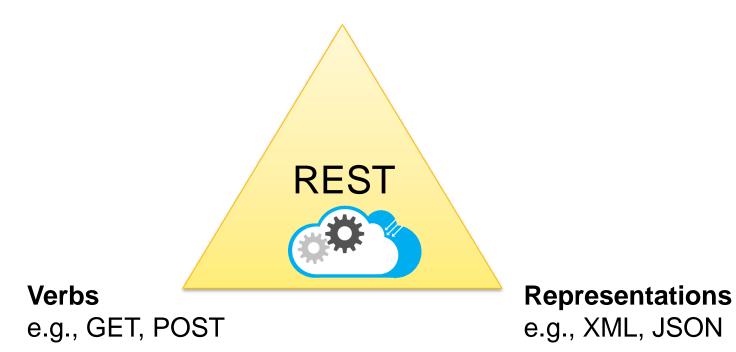
Resources

- The key abstraction in REST is a resource
- A resource is a conceptual mapping to a set of entities
 - Any information that can be named can be a resource: a document or image, a temporal service (e.g. "today's weather in Doha"), a collection of books and their authors, and so on

REST Services Main Concepts

Nouns (Resources)

e.g., http://example.com/employees/12345



Naming Resources

REST uses URL to identify resources

Dedicated **api** path is recommended for better organization

- http://localhost/api/books/
- http://localhost/api/books/ISBN-0011
- http://localhost/api/books/ISBN-0011/authors
- http://localhost/api/classes
- http://localhost/api/classes/cmps356
- http://localhost/api/classes/cs356/students
- As you traverse the path from more generic to more specific, you are navigating the data

Example CRUD (Create, Read, Update and Delete) API that manages books

- Create a new book
 - POST /books
- Retrieve all books
 - GET /books
- Retrieve a particular book
 - o GET /books/:id
- Replace a book
 - PUT /books/:id
- Update a book
 - PATCH /books/:id
- Delete a book
 - DELETE /books/:id

Representations

Two main formats:

JSON

```
{
    code: 'cmp123',
    name: 'Web Development'
}
```

XML

```
<course>
<code>cmp123</code>
<name>Web Development</name>
</course>
```

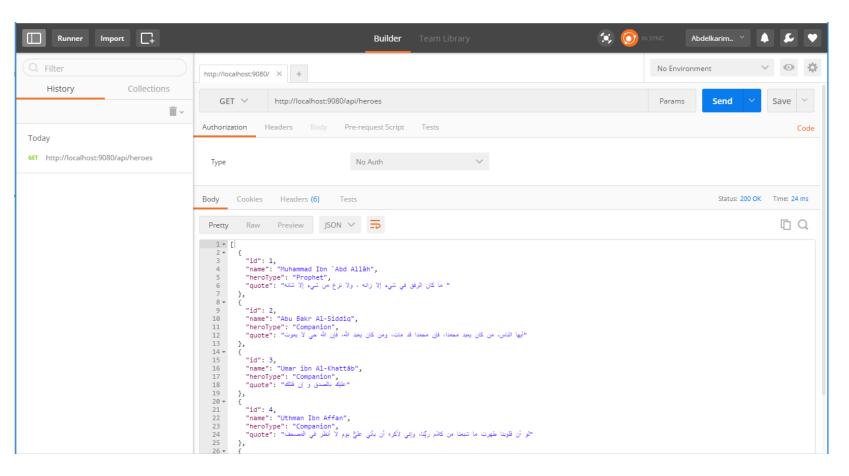
HTTP Verbs

- Represent the actions to be performed on resources
- Retrieve a representation of a resource: GET
- Create a new resource:
 - Use POST when the server decides the new resource URI
 - Post is not repeatable
 - Use PUT when the client decides the new resource URI
 - Put is repeatable
- PUT is typically used for update
- Delete an existing resource: DELETE
- Get metadata about an existing resource: HEAD
- Get which of the verbs the resource understands:
 OPTIONS

Testing REST Services

Using Postman to test Web API

https://www.postman.com/downloads/

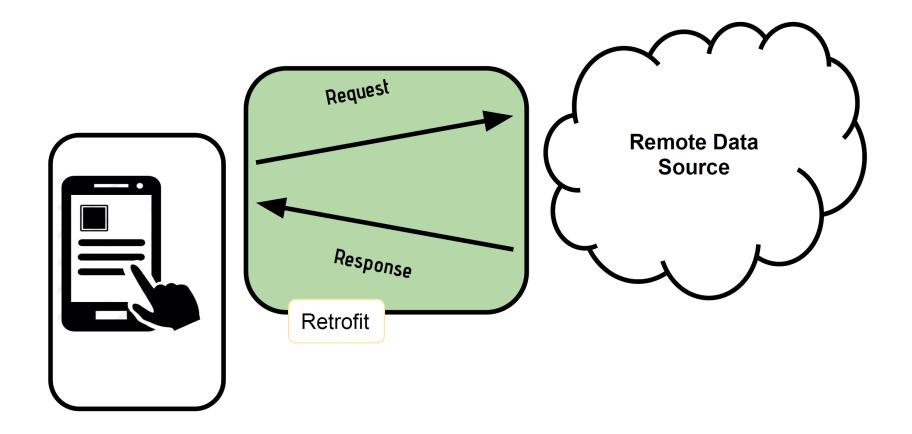


Retrofit





Retrofit Role



Retorfit

- HTTP client for Android & Java
- 1) Define your Service API using a Kotlin interface
 - Define how requests are created and sent and how their responses are read and parsed
 - Method and parameter annotation customize request

2) Use Retrofit.Builder to generate the client object to call the remove Web API