

# NVK SLIDE COLLECTIONS



AARHUS  
UNIVERSITY

DEPARTMENT OF ELECTRICAL AND COMPUTER  
ENGINEERING

NVK  
16 NOVEMBER 2022

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# FORMATS

## JSON:

```
{
  "data":[
    {
      "type":"articles",
      "id":"1",
      "attributes":{
        "title":"JSON:API paints my bikeshed!",
        "body":"The shortest article. Ever.",
        "created":"2015-05-22T14:56:29.000Z",
        "updated":"2015-05-22T14:56:28.000Z"
      },
      "relationships":{
        "author":{
          "data":{
            "id":"42",
            "type":"people"
          }
        }
      }
    }
  ]
}
```

## XML:

```
<CATALOG>
  <CD>
    <TITLE>Empire Burlesque</TITLE>
    <ARTIST>Bob Dylan</ARTIST>
    <COUNTRY>USA</COUNTRY>
    <COMPANY>Columbia</COMPANY>
    <PRICE>10.90</PRICE>
    <YEAR>1985</YEAR>
  </CD>
  <CD>
    <TITLE>Hide your heart</TITLE>
    <ARTIST>Bonnie Tyler</ARTIST>
    <COUNTRY>UK</COUNTRY>
    <COMPANY>CBS Records</COMPANY>
    <PRICE>9.90</PRICE>
    <YEAR>1988</YEAR>
  </CD>
</CATALOG>
```



# FRAMEWORK

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- Library: Like buying IKEA furniture, you need a new table, but don't won't to make it from scratch
  - Software: You decide where and how to use the library code
- Framework: Like building a house from a blueprint, where you have limited choices.
  - Software:
    - Control is moved to Framework (inversion of control)
    - Flow is therefore 'dictated' from framework

# WHAT IS REST

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- Set of guiding principles that an Web API should adhere to to be an REST API
- Architectural style (like 3 layer model)

# GUIDING PRINCIPLES

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1. Uniform interface
  1. Resource identification
  2. Initial URL
2. Client-server
  1. Separation of concern
3. Stateless
  1. The server doesn't hold any state
4. Cacheable
  1. The client can save the response
5. Layered System
  1. Only depended on the next immediate layer
6. Code on Demand (optional and not often used in practice)
  1. Possibility to extend clients



# SECURITY

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- HTTPS
  - Always use HTTPSs when creating Web API (And web pages in general)
- API keys
  - Hide this key
- OAUTH

# BUILDING REST

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ASP.Net WebAPI



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# DESIGNING REST API

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1. Identify resources
2. Create URI
3. Determining representation
4. Assigning HTTP Verbs



# IDENTIFYING RESOURCES

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Can typically be found in

- Class Diagram
- Entity Relationship Diagram
- Should properly have an ID

# CREATING URIS

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- Should be **nouns** only
- Resource normally in plural
  - And {id} to select specific
  - /patients vs /patients/{cpr}
- Sub-collections can be specified in URL by specifying collection URL
  - /patients/{id}/observations

# RESOURCE REPRESENTATION

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- Either XML or JSON
- Returning the most important data - especially when returning a collection
- Returning a single resource
  - Include all data
  - Include relevant links
  - E.g. link to patients observations

/patients/1234567890/observations/123

/patients/1234567890/observations/180

/patients/1234567890/observations/231



# HTTP VERBS

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- Use GET to browse data
  - Big collections should have pagination
  - Browser secondary collection  
/patients/123456789/observations
- Use POST to create
- Use PUT to update
- Use DELETE to delete
  - Could be necessary to also use PUT to update (remove from) subcollections

# ASP.NET WEBAPI

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- Controllers in WebAPI should inherit from ControllerBase
- You annotate each controller with [ApiController] and [Route]  
[ApiController]  
[Route("[controller]")]  
public class WeatherForecastController : ControllerBase
- Normal is one controller per resource

# HTTP ENDPOINTS

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- Each method in a Controller that is annotated with [HTTP\*] will be 'translated' as an endpoint

[HttpPost]

```
public IActionResult CreatePatient(Patient patient) // or
```

[HttpGet]

```
public IActionResult<List<Patient>> Get() // or
```

[HttpGet]

```
[Route("Patients")]
```

```
public IActionResult<Patient> GetById(string id)
```

- Using [FromBody], [FromQuery], etc parses parameters from either request body or parameters in URL.

# HATEOAS

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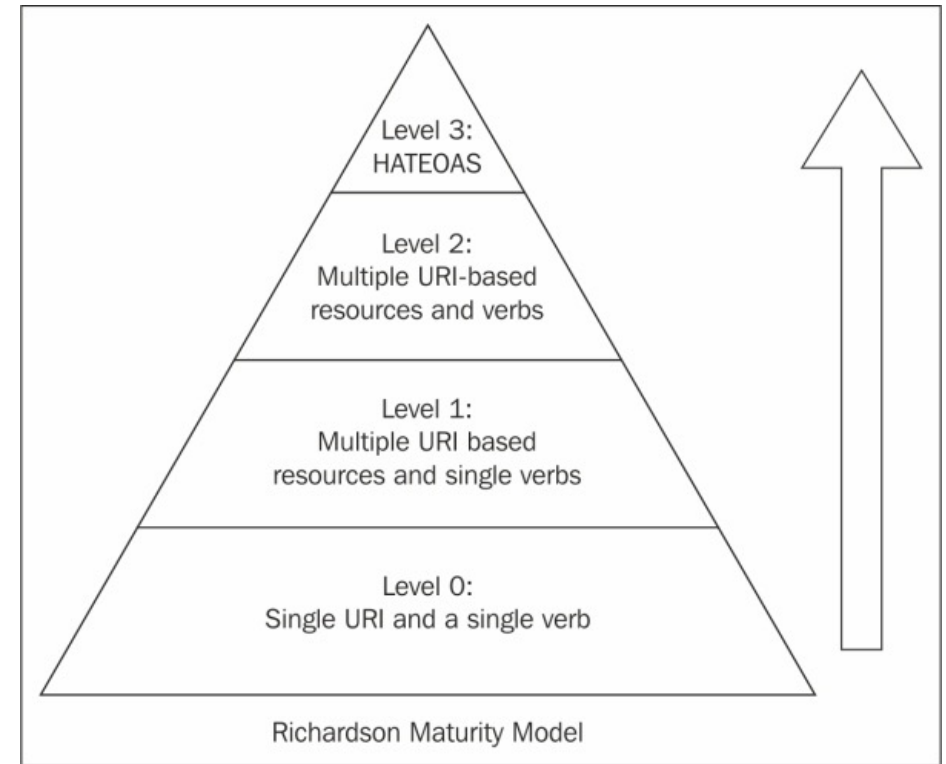
## Hypermedia A The Engine Of Application State

```
{  
  "departmentId": 10, "departmentName": "Administration", "locationId": 1700, "managerId": 200,  
  "links": [ {  
    "href": "10/employees",  
    "rel": "employees",  
    "type": "GET"  
  } ]  
}
```

- A dynamic way of navigating to related resources
- Clients don't need to be hard-coded
- Don't need to be in the body – could also be in the header

# REST MATURITY LEVELS

- Level 0:
  - Single word and single VERB
  - E.g. only a single http endpoint using post or get
- Level 1:
  - Level 0, but with multiple resources
- Level 2:
  - Multiple resources (endpoints) and uses different VERBs for CRUD operations
  - This you get from WebAPI if you use it like in the tutorial
- Level 3:
  - Level 2 + HATEOAS





# IMPLEMENTING HETEOAS

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- Return type:  
media type: application/hal+json  
media type: application/hal+xml

# DATA

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```
public class Link
{
    public string? Rel { get; set; }
    public string? HRef { get; set; }
}

public abstract class LinkedResource
{
    public List<Link> Links { get; set; }
    public string HRef { get; set; }
}
```

# SETTING DATA

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```
[HttpGet(Name = "GetAllPatients")]
public IEnumerable<Patient> GetAll()
{
    return PatientService.GetAll().Select(patient =>
    {
        Console.WriteLine(patient.Identifier.First().Value);
        patient.Links = new List<Link>()
        {
            new()
            {
                Rel = "self",
                HRef = Url.Link("GetPatientFromCpr", new { cpr = patient.Identifier.First().Value })
            },
        };
        return patient;
    });
}
```



# HL7 FHIR



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# FHIR

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- Fast Healthcare Interoperability Resources
- Consists of modular set of Resources
- Usage
  - Mobile application, Cloud communication, EHR, ...
  - Human and veterinary
  - Clinical care, public health, clinical trials, administration, financial
- Built with web standards
  - XML and JSON
  - HTTP
  - OAuth
- RESTfull architecture

# RESOURCES

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- Resource identity (ID) and Metadata
- Human readable summary (XHTML)
- Extensability URL -> definition
  - Handle local differences (due to law, practices etc.)
- Standard data

# RESOURCE DESIGN

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Designed for

- Reuse and composability
- Scalability
- Performance
- Usability
- Data fidelity
- Implementability

# RESOURCE ORGANIZATION

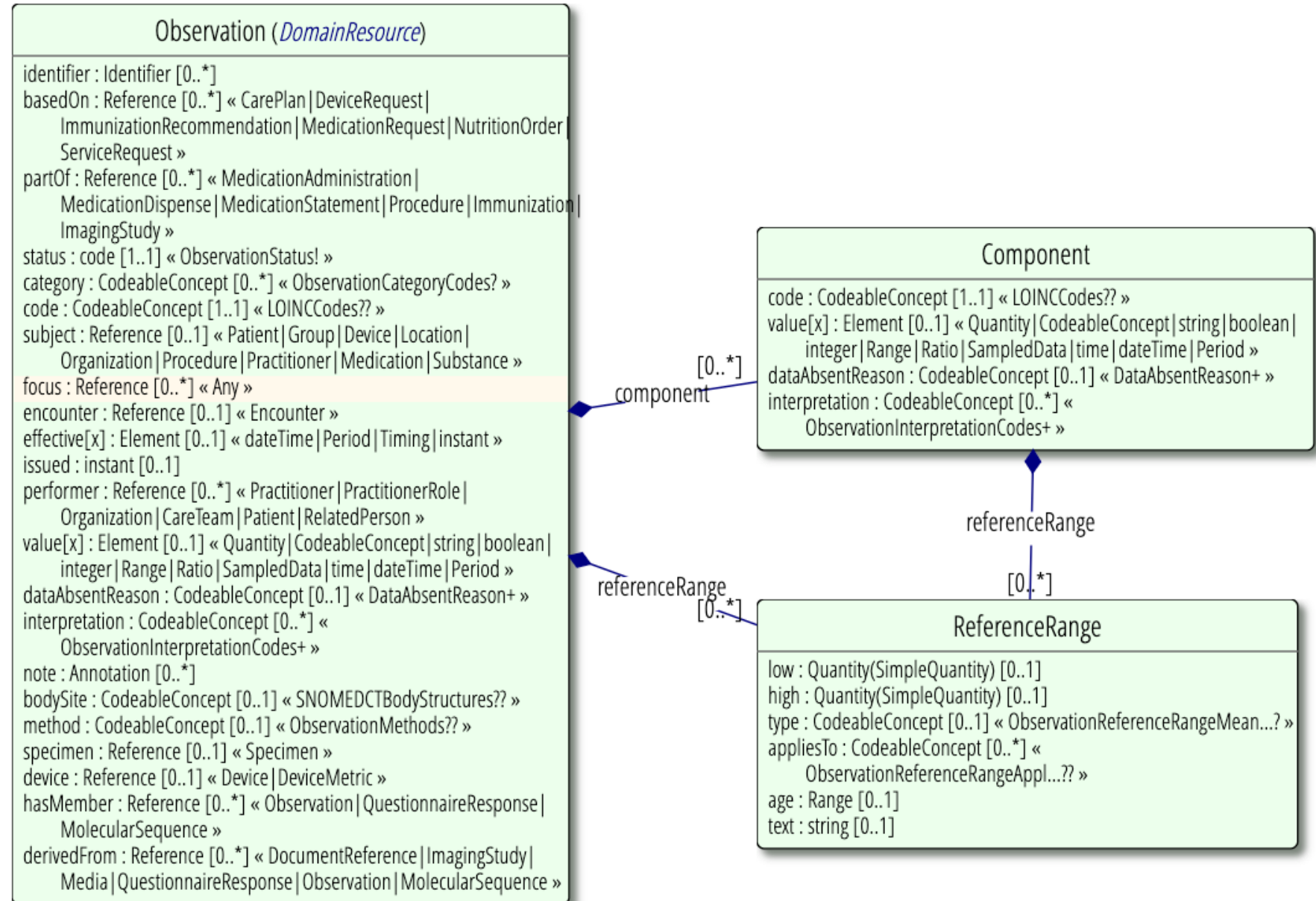
---

6 layers:

- Foundation
  - Foundation resource – mostly (but not only) used for infrastructure and mostly (not only) referenced by other resources
- Clinical
  - Covers most common use cases
- Financial
- Specialized
  - Less common use cases
- Resource contextualization
  - Do not contain resources – used to "extend, constrain and contextualize resources for a given purpose"



# OBSERVATION





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