

## 2. APIs

# What you will be able to do:

- Define differences between libraries, SDKs, APIs, and frameworks
- Describe how an API works using the correct terminology
- Implement a GET request that retrieves JSON data from an API
  - We will dive into what JSON is next session!

# Tools you will need for today:

- extra screen (your phone works!)
- pencil and scratch paper (8.5" x 11" ish)  
... or screen and stylus

# What definitions do you know?

- API
- SDK
- Library
- Framework
- REST
- SOAP

# Definitions

- **Application Programming Interface (API)** - set of rules structuring how to interact between applications
- **Library** - set of related, reusable code (e.g. pandas, matplotlib)
- **Framework** - structured code that makes it easier for a programmer or developer to create a desktop/mobile/web application; it usually includes a set of libraries to perform various tasks
- **REST** - most popular type of API; an architectural style
- **SOAP** - more secure version of REST

**SEO** Tech  
Developer

**APIs**

# Types of APIs



# Why Use APIs?

A popular goal for using many (web) APIs is to get information!

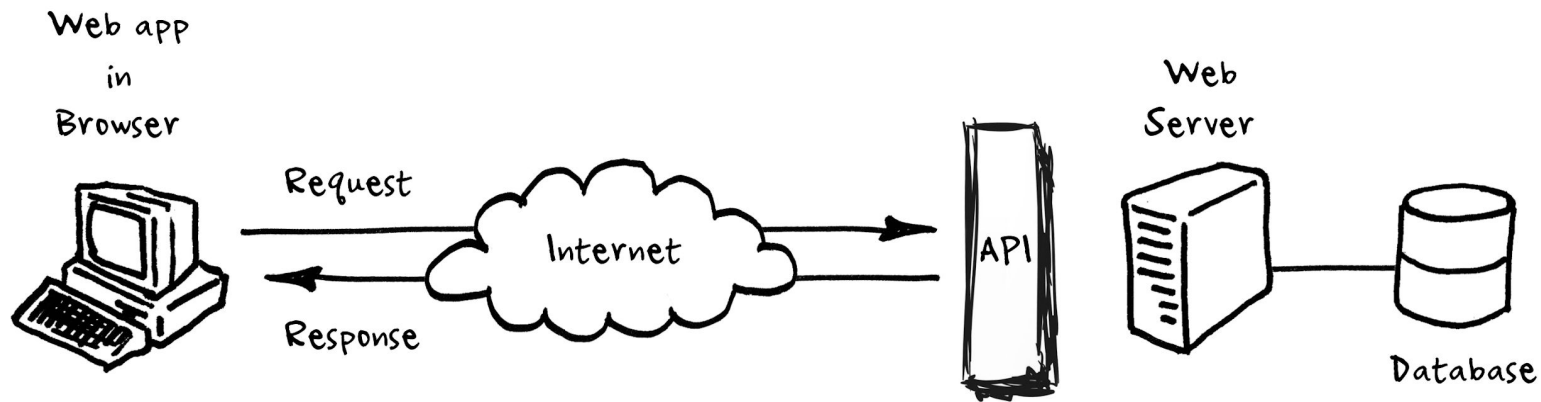
- Want to build a music web app that displays lyrics to a song? The Genius.com API provides lyrics to a bunch of songs!
- Want to build a web app that displays the weather from any location you input? The weather.com API provides forecasts!
- Want to build a web app that displays recipes using specific ingredients? the Spoonacular.com API provides recipes!



# How APIs work

To access and interface with a source's stored information, we need to use their provided APIs:

1. Client sends a **request** for data using an API **endpoint** , which includes a **URL** and **parameters**
2. Server sends **response** with the **resource**



Let's draw this out.



# API Diagram

Say I want to create a web app that pulls in random lyrics of my favorite artist. Instead of manually typing up 100m+ songs, I can use lyrics from [genius.com](https://genius.com)....

Web app  
in  
Browser



# HTTP Requests

	HTTP Method	Path	Protocol Version
Start Line	GET	/codio/home	http/1.1
HTTP Headers	<div>mandatory</div> <div>optional</div>	Host: codio.com Accept-Language: en	
Empty String			
Message Body (optional)			

- Request methods:
  - GET – requests resource
  - POST – requests resource be posted on server (e.g. posting on a forum)
  - PUT – requests resource be put in specific place on server
  - DELETE – request resource is removed from server

# Making HTTP Requests (the easy way)

- HTTP requests are generally formulated on our behalf via...
  - software (such as a browser)
  - a library such as the `requests` library python
  - a shell command, such as `curl`.
- When requesting information, all we usually have to do is provide the HTTP method (`GET` in our case)\* and the host to send the request to.

*\* In some cases, you don't even need to provide `GET`!*

# HTTP Responses

	Protocol Version	Status Code	Status Message
Start Line	http/1.1	200	OK
HTTP Headers	content-length=[1256] content-type=[text/html; charset=UTF-8] date=[Thu, 02 Mar 2023 20:25:34 GMT]		
Empty String			
Message Body <i>(optional)</i>	<!doctype html> <html> <head> <title>Example Domain</title>		

# HTTP Response Status Code Classes

- The first digit of the status code indicates it's class:
  - **1XX (informational)** - the request was received, continuing process
  - **2XX (successful)** - request received, understood, and accepted
  - **3XX (redirection)** - further action needed to complete the request
  - **4XX (client error)** - the request cannot be fulfilled (bad syntax)
  - **5XX (server error)** - the server failed to fulfill a valid request



202  
Accepted



300  
Multiple Choices

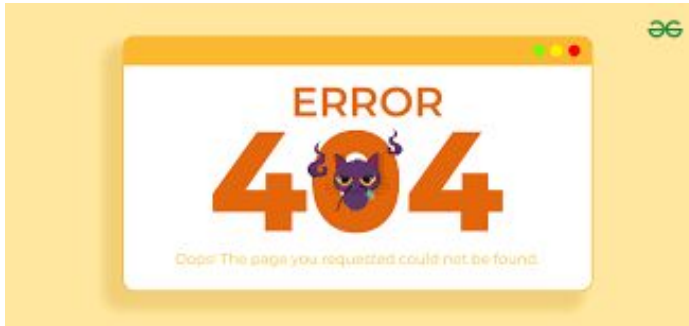
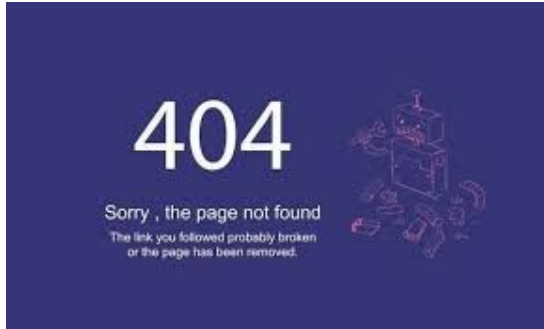


400  
Bad Request



508  
Loop Detected

# 404 - One of the most popular HTTP statuses





# Using an API - Making a Request

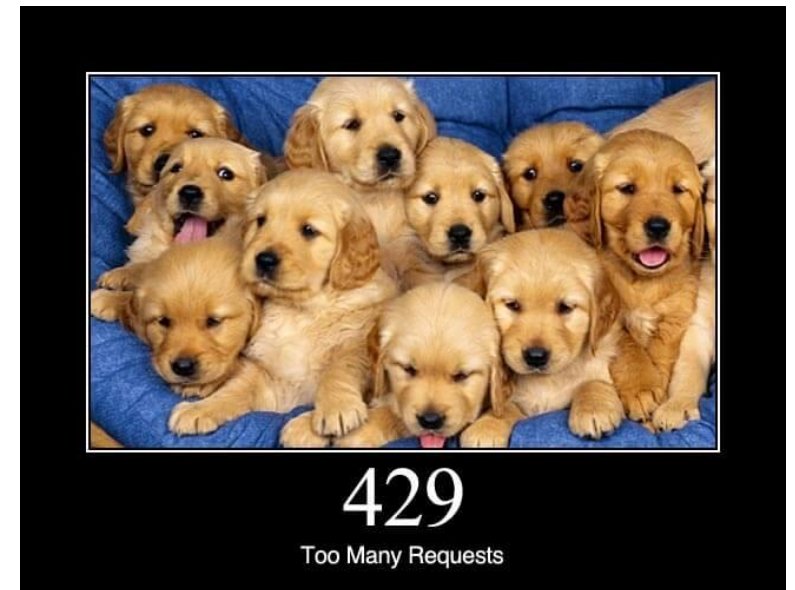
1. Head to the website's API documentation
2. Sign up/Register for authorization
3. Find the data you want to access
4. Look for the endpoint needed to access the data
  - the endpoint is usually a URL when dealing with APIs
5. Use their endpoint and make an HTTP Request (from a service that does it for you)

# **DEMO** Using APIs

# Other Important API Considerations

**Authorization** - verification that the requester has access to information

- sometimes needed to get access to data behind an API
  - There are a few popular methods:
    - Tokens, API keys, OAuth
  - Failed authorization will result in a 401 status
- Rate limits
  - APIs limit the rate of requests a client can send
  - When you exceed the limit, you get a 429 status



# Read API Docs

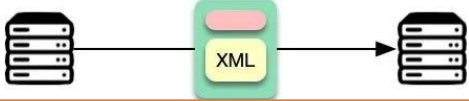

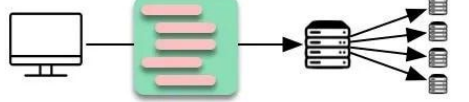
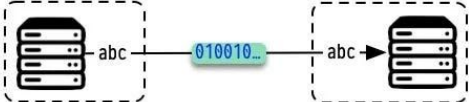
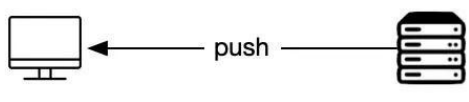
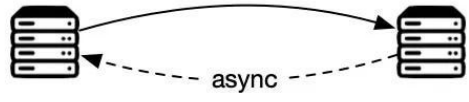
- <https://developer.spotify.com/documentation/web-api>
  - What do you need to obtain for API authorization?
  - What time window is used to monitor the rate limit?
  - What type of information can you receive from the Spotify API, what endpoint do you use?



# Free API Resources

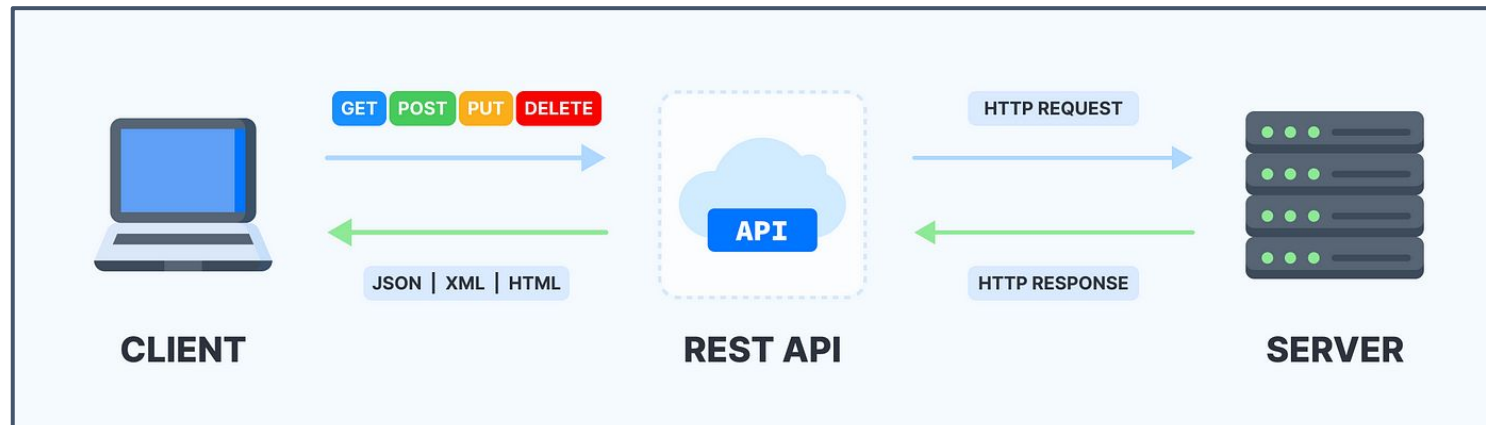
- [Public APIs on GitHub](#)
  - Has the most APIs, but no search box
- [Rapid API](#)
  - Has some APIs, *and* has a search box
- [Any API](#)
  - Contains mostly “name brand” APIs

# Types of API Architectures

Style	Illustration	Use Cases
SOAP		XML-based for enterprise applications
RESTful		Resource-based for web servers
GraphQL		Query language reduce network load
gRPC		High performance for microservices
WebSocket		Bi-directional for low-latency data exchange
Webhook		Asynchronous for event-driven application

# REST APIs

- Rest stands for **RE**presentational **S**tate **T**ransfer
- It is an architecture style that was created to manage communication across complex networks (like the Internet)



source: <https://medium.com/@MiMuuu/>

- If a system is REST compliant (AKA adhere's to REST design principles) it is called RESTful

# REST Design Principles

1. **Uniform interface** - All API requests for the same resource should look the same
2. **Client-server decoupling** - client and server applications must be completely independent of each other
3. **Statelessness** - each request needs to include all the information necessary for processing it
4. **Cacheability** – Resource should be cacheable on the client or server side
5. **Layered system architecture** - calls and responses go through different layers.
6. **Code on demand (optional)** - REST APIs *usually* send static resources



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**Thank you!**