Overview

- Thinking about RESTful System Design
- A Real World REST Example
- Designing the Bug Tracking Service
- State transitions and the uniform interface
- Establishing the "Contract"
- Evolving the Service

RESTful Thinking



- Developers approach REST with the metaphors and abstractions used to solve other programming problems
- While these are orthogonal to REST, they can bias a design towards RPC

To create a RESTful design, we need to start with a new metaphor...

The Metaphor

Imagine that you have no computers – only paper and desk paper trays.

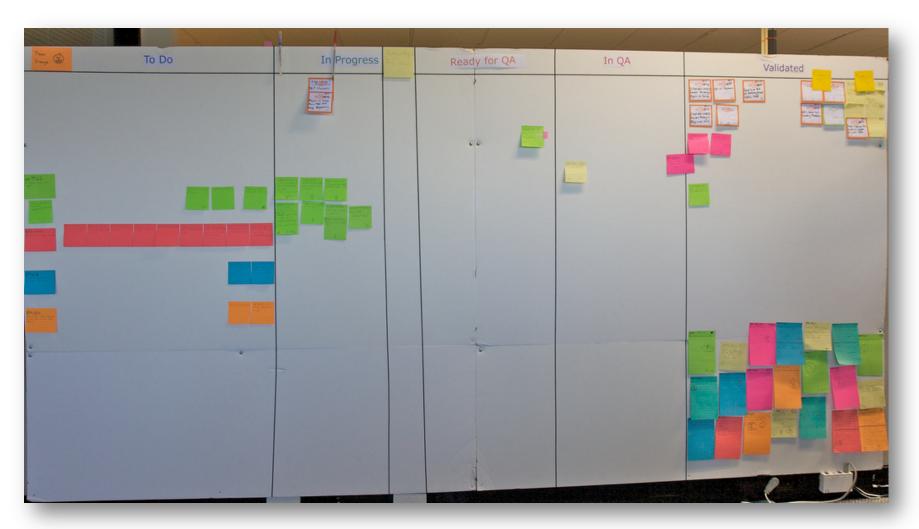
How would you organize these to facilitate a workflow?





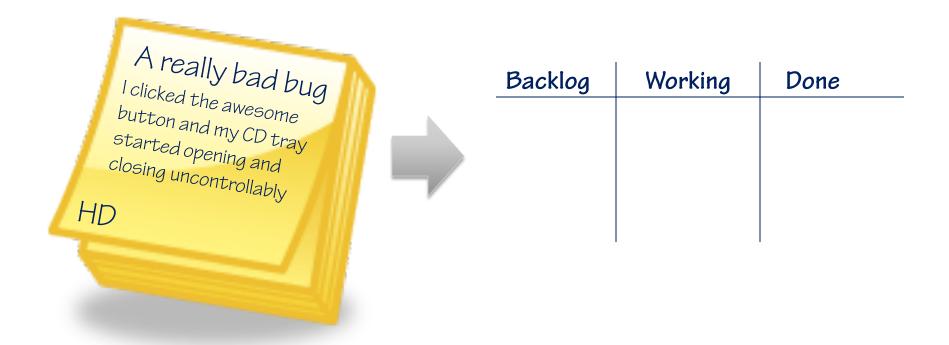
A Real World REST Example

Looking at the physical world shows examples of REST all around us



A Bug Tracking Workflow

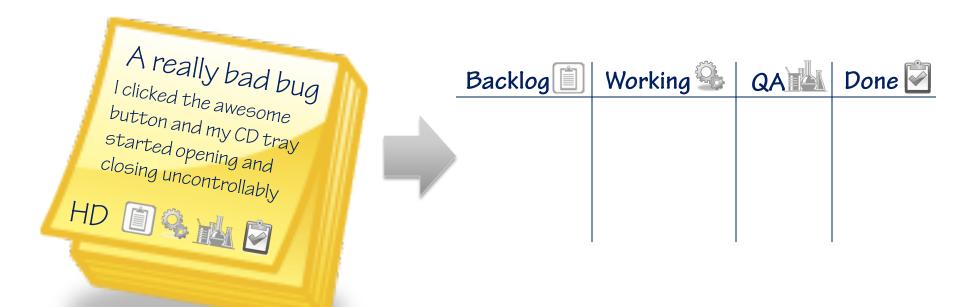
- What does the sticky note look like?
- What does the board look like?



Getting Rid of Implicit Understanding



Changing the Workflow



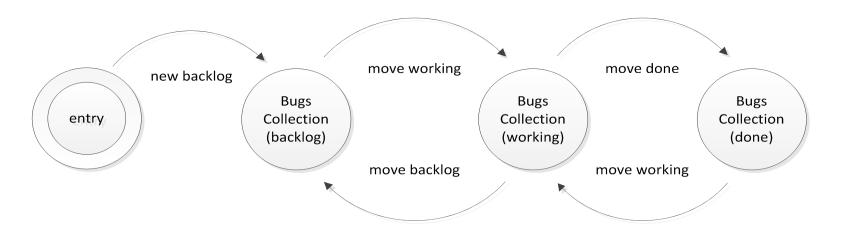
Designing the Bug Tracking Service

- List the requirements
- Identify the state transitions
- Identify the resources
- Design the media type

Bug Tracking Service Requirements

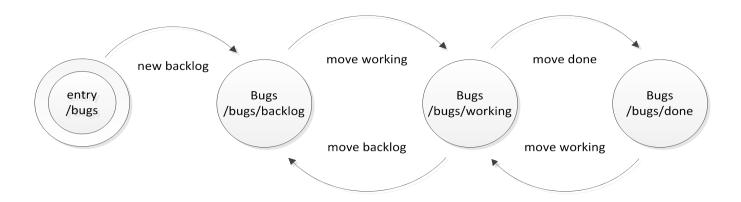
- Discover bugs in various workflow states
 - Backlog
 - Working
 - Done
- Add a new bug to the backlog
- Activate a bug
- Complete a bug

Application State Transitions



- Client should be able to transition to all of these states through starting state resource identifier
- Navigation and error transitions are not shown

Identify the Resources



- /bugs entry point
 - GET: fetch hypermedia elements to navigate and to add a new bug to the backlog
- /bugs/backlog bugs that have not yet been activated
 - GET: fetch the list of bugs in the backlog
 - POST: add a new bug to the backlog
- /bugs/working bugs that are being actively worked on
 - GET: fetch the list of bugs being worked on
 - POST: activate a bug
- /bugs/done bugs that are finished
 - GET: fetch the list of bugs that are done
 - POST: complete a bug

Design the Representation

Base format

Can be anything (XML, JSON, HTML, etc.)

State transfer

- Read only client does not transfer data to servers
- Predefined transfer bodies defined in the media type documentation that clients learn to use
- Ad-hoc details about valid transfer elements are sent to the client in the representation

Domain style

- Specific type is tightly bound to the business domain (custom schema)
- General type is bound to a general domain, such as invoices or lists (ATOM)
- Agnostic type is unrelated to a specific domain (HTML)

Application Flow

- None client does not have any flow identifiers
- Intrinsic identifiers are built into the media type design
- Applied identifiers are applied using decorators (HTML rel and class)

Bug Tracking Service Representation

- Base format = HTML
- State transfer = Ad-hoc
- Domain style = Agnostic
- Application Flow = Applied

Need Elements For

- List of bugs
- Link template for moving a bug to backlog
- Link template for moving a bug to working
- Link template for moving a bug to done
- Link template for adding a bug
- Navigation links

Mapping to Base Format

Attribute	Value	Applied To	Definition
id	bugs	DIV	Container for bugs state elements
name	id	INPUT[hidden]	The bug identity; found as a child of FORM.move
	title	INPUT[text]	Bug title state transfer element; found as a child of FORM.new
class	all	UL	List of bugs; can be a single bug
	title	SPAN	Bug title; found as a child of LI
	description	SPAN	Bug description; found as a child of LI
	new backlog	FORM	Application flow identifier for adding a new bug to the backlog
	next	FORM	Hints to client the ideal next state transition; should be used with FORM.move class
rel	index	A	Navigate to the index resource; should not be more than 1
	backlog	A	Navigate to the backlog resource; should not be more than 1

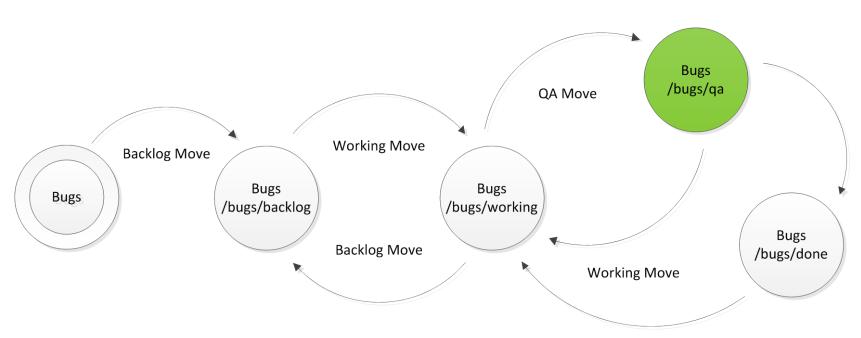
Sample Markup

```
<html>
  <div id="bugs">
     <1i>>
           <span class="title"></span>
           <span class="description"></span>
           <span class="assigned-to"></span>
           <form class="move active next"</pre>
            action="..." method="POST">
           </form>
        </div>
  <div id="links>
     <a rel="index" href="...">Index</a>
  </div>
  <div id="forms">
     <form class="new backlog" action="..." method="POST">
        . . .
     </form>
  </div>
</html>
```

"Surfing" Your API

Welcome to the RESTBugs HTML Media				
Type Sample!	Welcome to the RESTBugs HTML			
Add a new bug!	Media Type Sample!			
Title: A really bad bug Add to Backlog Navigation Index Pending Bugs Working Bugs Resolved Bugs	Title: Bug 4 Description: Bug 4 longer description Assigned To:			

Dynamically Modify the Workflow



- Create the QA resource
- Add new FORM.class and A.rel values "qa" (SHOULD understand)
- Modify link generation logic

Modified Representation of "Working" Resource

```
<1i>>
 Title: <span class="title">A really bad bug</span>
 Description: <span class="description">I clicked the awesome
   button and my CD tray started opening and closing
   uncontrollably</span>
 Assigned To: <span class="assigned-to">HD</span>
  <form class="move backlog" action="/bugs/backlog" method="POST">
   <input name="id" type="hidden" value="6"/>
   <input name="comments" type="text" value=""/>
    <input name="submit" type="submit" value="Move to Backlog"/>
 </form>
  <form class="move qa next" action="/bugs/qa" method="POST">
    <input name="id" type="hidden" value="6"/>
    <input name="comments" type="text" value=""/>
    <input name="submit" type="submit" value="Move to QA"/>
  </form>
```

Versioning

- With Web services, the unit of versioning is the contract==service description ==URI
 - Versioned service URIs look like: http://localhost/services/v2/my.svc
- With REST, the contract is the uniform interface, enabling:
 - Versioning within the representation
 - Versioning the representation
 - Versioning the resource

Summary

- Thinking about RESTful System Design
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- Mapping the Domain to the Uniform Interface
- Evolving the Service

- HTTP/1.1 Specification
 - http://www.w3.org/Protocols/rfc2616/rfc2616.html
- Fielding, Roy Thomas. <u>Architectural Styles and the Design of Network-based Software Architectures</u>. Doctoral dissertation, University of California, Irvine, 2000.
- Amundsen, Mike. <u>Building Hypermedia APIs with HTML5 and Node</u>.
 O'Reilly Media, 2011.