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- -<definitions targetNamespace="http://javabrains.koushik.org/" name="ProductCatalogService">
 - + <types> </types>
 - +<message name="getProductCategories"></message>
 - +<message name="getProductCategoriesResponse"></message>
 - + <portType name="ProductCatalog"> </portType>

KI [Terminal]

- + < binding name="ProductCatalogPortBinding" type="tns:ProductCatalog"> < / binding>
- + <service name="ProductCatalogService"> </service>
- </definitions>







http://uhuntu:80_alonService?wsdl



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Published by MX-WS RI at http://iax-ws.der.iaxa.net. RI's version is Metro/2.3 (tags/2.3-7528: 2013-04-29719-34-10+0000) MMMS-RI/2.2 8 MMMS/2.2 syn-revision#unknown Generated by JAX-WS RT at http://iax-ws dev taya net RT's version is Metro/2 3 (face/2 3-7538) 2013-04-20719 34:10+0000) JAWS-RT/2 2 8 JAWS/2 2 sun-revisionSunknown <definitions targetNamespace="http://avabrains.koushik.org/" name="ProductCatalogService"> -<types> -< vsd:schema> <xsd:import namespace="http://avabrains.koushik.org/" schemal.ocation="http://ubuntu:8080/Testmart/ProductCatalogService?xsd=1"/> </r></r></r> </types> +<message name="getProductCategories"></message> +<message name="getProductCategoriesResponse"></message> ----ProductCatalog*> -<operation name="getProductCategories"> <input wsam:Action = "http://javabrains.koushik.org/ProductCatalog/getProductCategoriesReguest" message = "tns:getProductCategories"/> <output wsam:Action = "http://javabrains.koushik.org/ProductCatalog/getProductCategoriesResponse" message = "ths.getProductCategoriesResponse"/> </operation> </portType> + < binding name = "ProductCatalogPortBinding" type = "tns: ProductCatalog" > </binding> +<service name="ProductCatalogService"></service> </definitions>





A web service that communicates / exchanges information between 2 applications using REST architecture/principles is called a **RESTful Web Service**.

What is REST

REST (REpresentational State Transfer) Is an architectural style.



REST defines a set of principles to be followed while designing a service for communication / data exchange between 2 applications.

When these principles are applied while designing web services (for client - server interactions) we get :

RESTful Web Services.

What are the r

1. Resource: everything is a resource

2. URI: any resource/data can be accessed by a URI

3. HTTP: make explicit use of HTTP methods

Uniform Interface

Stateless

4. Stateless: all client-server communications are stateless

Cacheable

5. Caching: happens at client side

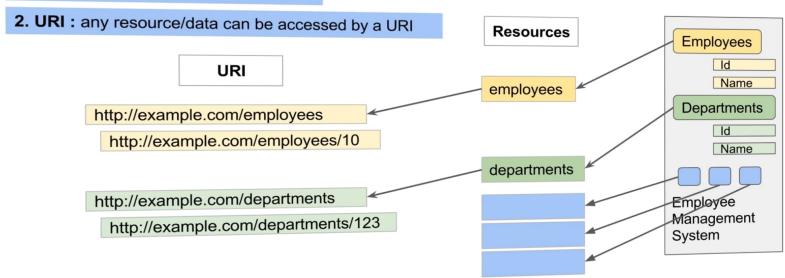
Layered System

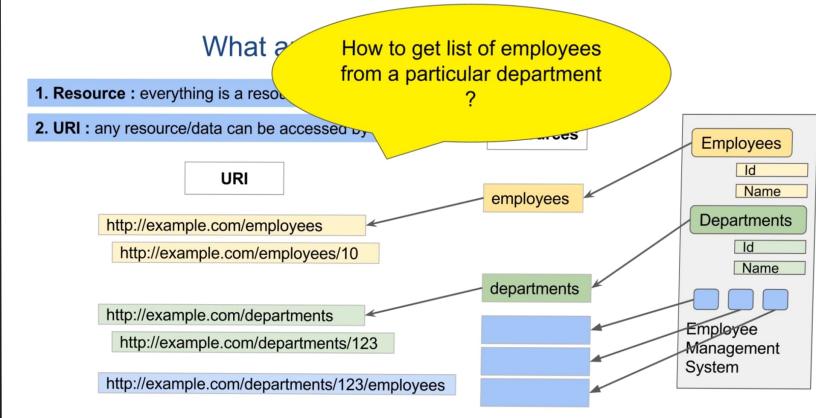
6. Layering: layers can exist between client and server

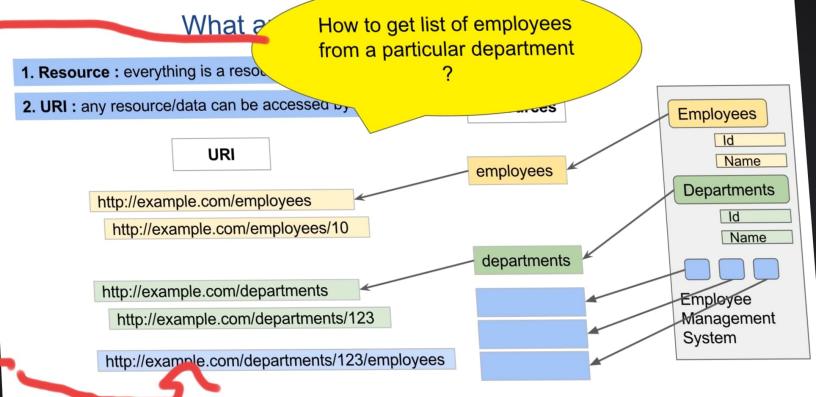
Code On Demand
(Optional)

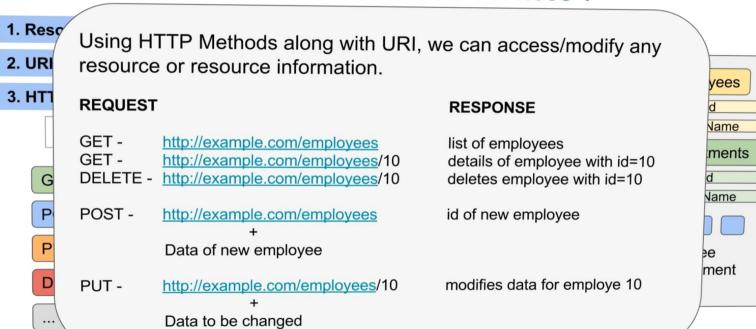
7. Code-On-Demand: ability to download and execute code on client side.

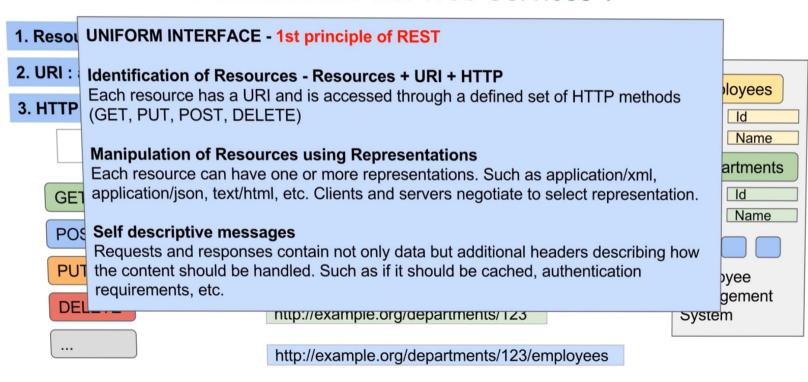
1. Resource: everything is a resource











SOAP

REST

http://example.com/employees/123

GET

4. Stateless: all client-server communications are stateless

Each request from the client to the server must contain all of the data that is necessary to handle the request.

No need of storing any state on the server.



STATELESSNESS

Server should not require to store the state of a session.

If the concept of a session is required all information should be stored at client side and sent with every subsequent request.

This makes every request (call) from client independent and a complete entity in itself.

For Example:

48

If a person is adding items to his cart on a shopping website, the state of the cart should be stored at the client side only. And this state of the cart has to be sent from the client to the server whenever required.

4. Stateless: all client-server communications are stateless

Each request from the client to the server must contain all of the data that is necessary to handle the request.

No need of storing any state on the server.

+
Improves Web Service Performance

CLIENT
SERVICE CONSUMER

RESPONSE

REQUEST

SERVER
SERVICE PROVIDER

What are RESTful W

5. Caching: happens at client side

The data within a response to a request must be implicitly labeled as cacheable or non-cacheable

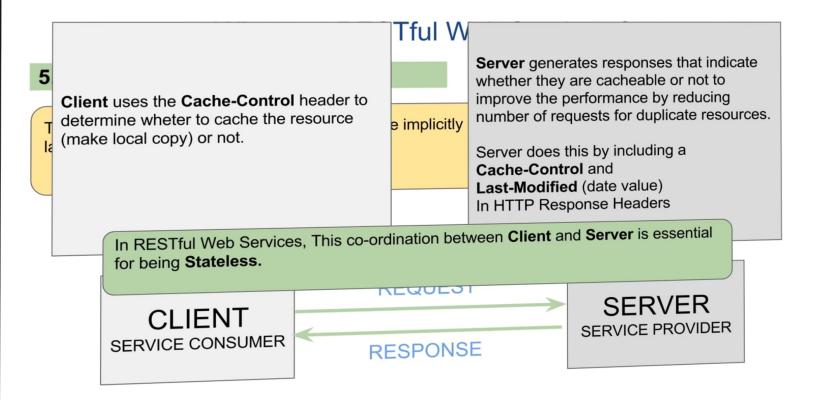
Server generates responses that indicate whether they are cacheable or not to improve the performance by reducing number of requests for duplicate resources.

Server does this by including a Cache-Control and Last-Modified (date value) In HTTP Response Headers

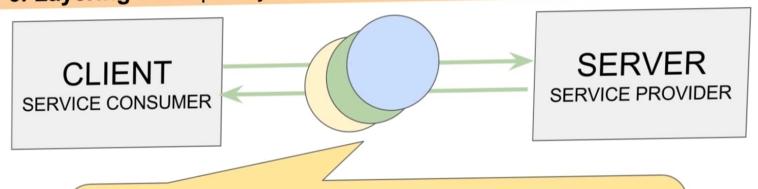


What are RESTful W





6. Layering: multiple layers can exist between client and server

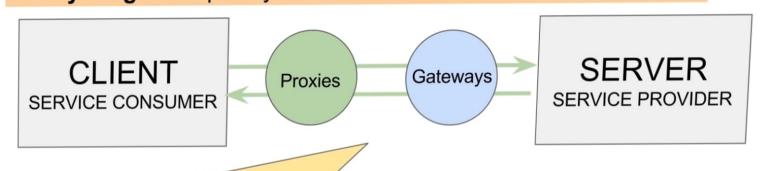


There can be many layers (intermediaries) between client and server. These are HTTP Intermediaries.

Can be used for message translations / improving performance with caching etc.

Can include Proxies and Gateways

6. Layering: multiple layers can exist between client and server

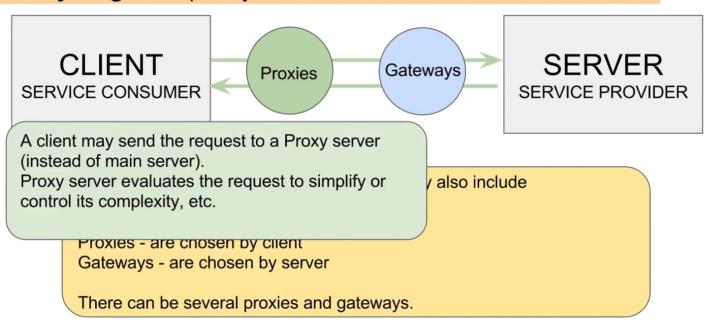


Client and Server communication channel may also include intermediaries like Proxies and Gateways.

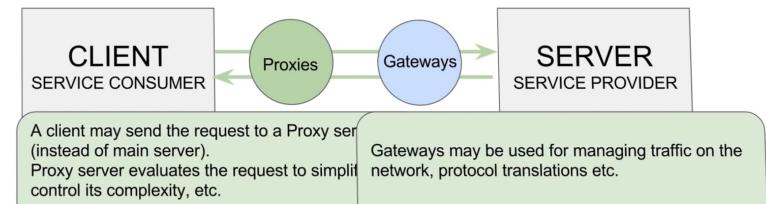
Proxies - are chosen by client Gateways - are chosen by server

There can be several proxies and gateways.

6. Layering: multiple layers can exist between client and server



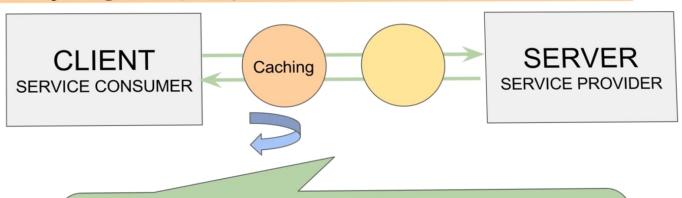
6. Layering: multiple layers can exist between client and server



Gateways - are chosen by server

There can be several proxies and gateways.

6. Layering: multiple layers can exist between client and server



Example: we use a layer (intermediary) that can cache a response and store it for an hour.

If a new request comes from the client within an hour, the cached response will be sent from the intermediary (without going untill the server)

Improves Performance and Scalability.

6. Layering: multiple layers can exist between client and server

This is to improve scalability.

The layered constraint was added to address improving internet sized scalability requirements. Each layer cannot see beyond the immediate layer with which it is communicating with. This places boundaries on the overall complexity of the system.

Like most solutions for scalability there are usually trade-offs. Latency is increased with the introduction of layers but the cache-constraint above can certainly help reduce the amount of requests over the network.

7. Code-on-Demand: ability to download and execute code at client side

The code-on-demand constraint allows clients to be extendable by downloading and executing code. Similarly to java script in a web browser this allows you to add functionality without re-deploying client software.

The code-on-demand constraint is optional.

For example:

Client requests a resource Server returns resource with some JavaScript