

# Designing APIs: The **Other** User Interface

Burk Hufnagel  
Daugherty Business Solutions

And now for something  
completely different...

M-A-C-D-O-N-A-L-D

M-A-C-I-N-T-O-S-H

M-A-C-H-I-N-E-S

# Credentials

- Tech reviewer: “Sun SCJP 6 Study Guide”  
“Burk fixed more code than we care to admit.”  
— Kathy Sierra and Bert Bates
- Sun Certified Java Programmer, Developer and Enterprise Architect for JEE5
- Speaker at JavaOne, DevNexus, AJUG
- Contributing author to “97 Things Every Software Architect Should Know” and “97 Things Every Programmer Should Know”

# Key Points

- You are an API designer

# What's an API?

From [wikipedia.org](https://en.wikipedia.org):

An application programming interface (API) is a set of routines, protocols, and tools for building software applications. An API expresses a software component in terms of its operations, inputs, outputs, and underlying types. An API defines functionalities that are independent of their respective implementations, which allows definitions and implementations to vary without compromising each other. A good API makes it easier to develop a program by providing all the building blocks. A programmer then puts the blocks together.

# What's an API?

- An API is a set of **services**, **protocols**, and **tools** for building software applications.
- An API describes a software component in terms of its **operations**, **inputs**, **outputs**, and **underlying types**.
- Service definitions are **independent of their implementations**, so they can vary independently.
- **Programmers use APIs** when writing programs to include pre-built services with their code.

# API Example (Web Service)

Google Books API:

Docs/examples at: [developers.google.com/books/](https://developers.google.com/books/)

API base URL: <https://www.googleapis.com>

/books/v1/volumes

/books/v1/volumes/**volumId**

/books/v1/**mylibrary**/bookshelves

/books/v1/**mylibrary**/bookshelves/**shelf**

/books/v1/**mylibrary**/bookshelves/**shelf**/volumes

# Class == API ?

- 1) An API is an interface used to access services.
- 2) The public methods of a Class provide services to users of the Class.
- 3) JavaDoc and sample code are the tools a programmer uses to understand how to use the API.
- 4) Therefore, the act of creating a Class with public methods IS an act of API design.

# Key Points

- You ARE an API designer
- APIs are user interfaces, so think about your users and what they're trying to accomplish

# What's a User Interface

From [wikipedia.org](https://en.wikipedia.org):

The user interface is the space where interactions between humans and machines occur. The goal is to allow effective operation and control of the machine from the human end, whilst the machine simultaneously feeds back information that aids the operator's decision making process.

Generally, the goal of user interface design is to produce a user interface which makes it easy (self explanatory), efficient, and enjoyable (user friendly) to operate a machine in the way which produces the desired result. This generally means that the operator needs to provide minimal input to achieve the desired output, and also that the machine minimizes undesired outputs to the human.

# What's a User Interface

- UI is where interactions between humans and things occur.
- UIs have two main goals:
  - 1) Help the user get something done.
  - 2) Let the user know what's going on so they can decide what to do next.

# UI Example



# UI Example



# UI Example



# User Experience

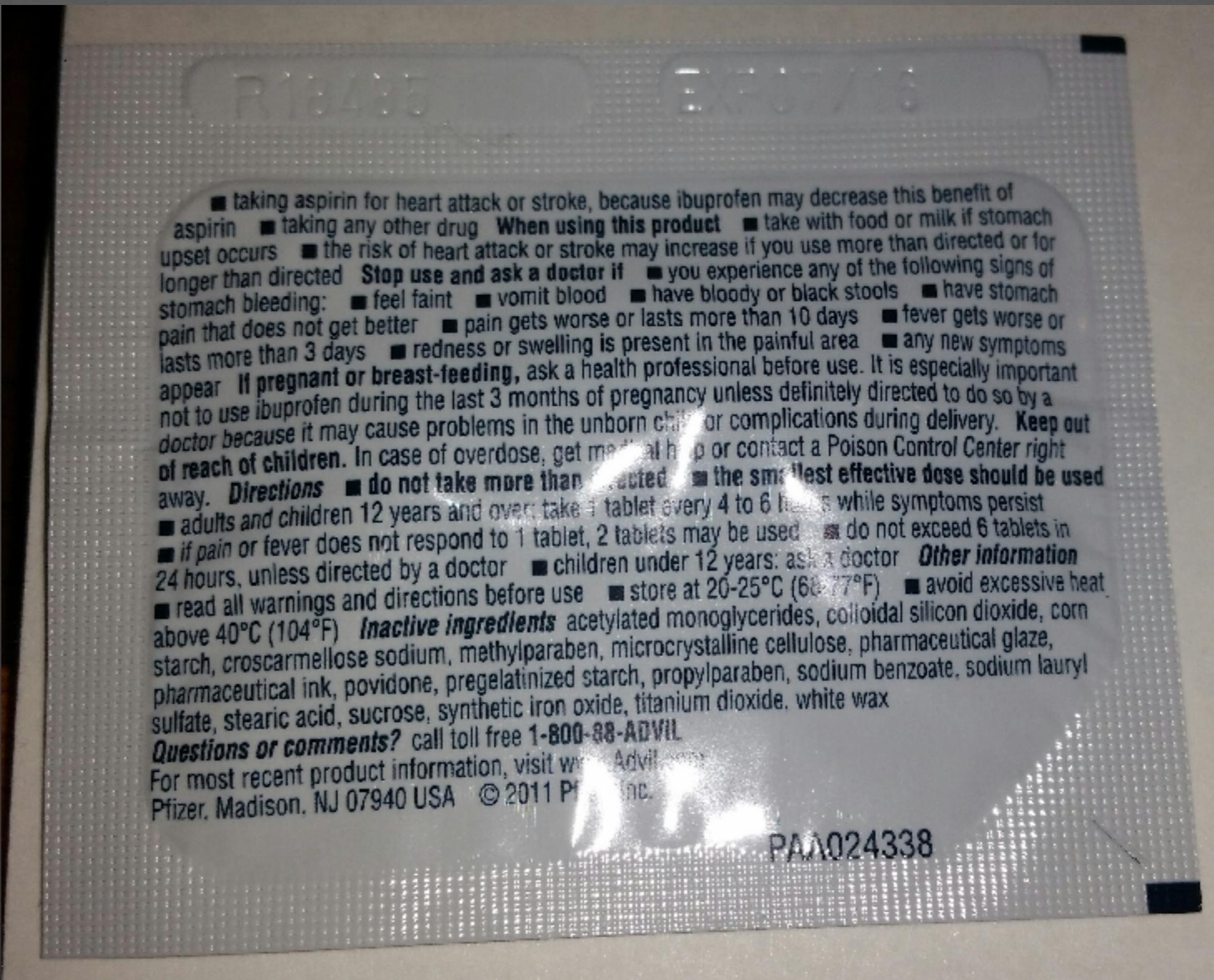
User Experience (UX) involves a person's behaviors, attitudes, and emotions about using a particular product, system or service.

User experience includes the practical, experiential, affective, meaningful and valuable aspects of human-computer interaction and product ownership. Additionally, it includes a person's perceptions of system aspects such as utility, ease of use and efficiency. User experience may be considered subjective in nature to the degree that it is about individual perception and thought with respect to the system. User experience is dynamic as it is constantly modified over time due to changing usage circumstances and changes to individual systems as well as the wider usage context in which they can be found.

# User Experience

- UX focuses on how the user **feels** when interacting with something.
- UX includes a person's perceptions of system aspects such as **usefulness**, **ease of use**, and **efficiency**.
- UX is **subjective** and can change over time.

# UX Example



# UX Example



# UX Example

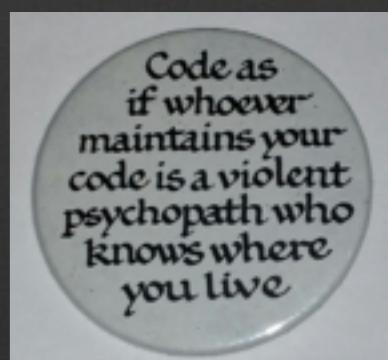


# Key Points

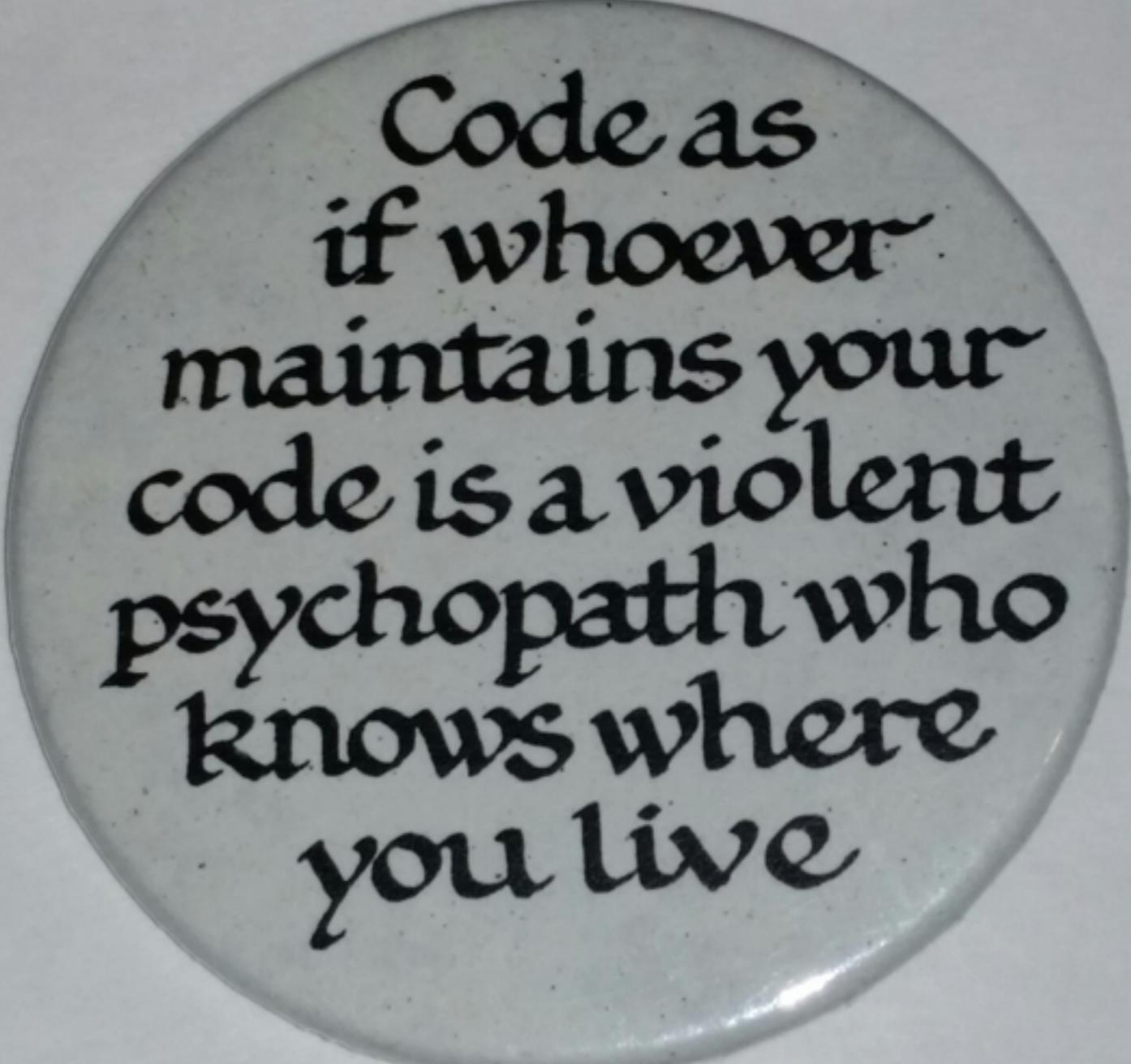
- You ARE an API designer
- APIs are user interfaces, so think about your users and what they're trying to accomplish
- UI/UX principles can help you design better APIs for your users

# UI/UX Principles

- Names have power. Pick good ones.
- Make it easy to use, and hard to misuse
- Minimize mental friction:
  - Leverage pre-existing knowledge, follow existing standards, etc.
  - Principle of least surprise
  - Principles of grouping and chunking



# Programmer Safety Announcement



Code as  
if whoever  
maintains your  
code is a violent  
psychopath who  
knows where  
you live

# Grouping and Chunking

## Method parameters

Street Number   Subscriber Number      City

Area Code      First Name      State

Street Name      Exchange Code      Zip Code

Apartment Number      Extension      Last Name

# Grouping and Chunking

Method parameters

int

int

String

Int

String

String

String

int

int

int

int

String

# Grouping and Chunking

## Method parameters

Street Number   Subscriber Number      City

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Street Name      Apartment Number      State

Area Code      Exchange Code      Subscriber Number

Last Name      First Name

# Grouping and Chunking

Method parameters

Street Number Street Name Apartment Number

City State Zip Code Extension

Area Code Exchange Code Subscriber Number

First Name Last Name

# Grouping and Chunking

Method parameters

Address

Area Code      Exchange Code      Subscriber Number

First Name      Last Name

# Grouping and Chunking

Method parameters

Address

Phone Number

First Name      Last Name

# Grouping and Chunking

Method parameters

Address

Phone Number

Person Name

# Grouping and Chunking

Method parameters

PersonName

Address

PhoneNumber

# Now what?

- 1) APIs are user interfaces that allow programmers to access classes, libraries, frameworks, and systems.
- 2) Good APIs are easy to use and understand, and thereby deliver a good user experience.
- 3) Since APIs are user interfaces, we can use UI design approaches to improve our APIs

# Think Like an API User

- Think about who would use your API.
- Think about what they want to do.
- From that viewpoint, write code accessing the API as if it already existed.
- Look for patterns in the client code indicating things the API should do for the client

# API Design Example

Java Date class

```
/* Return true if date is February 14th, else returns false.  
 */  
public boolean isValentinesDay( Date date ) {  
    return( (date.getMonth() == 2) &&  
           (date.getDay() == 14) );  
}
```

Looks good, but it doesn't work.

Months are zero-based so '2' is March, and getDay()  
returns day of the week from 0 to 6 - use getDate() instead.

# Bad API Design

Java Date class

```
/* Return true if date is February 14th, else returns false.  
 */  
public boolean isValentinesDay( Date date ) {  
    return( (date.getMonth() == 1) &&  
           (date.getDate() == 14) );  
}
```

The call `getDate()` looks like it should return *this*.

# Bad API Design

Date exists because Sun promised not to break old code  
Other than the constructor, almost all methods are deprecated in favor of using Calendar

But, Calendar is a bad name for a class dealing with dates.  
A calendar is a year long, so adding time to it seems odd:  
`calendar.add( Calendar.MONTH, 2 );`

# Good API Design

JodaTime DateTime class

```
/* Return true if date is February 14th, else returns false.  
 */  
public boolean isValentinesDay( DateTime date ) {  
    return( (date.getMonthOfYear() == 2) &&  
           (date.getDayOfMonth() == 14) );  
}
```

Looks good and works.

Bonus: Use `DateTimeConstants.FEBRUARY` instead of 2, to make it even clearer that we're testing for February 14th.

# Recommendations

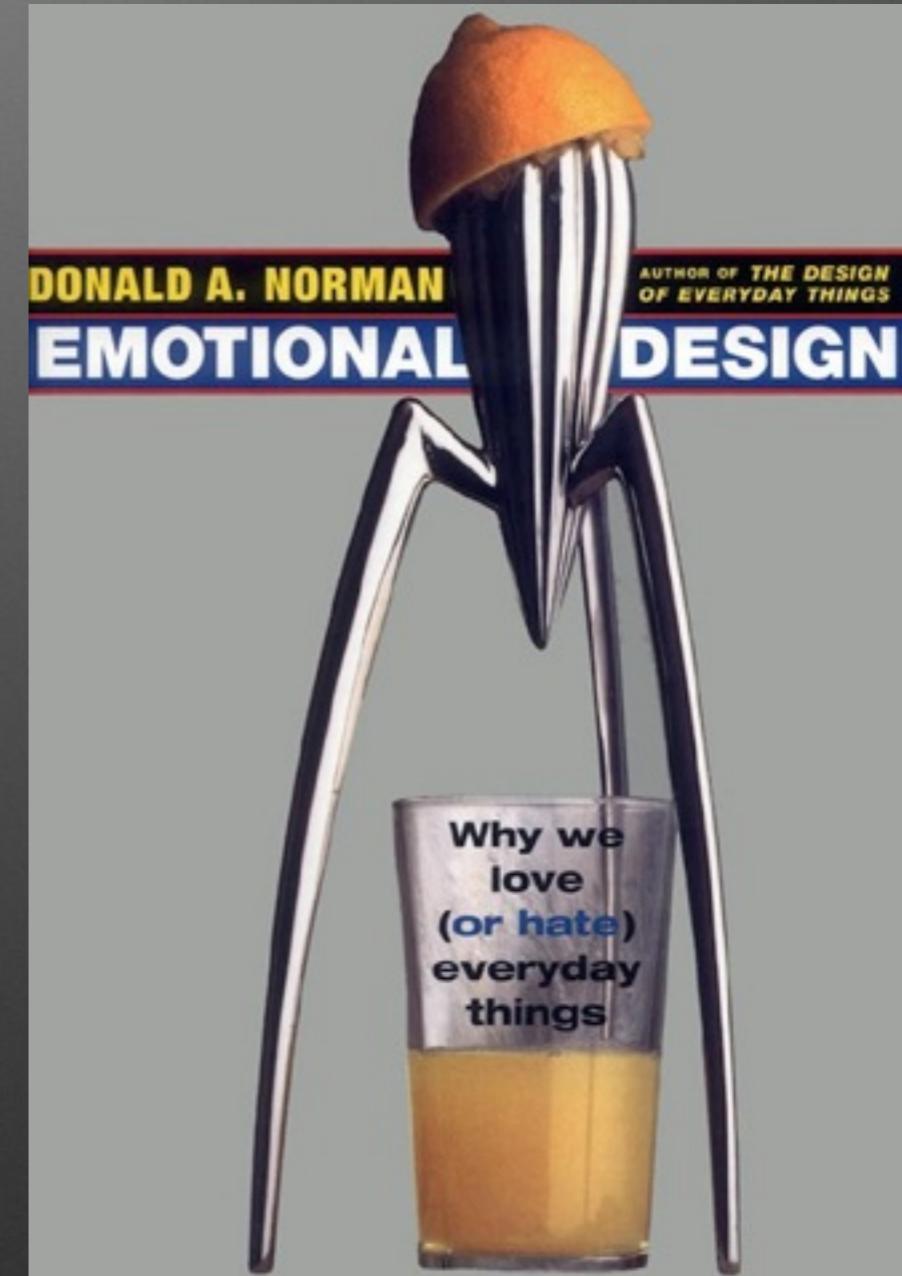
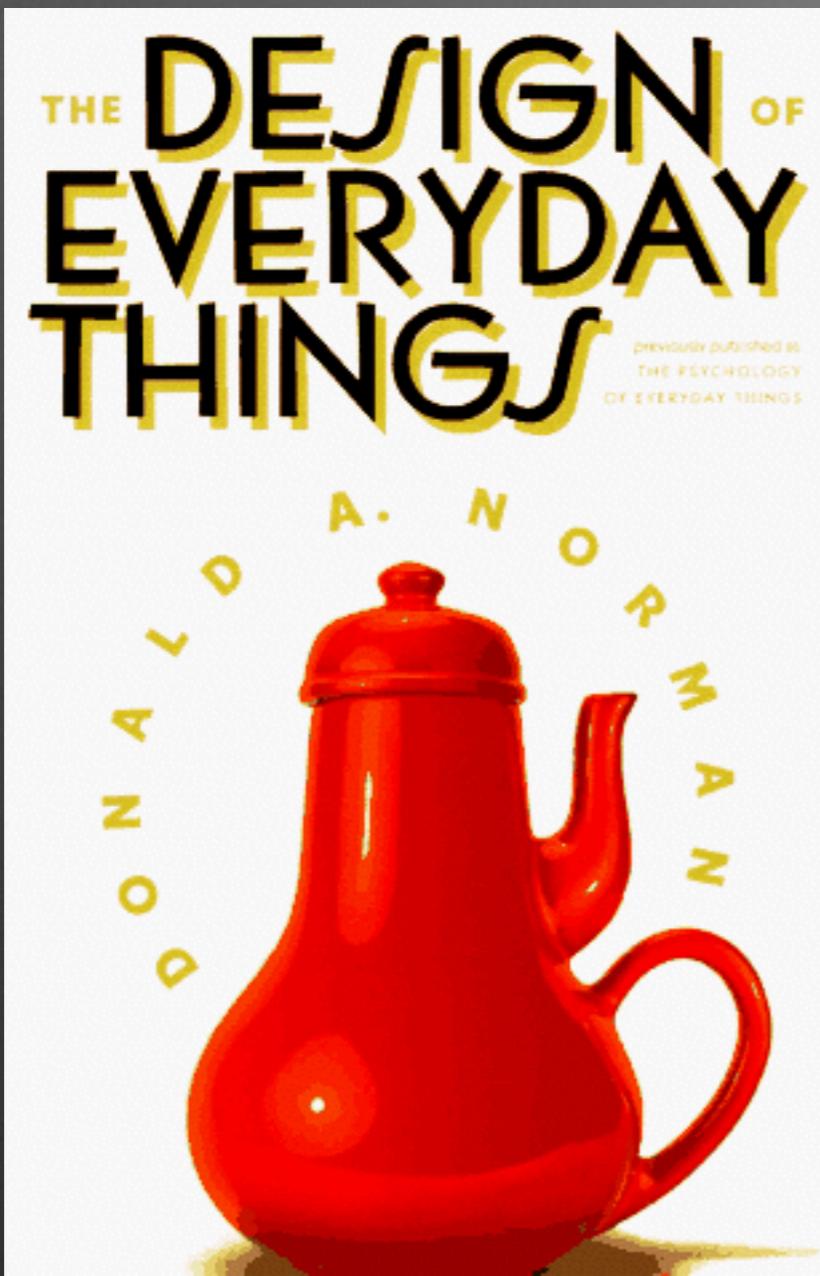
- Write client code before defining the API - lots of it.
  - Three different types to ensure it works well.
- Don't make users do things the API could do.
  - Example creating a java.sql.Date:  
`Date date = new Date( javaUtilDate.getTime() );`

# Final Take-aways

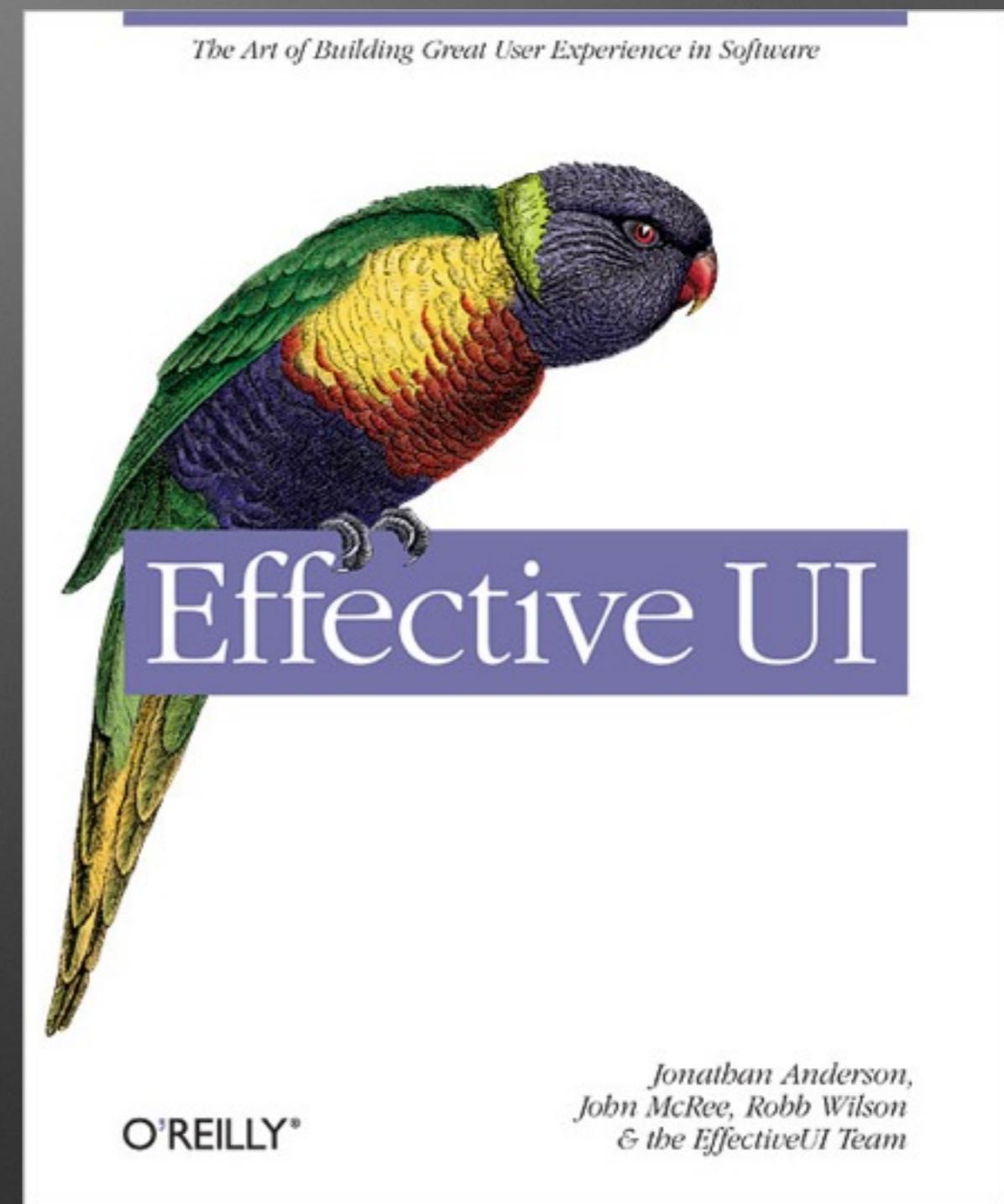
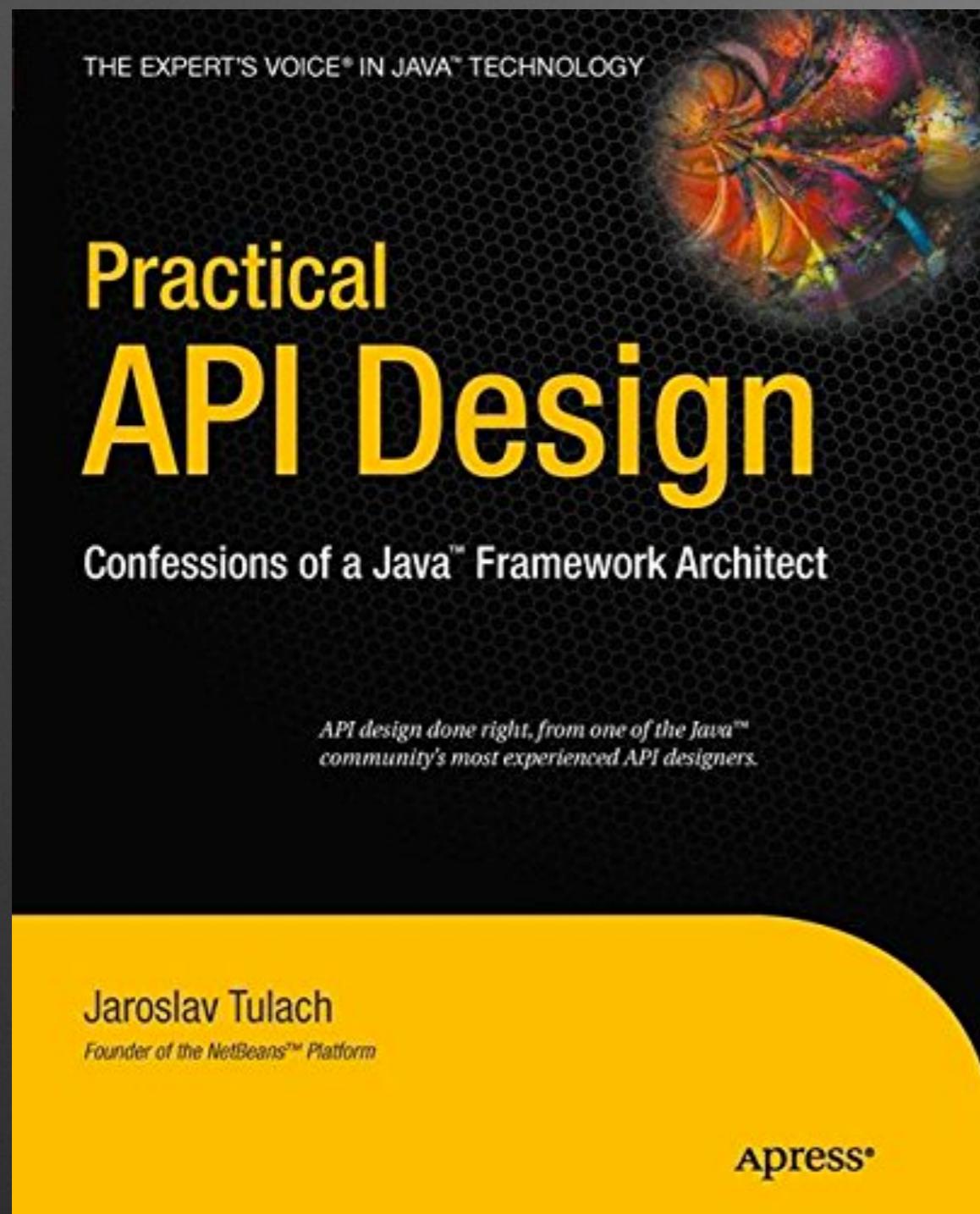
- You ARE an API designer
- APIs are user interfaces, so think about your users and what they're trying to accomplish
- UI/UX principles can help you design better APIs for your users

Write your code as if...

# Resources



# Resources



# Resources

How To Design A Good API and Why it Matters  
by Josh Bloch

<https://www.youtube.com/watch?v=aAb7hSCtvGw>

Effective Java - 2nd Edition - by Josh Bloch

“May you live long  
and prosper.”

Spock