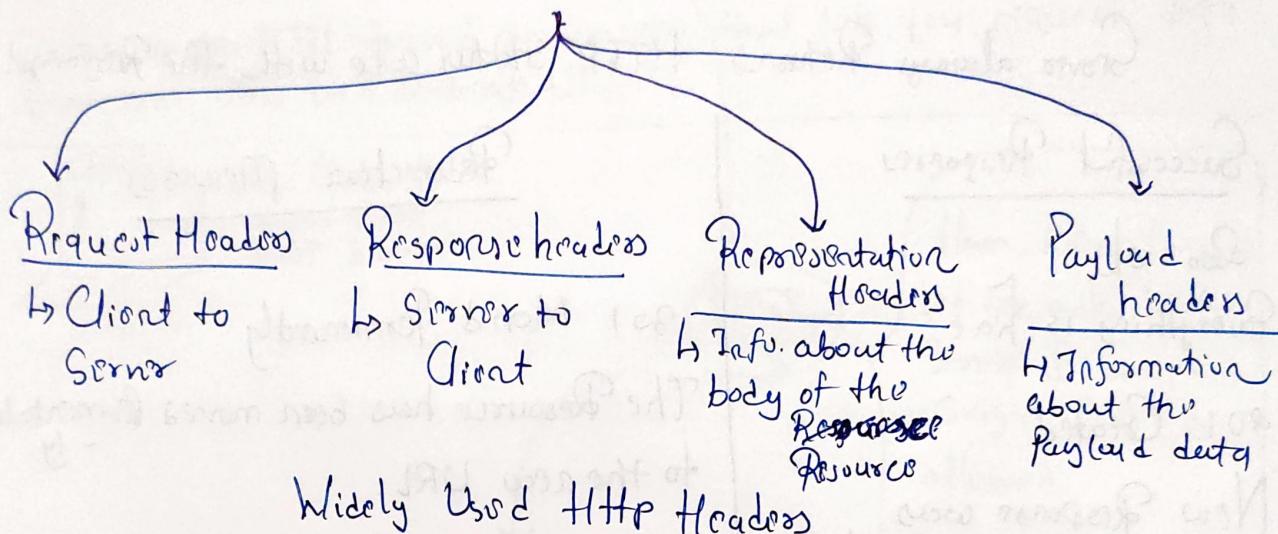


APIs

HTTP Headers

Client & Server can pass the extra bit of Information with the Request and Response using http headers.

Divided into four Parts



Widely Used Http Headers

Accept

Type of Data Client can understand.

Accept-Encoding

Which encoding method Client can understand

Authorization

Used to Pass credentials so that Server can Authenticate

Accept-Language

Client is expecting the Response in the Mentioned languages

Content-type

Specifies the media type of the Response

Host

Specifies the domain name.

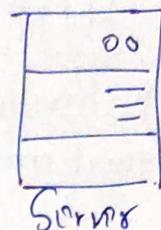
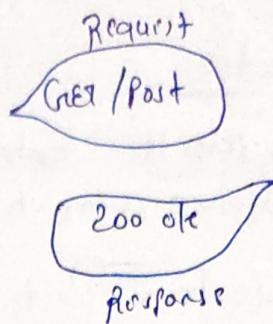
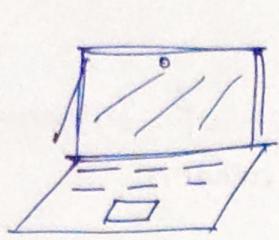
Access-Control-Allow-Origin

Which origin is allowed to access the resource

Access-Control-Allow-Methods

Which methods are allowed to access the cross-origin Resources.

HTTP Status Codes



Server always Returns HTTP Status code with the Response.

Successful Responses

200 ok
Everything is fine

201 Created
New Response was created

Information Messages

301 Moved Permanently
The Resource has been moved permanently to the new URL.

~~Client Error~~
400 Bad Request
Invalid Syntax

401 Unauthorized
Credentials are incorrect

403 Forbidden

You don't have permission to access the Resource.

404 Not found

Invalid URL

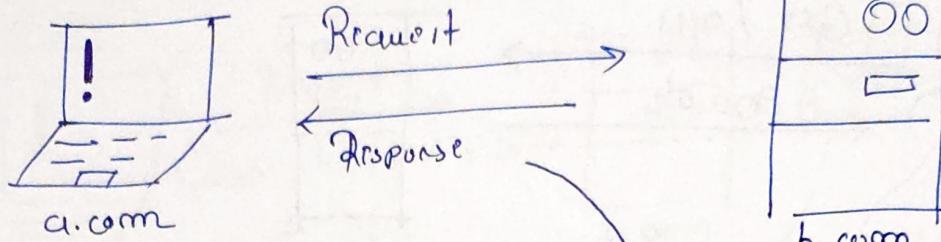
429 Too many Requests
User has sent too many requests in a given amount of time.

Server Error

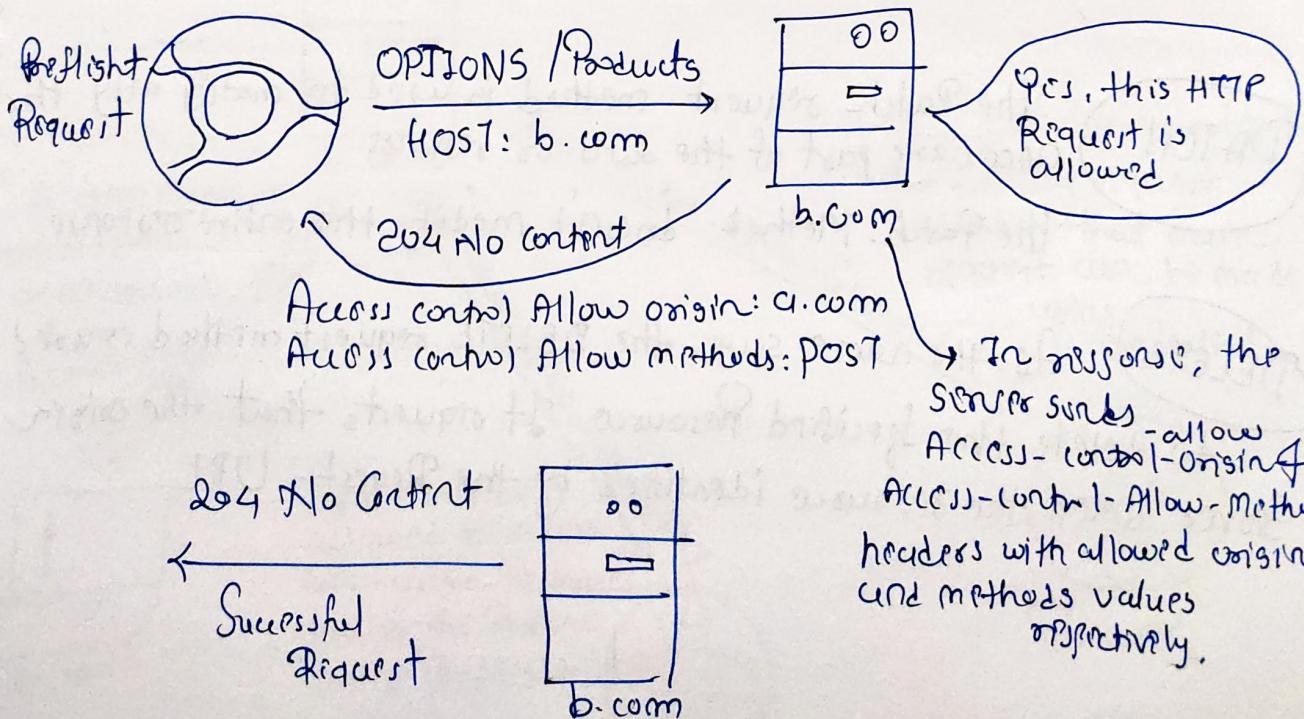
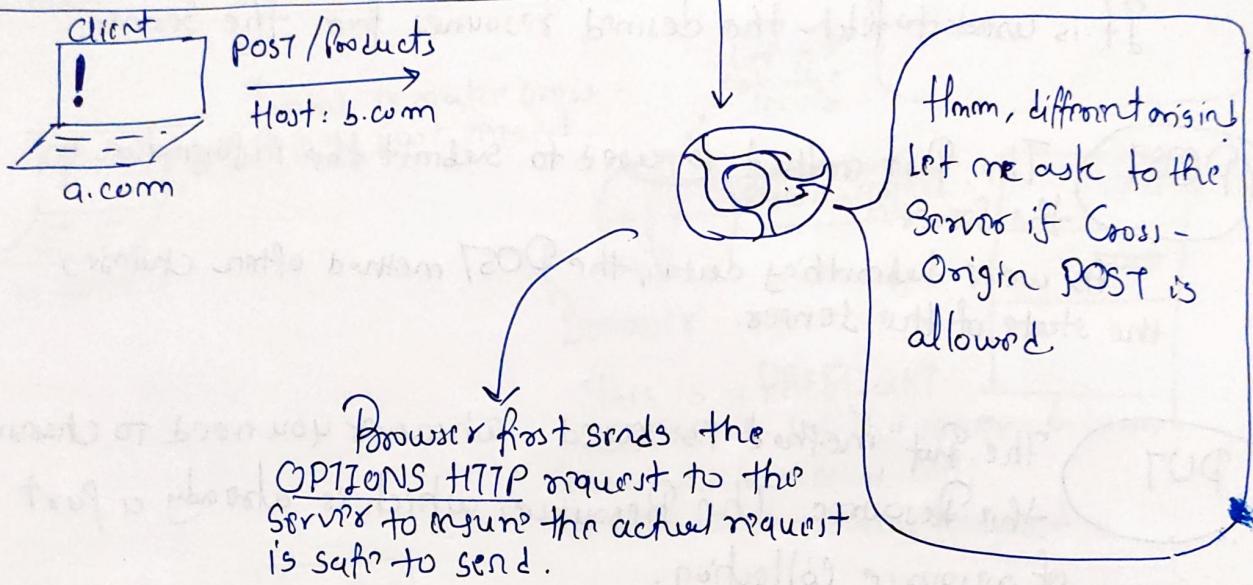
500 Internal Server Error

Server does not know how to handle the Unexpected Situation.

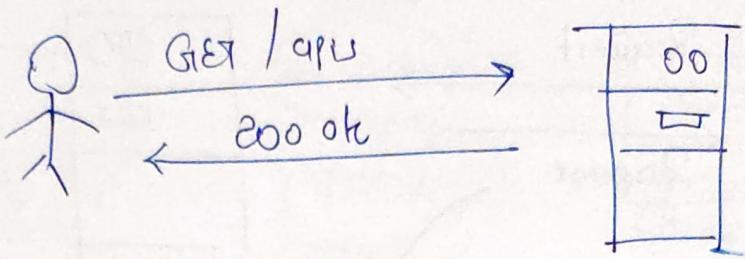
Cross-Origin Resource Shunting (CORS)



CORS is an HTTP-based mechanism that lets you request data from one URL to a different URL.



HTTP Request Methods



GET The GET method is the most common of all these request methods.

If is used to fetch the desired resources from the Server.

POST The Post method is used to submit the information to the Server.

As we're submitting data, the POST method often changes the state of the Server.

PUT The Put method is used whenever you need to change the Resource. The Resource, which is already a part of resource collection.

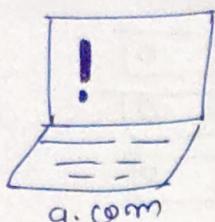
PATCH The Patch request method is used to modify only the necessary part of the data or response.

The Patch Method doesn't modify the entire response.

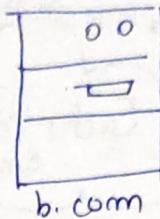
DELETE As the name says, the DELETE request method is used to delete the Specified Resource. It requests that the server delete the resource identified by the Request- URL.

Access Control HTTP Headers

Origin



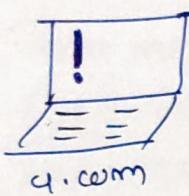
Request
Origin: https://a.com



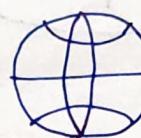
Browser

It's cross origin request. Let me add the origin header to tell the Server where the request is coming from.

ACCESS - CONTROL - REQUEST - METHOD

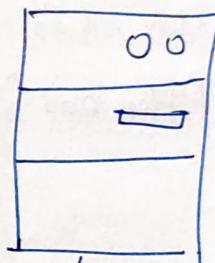


I want to make cross - origin post request.



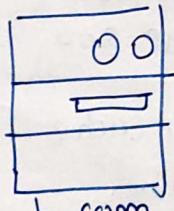
Let me ask the server.

Access-control - Request - method : POST



Browser

This is a PREFLIGHT REQUEST to let the server b.com know which method will be used in the main Request.



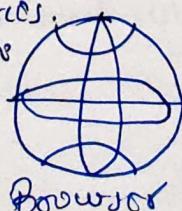
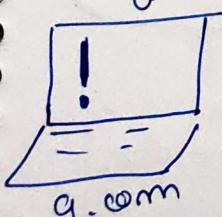
A .com origin is allowed to access resources from B.com

Access-control-allow-origin: a.com

↓

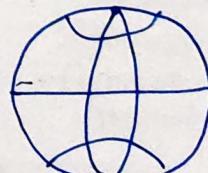
Access-control-allow-methods: POST

POST method is allowed to access cross-origin Resources. This is the Response to the Preflight request.



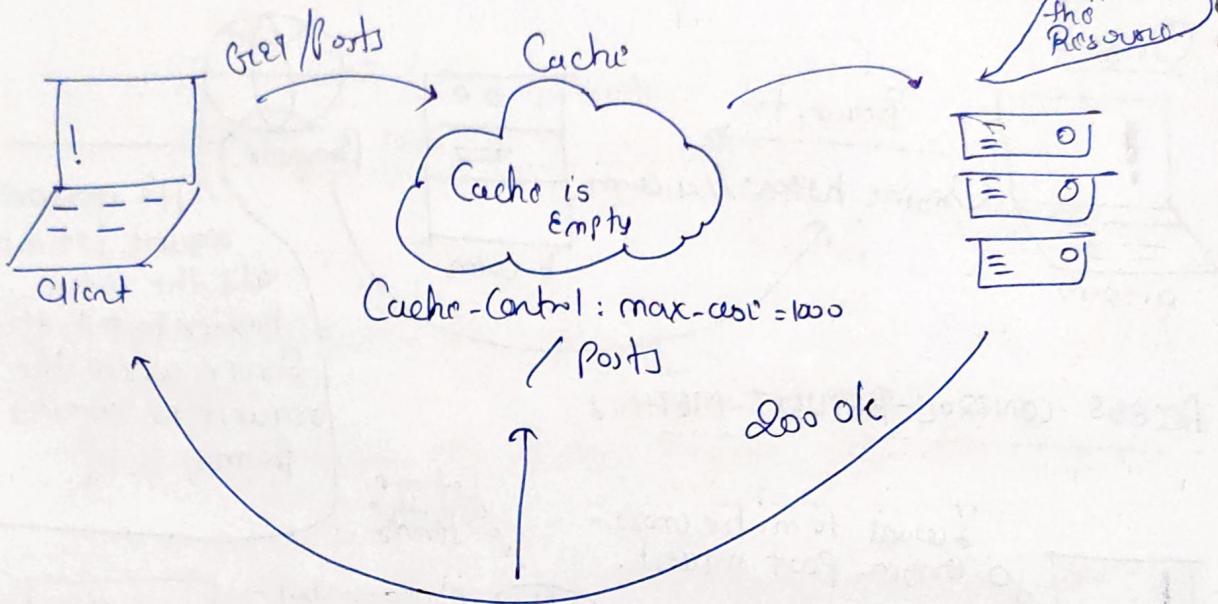
Browser

This is the Response to the Preflight request indicating that main request can be made using credentials.

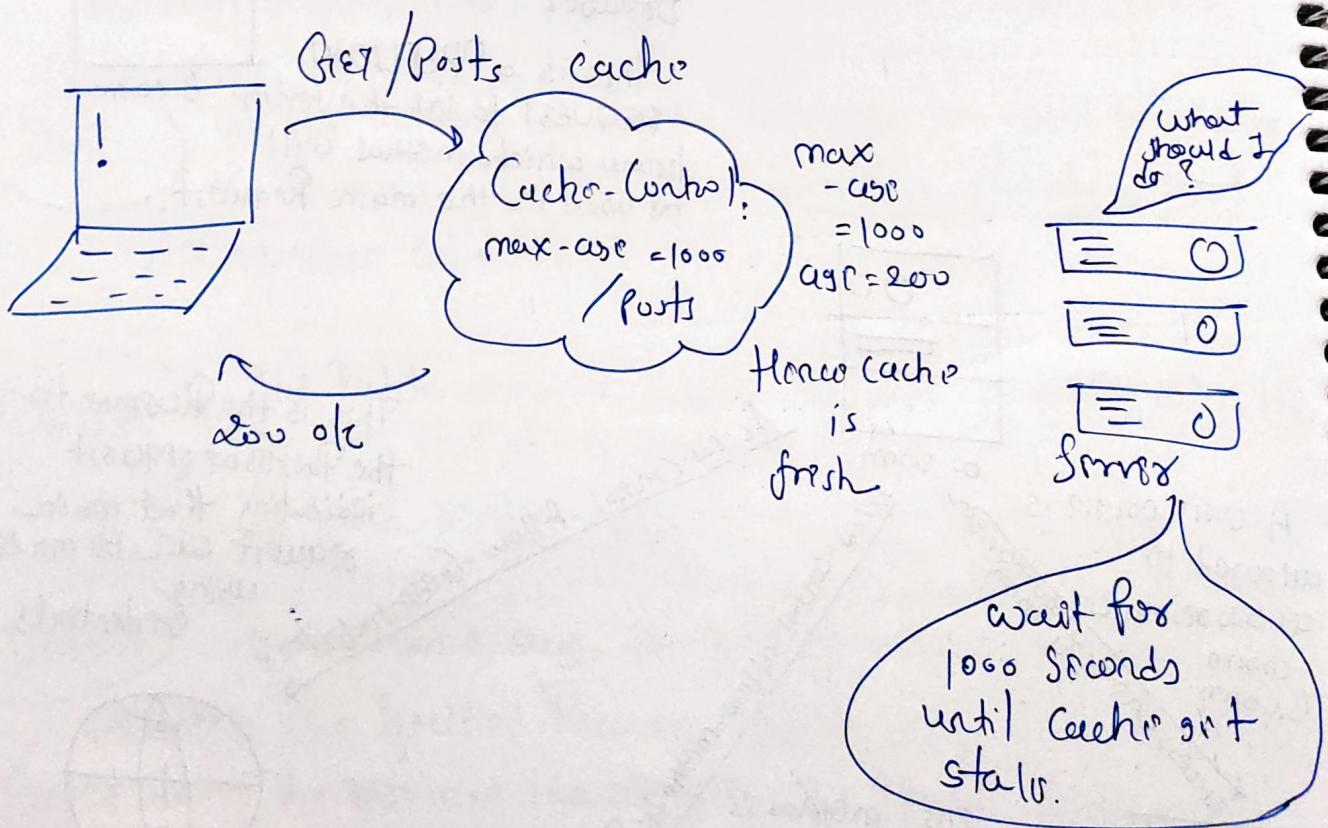


Browser

Caching in API calls



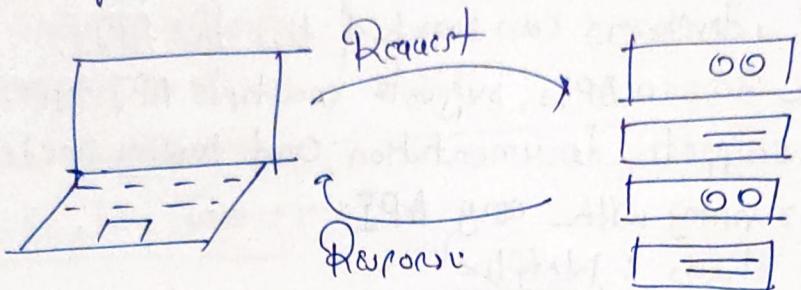
After 200 Seconds



REST API

REST stands for Representational State Transfer.

REST API Operate on a Simple Request/Response System.



Client can make 4 Request using HTTP methods.

These methods are:

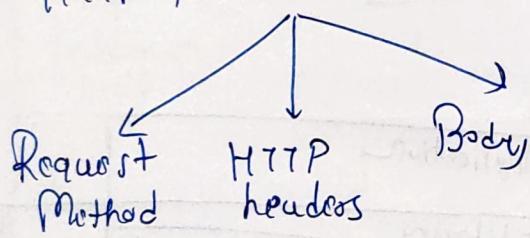
GET, POST, PUT, PATCH, DELETE,
HEAD, TRACE, OPTIONS, CONNECT

Server returns a response with an HTTP Status Code.

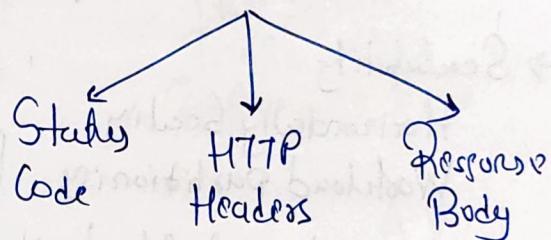
Popular HTTP status code:

Ex. 200, 202, 403, 404,
500 etc.

HTTP Request Contains



HTTP Response Contains



REST API Constraints:

Client Server architecture
↳ no third party interpretation

Cacheability
↳ Response can be cacheable

Layering
↳ Multiple intermediaries between client and server

Statelessness
↳ There is no state. Client and Server are completely separate.

Uniform Interface
↳ Follow a common protocol.