



# Good API Product Lifecycle

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HEROES

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APIS

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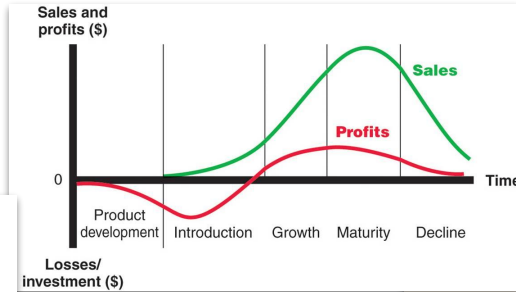
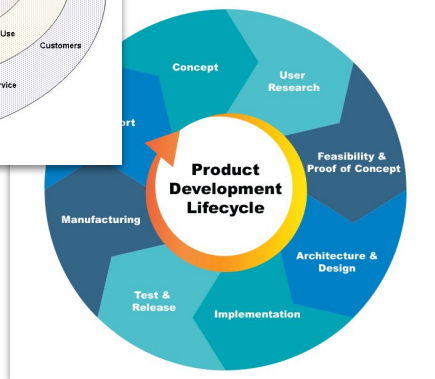
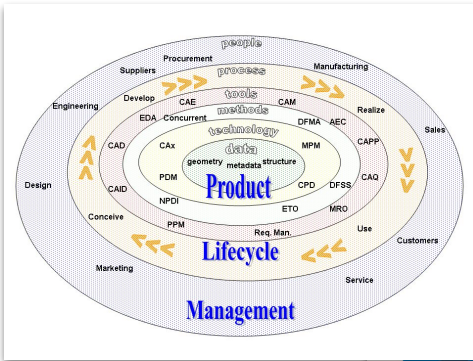


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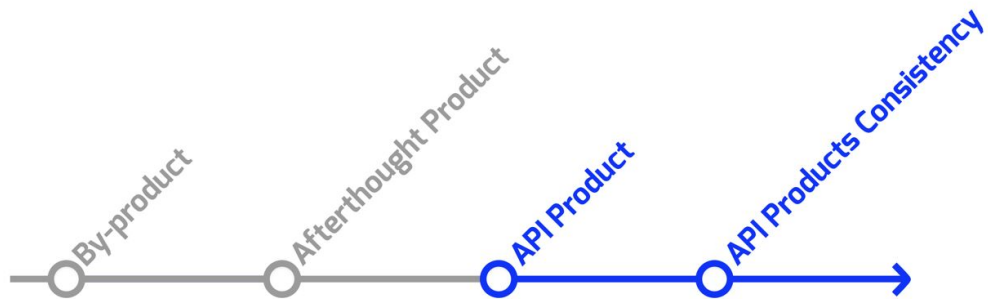
# Treat API Development as Product Development



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# The API Product

# History of API Products



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# The API Product

## API-as-a-Product

Direct API monetization.

Where possible, the company product is offered directly through a paid API.

## Product as API

Indirect “monetization”.

Each product is an API and used through its API. APIs are contributing indirectly to the bottomline through increasing stickiness, driving revenue-generating activities, leveraging partner channels, increasing efficiency or leading innovation.

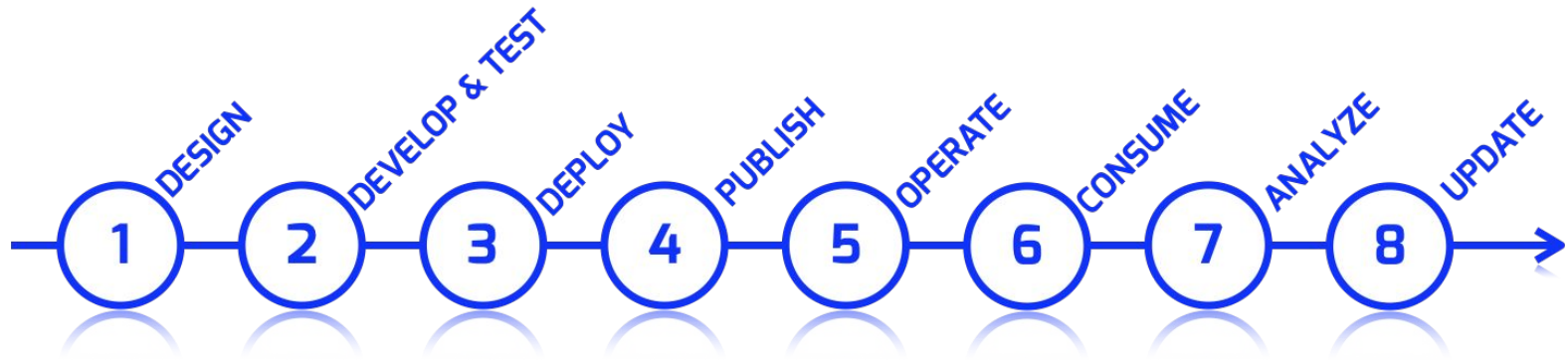
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# API Lifecycle

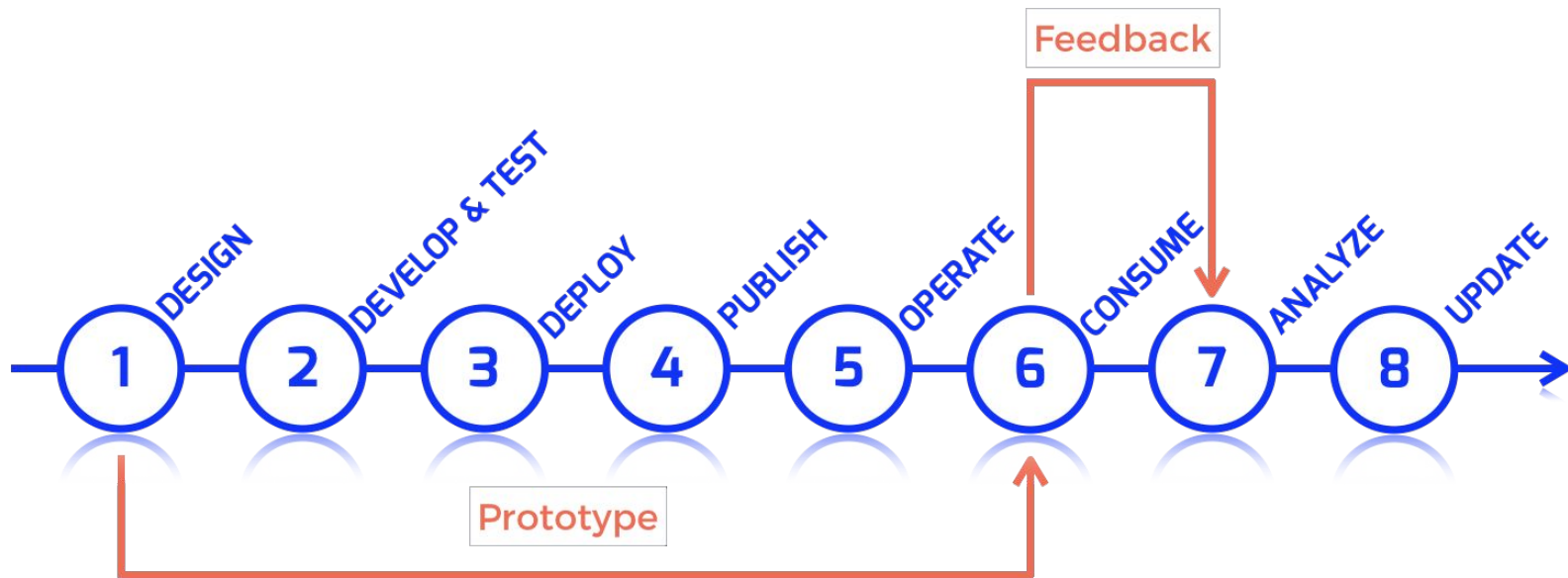


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# Waterfall Lifecycle



# Agile API Lifecycle





LOGO

COMPANY NAME

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# Headline



## Subhead 1

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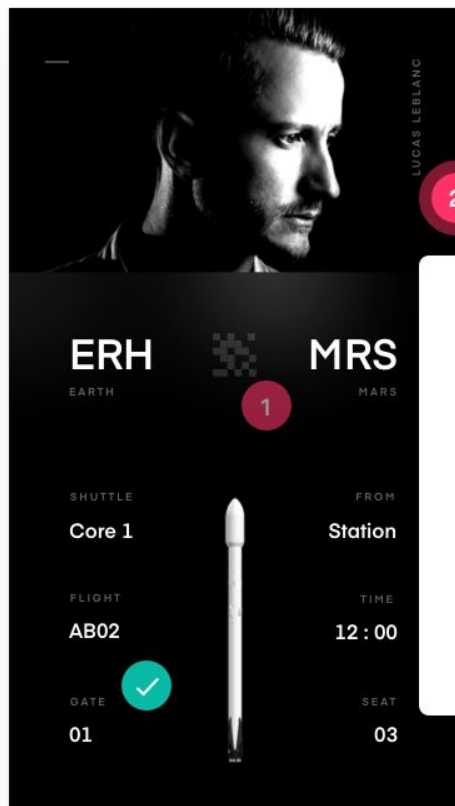
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 Isabelle Grant 20m ago  
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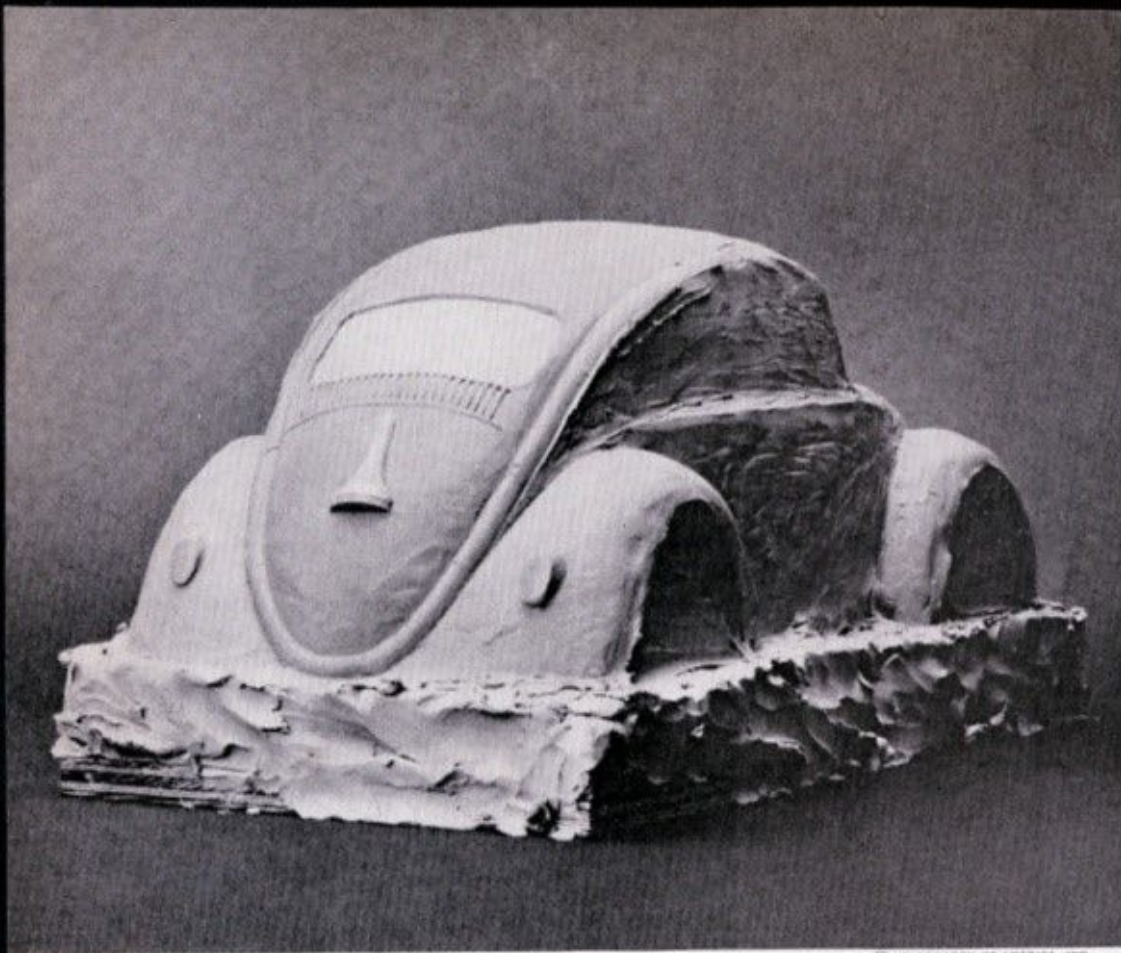


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**We don't have to start from scratch each year.**









# API Design Contract based prototyping

Stoplight

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Resources

Company

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## OpenAPI Powered Mock Servers

Build APIs and accelerate API development with instant mock servers

✓ Instant Mocking

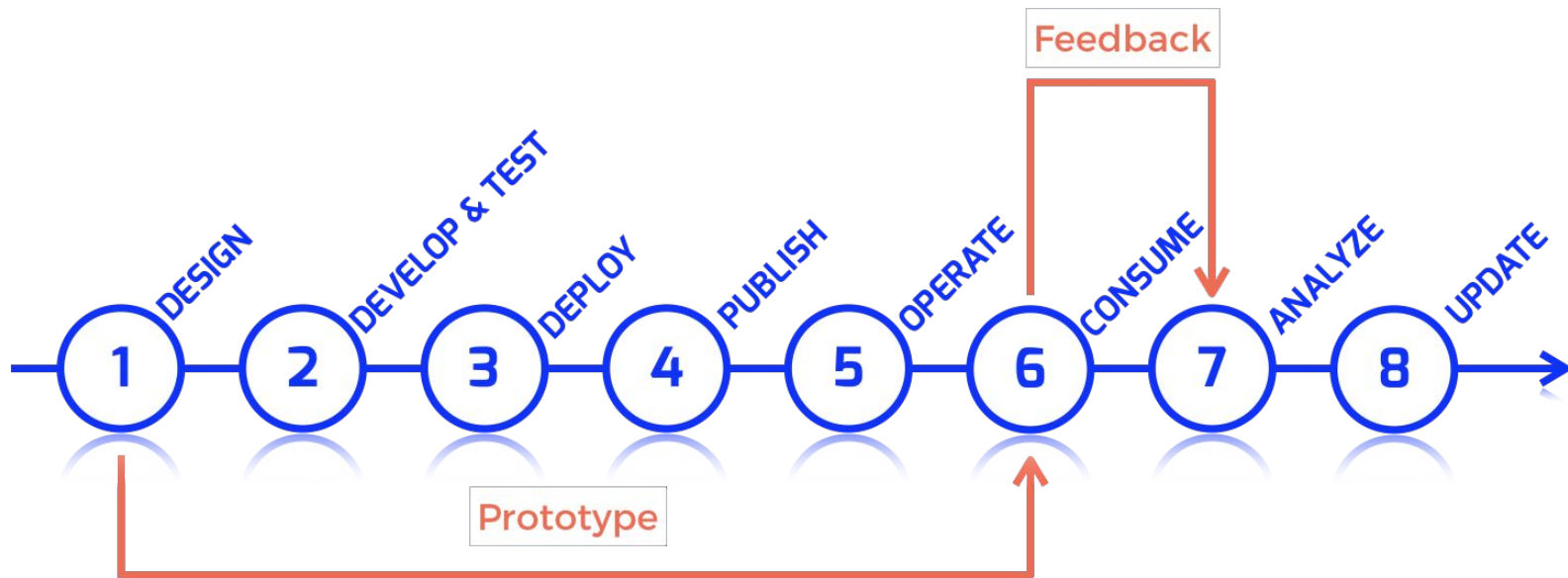
✓ Virtualization

✓ Request Validation

✓ Customizable



# Agile API Lifecycle



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# Evolving the API Product (design)

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# The first rule of Fight Club



## Never break clients

Any modification to an existing API **MUST** avoid breaking changes and **MUST** maintain backward compatibility.

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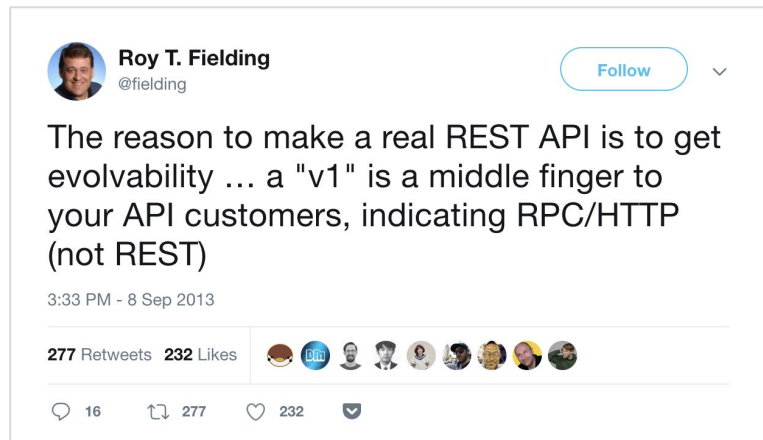
# Rules for extending



1. You MUST NOT take anything **away**
2. You MUST NOT change **processing rules**
3. You MUST NOT make optional things **required**
4. Anything you add MUST be **optional**

# Identifier Stability

URI is an identifier



# Backward incompatible changes

## New Resource Variant

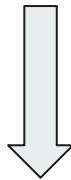
T0

Parameters `first` and `last` optional

T+1

Parameter `first` required

/greeting?first=John&last=Appleseed



New Resource Variant

/named-greeting?first=John&last=Appleseed

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# Introduction to API Design

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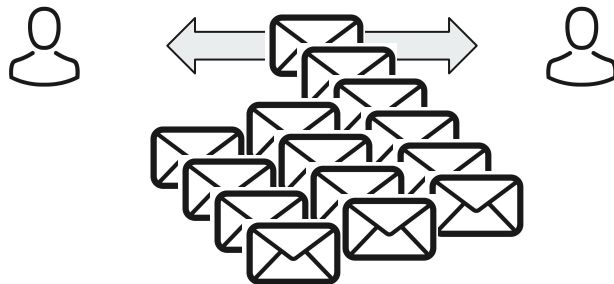
# API Design



## The Email Story

**RE: RE: RE: RE: RE: RE: The API We Want**

Have you ever tried to discuss what an API should look like over a plain email?





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# API Design



## Good API Design

API design is API architectural style decision together with a set of additional design constraints applied on a specific domain, business, domain, organizational and technical requirements.

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# API Design



## Good API Design is Verified

- Prototype
- Share
- Verify
  - Stakeholders
  - Users
  - API Developers

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# API Description

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# API Description

API Design is formalized using one of the API Description formats

- API Blueprint
- RAML
- Swagger
- OpenAPI Specification 2.0 (fka Swagger)
- OpenAPI Specification 3.0
- AsyncAPI Specification
- GraphQL Schema
- Avro Schema
- Protobuf

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# API Description



## OpenAPI Specification 2.0 (formerly Swagger)

```
swagger: '2.0'
info:
  description: This is a simple API
  version: 1.0.0
  title: Simple Inventory API
  # put the contact info for your development or API team
  contact:
    email: you@your-company.com

  license:
    name: Apache 2.0
    url: http://www.apache.org/licenses/LICENSE-2.0.html

# tags are used for organizing operations
tags:
- name: admins
  description: Secured Admin-only calls
- name: developers
  description: Operations available to regular developers

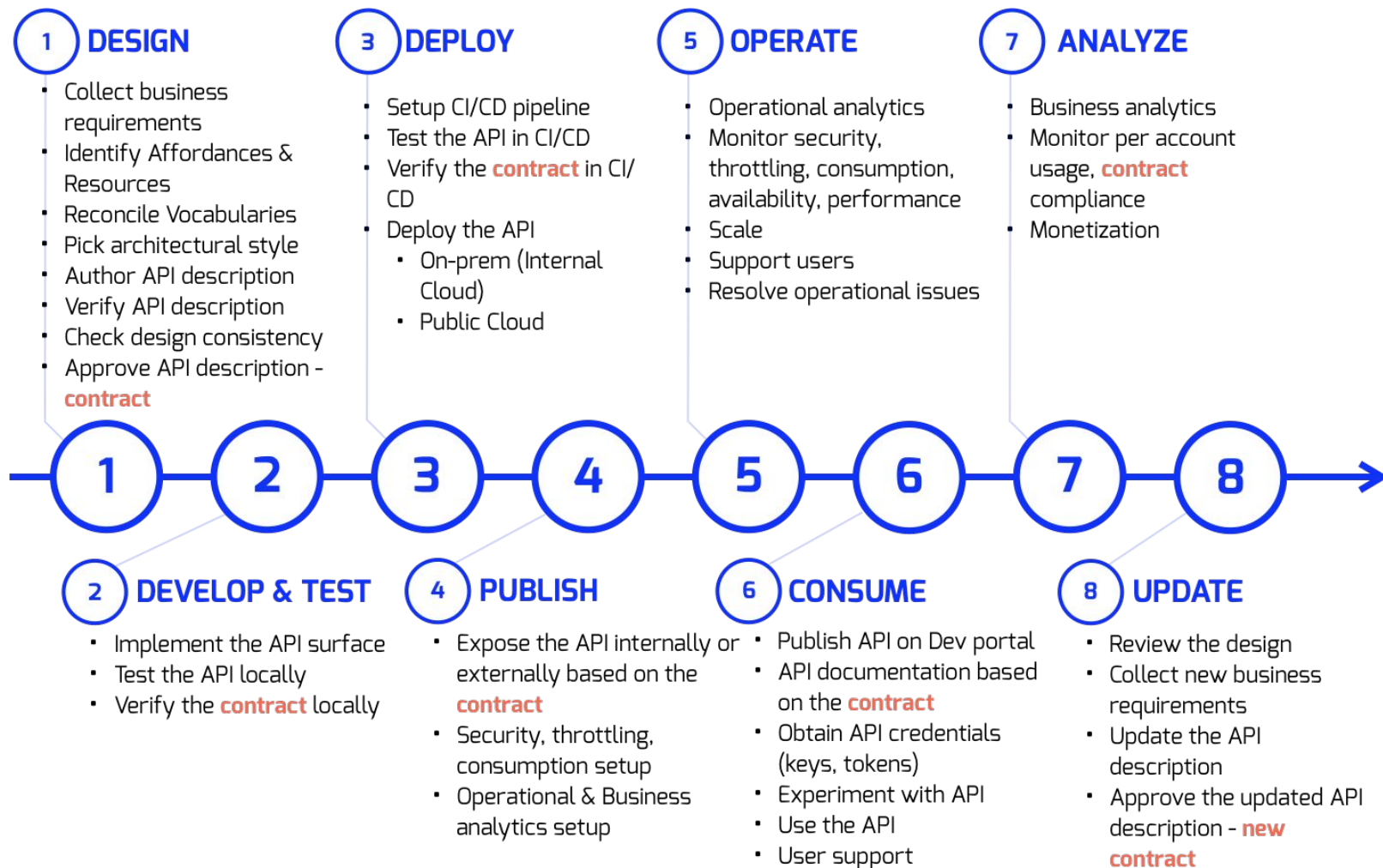
paths:
  /inventory:
    get:
      tags:
      - developers
      summary: searches inventory
      operationId: searchInventory
      description: |
        By passing in the appropriate options, you can search for
        available inventory in the system
      produces:
      - application/json
```

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# API Description

## API Description must be:

- Human & machine readable
- Accessible
- Understood by Stakeholders, Developers, API Consumers, Tech writers, DevOPS, Support team
- Versioned in VCS
- Treated as Product Requirements



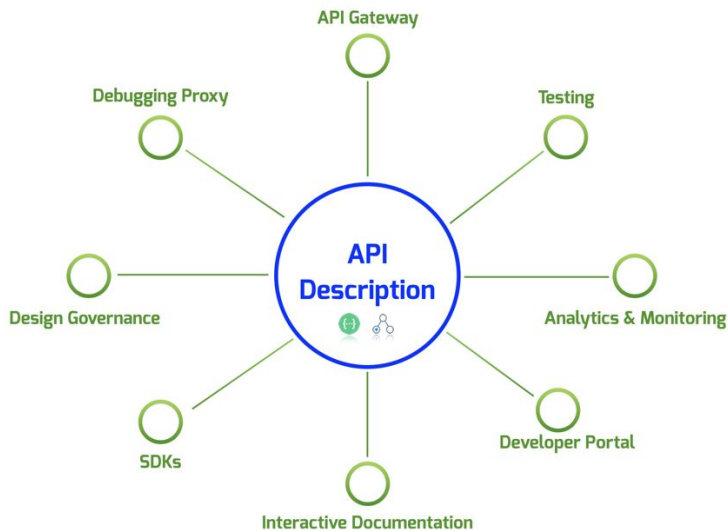
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# Contract-driven API Lifecycle

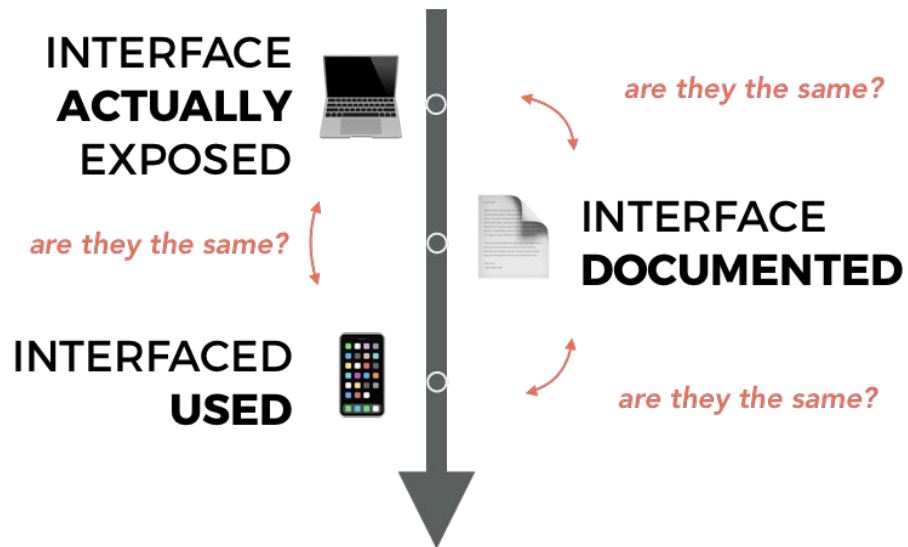


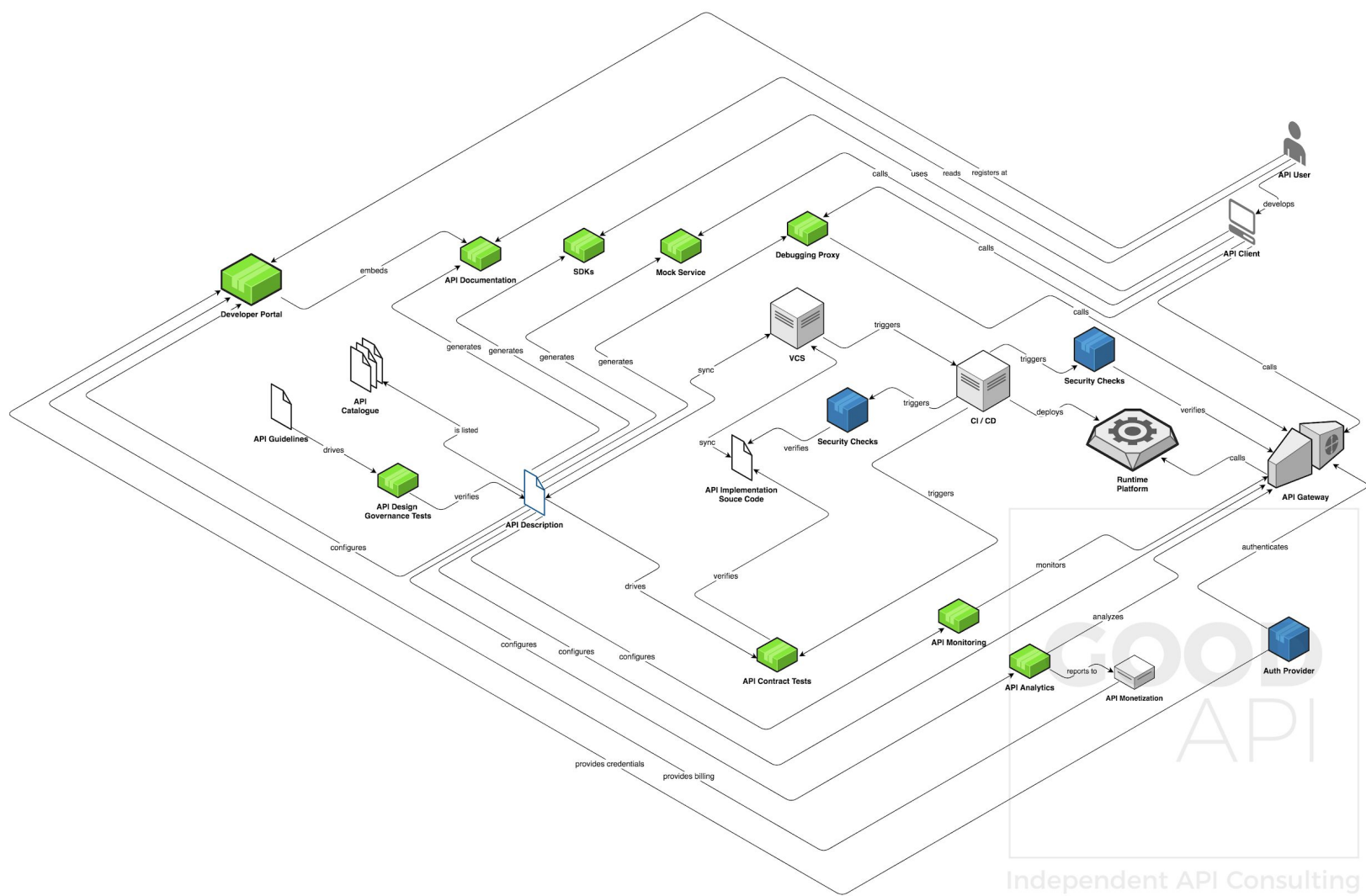
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# API Lifecycle Must be Contract-driven



# Keeping Things in Sync is Hard





**Approved API design  
becomes the contract**

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# API-first

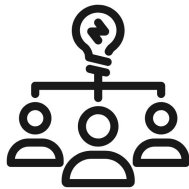
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# The Three Pillars

# Three Pillars of Digital Transformation API-first



**Business**



**Organization**



**Technology**

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# Business



APIs are the products that you create, manage, sell, measure, recombine, and retire.

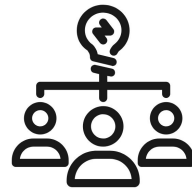
API First means that if a product in your organization does not have an API, it essentially does not exist.

APIs are the connective fabric.



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# Organization



No matter how good your service or product is, if it is delivered through a bad API, this substantially diminishes the quality of the product.

Teams embrace the fact that APIs is their main deliverables.

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# Technology



Everything that gets created or consumed in the organization is based on APIs.

The quality of APIs greatly matter for how easy it is to create and consume company products.

APIs change must not create expensive and time-consuming ripple effects through a chain of API dependencies.

# APIs are no longer just about the technology

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**APIs are an exercise of  
cross-organizational  
collaboration**

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