Exploring Advanced HttpClient Features



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WebSocket

Full-duplex communication

Message-based protocol

Text and binary



WebSocket Builder

```
CompletableFuture<WebSocket> wsFuture =
   HttpClient.newHttpClient()
             .newWebSocketBuilder()
             .buildAsync(
               URI.create("ws://server-url"),
               webSocketListener
```

WebSocket.Listener

on0pen

onClose

onError

Only implement methods you need

onText

onBinary

onPing

onPong

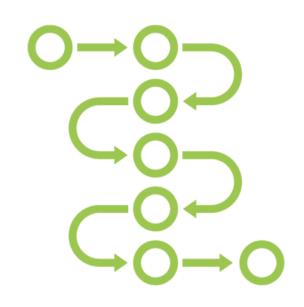


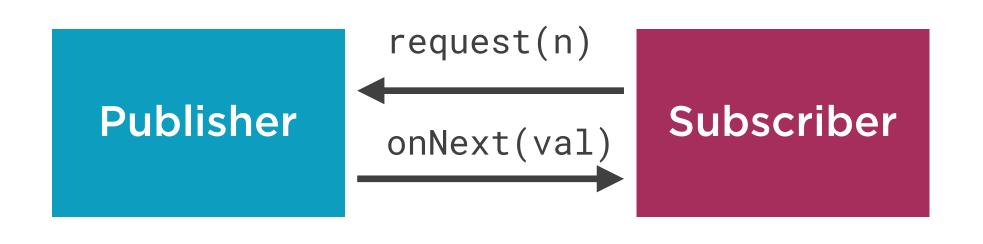
Demo

WebSocket

Reactive Streams

Java 9 Flow API



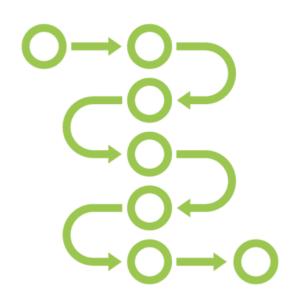


Back pressure



What's New in Java 9

Reactive Streams: BodyPublisher

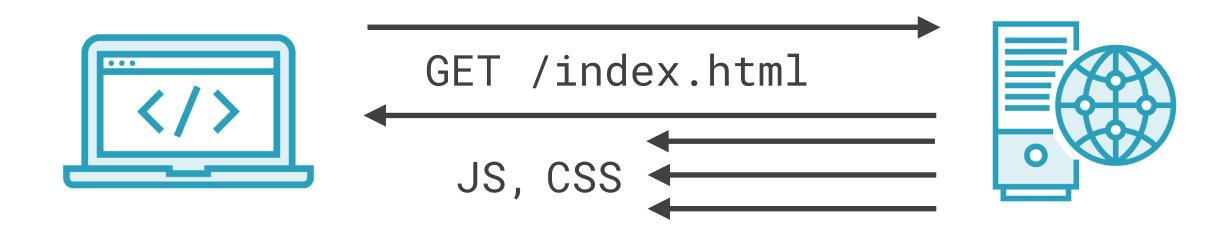


BodyPublishers::ofFile

Bodytinharbublishes 16k bytes

Reactive Streams: BodyHandler

HTTP/2 Server Push



Push Promise

PushPromiseHandler

```
public interface PushPromiseHandler<T> {
 public void applyPushPromise(
     HttpRequest initiatingRequest,
     HttpRequest pushPromiseRequest,
     Function<httpResponse.BodyHandler<T>,
          CompletableFuture<HttpResponse<T>>> acceptor
```

PushPromiseHandler

```
var resultMap = new ConcurrentHashMap<HttpRequest,</pre>
   CompletableFuture<HttpResponse<String>>>();
PushPromiseHandler<String> pph =
    PushPromiseHandler.of(pushPromise ->
          BodyHandlers.ofString(), resultMap);
```

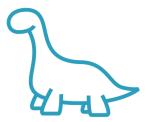
Summary

Java Fundamentals: HttpClient

Introducing HttpClient



HttpClient: essential types



Replaces HttpURLConnection

Performing Your First HTTP Requests



BodyHandlers



Synchronous vs. asynchronous



CompletableFuture

Using HttpClient



HttpClient configuration



BodyPublishers



Headers & Cookies

Security



Secure connections

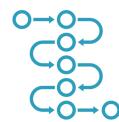


HTTP Basic authentication

Exploring
Advanced
HttpClient
Features



WebSocket

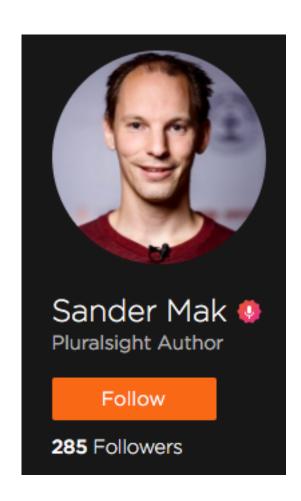


Reactive Streams integration



HTTP/2 Server Push

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