# Handling More Complex Scenarios



Shawn Wildermuth
MICROSOFT MVP, INSTRUCTOR AND FILMMAKER
@shawnwildermuth https://wilderminds.com



# Agenda



## **Handling More Complex Scenarios**

- Associated Resources
- Paging
- Error Handling
- Caching
- Functional APIs
- Async APIs



## Designing Associations

```
/api/customers/123/Invoices
/api/games/halo-3/ratings
```

/api/invoices/2003-01-24/payments

/api/customers/123/invoices
/api/invoices

▼ For sub-objects – Use URI Navigation

◆ Should return List - Same Shapes



## Designing Associations

/api/customers/123/invoices
/api/customers/123/payments
/api/customers/123/shipments

**◄** Can have multiple associations



## Designing Associations

/api/Customers?st=GA
/api/Customers?st=GA&salesid=144
/api/Customers?hasOpenOrders=true

**◄** Search should use queries





**Associations** 





## **Paging**

- Lists should support paging
- Query strings are commonly used:

```
/api/sites?page=1&page_size=25
```

- Use wrappers to imply paging:

```
{
  totalResults: 255,
  nextPage: "/api/sites?page=5",
  prevPage: "/api/sites?page=3",
  results: [...]
}
```



**Paging** 





# **Error Handling:**

- Not just status codes
- How to you communicate errors
- How do you help the user recover

## Error Handling

■ Return object with error info

■ Not necessary for obvious errors

```
400 Bad Request
{ error: "Failed to supply id" }
```

404 Not Found



**Error Handling** 





# **Caching**

- Basic Tenet of REST APIs
- Server-side caching is good
- But isn't what they mean
- Use HTTP for caching mechanism

# HTTP Caching

GET

Version=last\_xyz

Hello World



# Request



304 Not Modified





# HTTP Caching

#### PUT

If-Match=last\_xyz

Hello World



## Request

## Response

412 Precondition Failed







## **Entity Tags (ETags)**

- Strong and Weak Caching Support
- Returned in the Response

```
HTTP/1.1 200 OK
```

Content-Type: text/xml;

Date: Thu, 23 May 2013 21:52:14 GMT

ETag: W/"4893023942098"

Content-Length: 639



### **Entity Tags (ETags)**

- Request with If-None-Match

GET /api/games/2 HTTP/1.1

Accept: application/json, text/xml

Host: localhost:8863

If-None-Match: "4893023942098"

- Use 304 to indicate that it's cached

HTTP/1.1 304 Not Modified



#### **Entity Tags (ETags)**

- For PUT/DELETE

PUT /api/games/2 HTTP/1.1

Accept: application/json, text/xml

Host: localhost:8863

If-Match: "4893023942098"

• • •

- Use 412 to indicate that not same

HTTP/1.1 412 Precondition Failed



**Caching with ETags** 





#### **Functional APIs**

- Be pragmatic
- Make sure these are documented
- Should be completely functional
- Not an excuse to build an RPC API

```
/api/calculateTax?state=GA&total=149.99
/api/restartServer?isColdBoot=true
/api/beginWorldDomination?isVolcanoLairRequired=true
```

# Functional APIS Should be the exception rather than the rule...





**Functional APIs** 





## **Async APIs**

- Some APIs aren't RESTful in nature
- Need long-life, polling
- Non-REST Solutions are useful



# **Async API Solutions to Consider**

- Comet
- gRPC
- SignalR
- Firebase
- Socket.IO
- Etc.

# What We've Learned



Design Associations to make your API more intuitive



Caching is a basic part of REST and you must plan for it



Functional APIs are important but should be the exception



# Coming Up: Versioning Your API

