

# Table of Contents

|   |   |
|---|---|
| ADR005-Communication with distributed systems ..... | 1 |
|---|---|

# ADR005-Communication with distributed systems

## Status

accepted

## Context

The GAME application must be able to communicate with other distributed systems in both directions (inbound and outbound).

## Decision

The GAME application will provide resources for other distributed systems via [RESTful webservices](#).

By using a stateless protocol ([HTTP](#)) and standard operations, RESTful systems aim for fast performance, reliability, and the ability to grow by reusing components that can be managed and updated without affecting the system as a whole, even while it is running. It is also evolving as the defacto standard for communication between distributed systems in the digital age.

## Consequences

JAX-RS is the standard for creating RESTful Webservices in Java EE based applications and so it will be used in the GAME application.