

9 HTTP Methods

**Stay ahead of the
game with these
essential HTTP
methods!**



HTTP Protocol


HTTP stands for **Hyper Text Transfer Protocol**. Communication between client and web servers is done by **sending HTTP Requests** and **receiving HTTP Responses**.

HTTP Protocol is used to perform 

CRUD operations (Create, Read, Update, Delete) by sending HTTP **requests** with different HTTP **methods**.

HTTP methods are also called as **HTTP verbs**.

HTTP Request Structure



Every HTTP request should have a **URL** or **URI address** and a **method**.

(Highlighted in purple)

Example URI



http://api.example.com/products?
name=laptop&available=true

The format of a request message includes

- A request-line
- Zero or more header field(s) followed by CRLF (Carriage Return, Line Feed)
- An empty line
- A message-body (optional)

HTTP Methods in REST



REST

REpresentational
State Transfer

It is a set of
architectural principles
for designing web
services.

Web services based on REST Architecture are known as **RESTful web services**.

REST makes it easy to
share data between
clients and servers.



REST applications use HTTP methods like **GET, POST, DELETE, PUT**, etc., to do CRUD operations.

Categories of HTTP Methods

You can divide HTTP methods into two main categories :

- Safe HTTP Methods
- Idempotent Methods

Safe HTTP Methods

It **doesn't change data** on the server. It always returns the same response, no matter how many times it gets called.

Example - **GET, HEAD**

Idempotent Methods

It **may change data** on the server. It always returns the same response, no matter how many times it gets called.

Example - **GET, HEAD, PUT, DELETE, TRACE**

All safe methods are also idempotent, but not all idempotent methods are safe.

The 9 HTTP Methods



- GET Method
- POST Method
- PUT Method
- PATCH Method
- DELETE Method
- HEAD Method
- OPTIONS Method
- TRACE Method
- CONNECT Method

Let us now see them in detail.

GET Method



A GET Request is used to **request information** from a resource such as a website, a server, or an API.

Example




GET /api/employees/{employee-id}

Returns a specific employee by employee id.

GET /api/employees

Returns a list of all employees.

Since the GET method should never change the data on the resources and just read them(read-only), it is considered a **safe method**.



The GET method is also **idempotent**.

Test an API with a GET Method

When we want to test an API, the **most popular method** that we would use is the GET method.

Therefore, We expect the following to happen

- If the resource is accessible, the API returns the **200 Status Code**, which means **OK**.
- Along with the 200 Status Code, the server usually returns a **response body** in XML or JSON format. So, for example, we expect the [GET] /members endpoint to return a list of members in XML or JSON.
- If the server does not support the endpoint, the server returns the **404 Status Code**, which means **Not Found**.
- If we send the request in the wrong syntax, the server returns the **400 Status Code**, which means **Bad Request**.

POST Method

It **creates a new resource** on the backend (server). We send data to the server in the request body.

Example

POST /api/employees/department

Creates a department resource.

POST /api/employees/232/
department/114/department-items

Creates a department item using the employee id and department id.

Two **identical POST requests** will create two new equivalent resources with the **same data** and **different resource ids**. We don't get the same result every time.


It is **neither a safe nor an idempotent** method

Testing a POST Endpoint



Since the POST method creates data, we must be **cautious** about changing the data. Testing all the POST methods in APIs is **highly recommended**.

Here are some suggestions that we can do for testing APIs with POST methods



- Create a resource with the POST method, and it should return the **201 Status Code**.
- Perform the **GET method** to check if it created the resource was successfully created. You should get the **200 status code**, and the response should contain the created resource.
- Perform the POST method with **incorrect** or **wrong formatted data** to check if the operation fails.

PUT Method



Using this, we can **update** an **existing resource** by sending the updated data as the content of the request body to the server.

Example



PUT /api/employees/123

Update employee by employee id

If it applies to a collection of resources, it **replaces the whole collection**, so be careful using it. The server will return the **200 or 204 status codes** after updating.



The PUT method is **idempotent** but not safe.

Test an API with a PUT Method

The PUT method is **idempotent**, and it modifies the entire resources.

Make sure to do the following operations

- Send a **PUT request** to the server many times, and it should always return the **same result**.
- When the server completes the PUT request and updates the resource, the response should come with **200** or **204 status codes**.
- After the server completes the PUT request, make a **GET request** to check if the data is **updated correctly** on the resource.
- If the input is **invalid** or has the **wrong format**, the resource must not be updated.

PATCH Method

Similar to PUT, PATCH updates a resource, but it **updates data partially** and not entirely.

Example


```
PATCH /api/employees/123
{
  "name" : "Brij"
}
```

Updates name for employee id 123.

The PATCH method **updates the provided fields** of the employee entity. In general, this modification should be in a standard format like **JSON or XML**.

It is **neither** a **safe** nor an **idempotent** method

Test an API with a PATCH Method



To test an API with the PATCH method, **follow the steps** for the testing API with the **PUT** and the **POST** methods.

Consider the following results



- Send a PATCH request to the server. The server will return the **2xx HTTP status code**, which means, the request is successfully received, understood, and accepted.
- Perform the **GET request** and verify that the content is updated correctly.
- If the **request payload** is incorrect or ill-formatted, the operation must fail.

DELETE Method

The DELETE method **deletes a resource**. Regardless of the number of calls, it returns the **same result**.

Example

DELETE /api/employees/235

Delete employee by employee id.

Most APIs always return the **200 status code** even if we try to delete a deleted resource but in some APIs, If the target **data no longer exists**, the method call would return a **404 status code**.

The DELETE method is **idempotent** but **not safe**.

Testing a DELETE Endpoint

When it comes to deleting something on the server, we should be **cautious**. We are deleting data, and it is **critical**.

Then perform the following actions

- Call the **POST method** to create a new resource. Never test DELETE with **actual data**. For example, first, create a new employee and then try to delete the employee you just created.
- Make the DELETE request for a **specific resource**. For example, the request **[DELETE] /employees/{employee-id}** deletes a employee with the specified employee id.
- Call the **GET method** for the deleted employee, which should return **404**, as the resource no longer exists.

HEAD Method



The HEAD method is similar to the GET method. But it **doesn't have any response body**, so if it mistakenly returns the response body, it must be ignored.

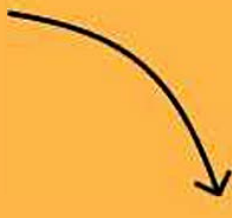
Example



HEAD /api/employees


Similar to GET, but it does not return the list of employees.

Before requesting the GET endpoint, we can make a **HEAD request** to **determine the size** (Content-length) of the file or data that we are downloading.




The HEAD method is **safe** and **idempotent**.

Testing a HEAD Endpoint



One of the advantages of the HEAD method is that we can test the server if it is **available** and **accessible** as long as the API supports it.

The API can be tested as follows



- It is **much faster** than the GET method because it has no response body.
- The **status code** we expect to get from the API is **200**.
- Before every other HTTP method, we can **first test API** with the HEAD method.

OPTIONS Method

This method is used to get information about the **possible communication options** (permitted HTTP methods) for the given URL or an **asterisk** to refer to the entire server.

Example

OPTIONS /api/main.html/1.1

Returns permitted HTTP method in this URL

OPTIONS * HTTP/1.1

Returns all permitted methods

Various browsers widely use the OPTIONS method to check whether the **CORS (Cross-Origin resource sharing)** operation is restricted on the targeted API or not.

 The OPTIONS method is **safe** and **idempotent**

Testing an OPTIONS Endpoint



Depending on whether the **server supports** the OPTIONS method, we can test the server for the times of **FATAL failure** with the OPTIONS method.

To try it, consider the following



- Make an **OPTIONS request** and check the header and the status code that returns.
- **Test the case of failure** with a resource that doesn't support the OPTIONS method.

TRACE Method

The TRACE method is for **diagnosis purposes**. It creates a **loop-back test** with the same request body that the client sent to the server before, and the successful response code is **200 OK**.

Example

TRACE /api/main.html

Responds the exact request that client sent.

The TRACE method could be **dangerous** because it could reveal credentials. A hacker could steal credentials, including internal authentication headers, using a **client-side attack**.

The TRACE method is **safe** and **idempotent**

Test an API with a TRACE Method



- Make a standard HTTP request like a GET request to `/api/status`
- **Replace** GET with the TRACE and send it again.
- Check what the server returns. If the response has the same information as the original request, the **TRACE ability is enabled** in the server and works correctly.

CONNECT Method



The CONNECT method is for making end-to-end connections between a client and a server. It makes a two-way connection like a tunnel between them.

Example



```
CONNECT www.example.com:443 HTTP/1.1
```

Connects to the URL provided.

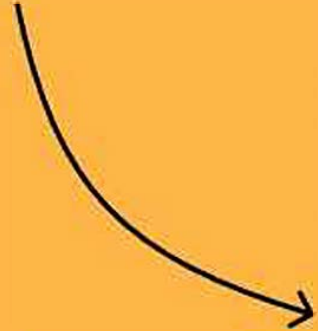
For example, we can use this method to safely transfer a large file between the client and the server.



It is neither a safe nor an idempotent method

These are the 9 HTTP methods, their uses and a guide on how to test them. Hope you learned about them in detail.

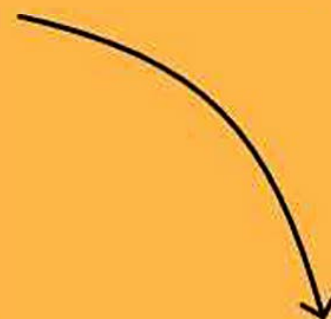
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