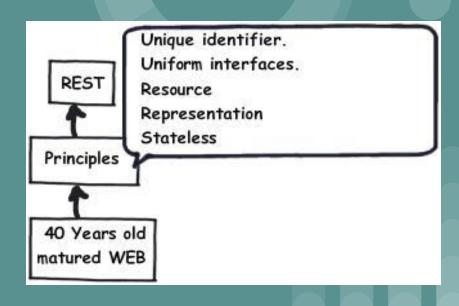
# **REST API**

**Best Practices** 

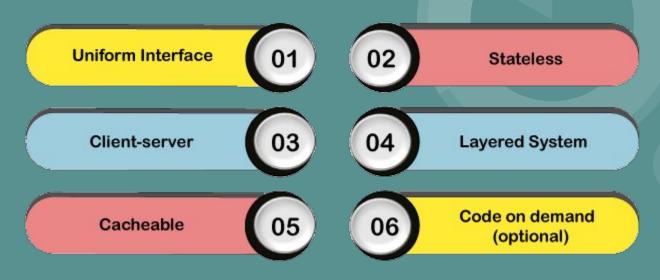
#### What is REST?

- **RE**presentational **S**tate **T**ransfer
- Architectural style
- A set of constraints

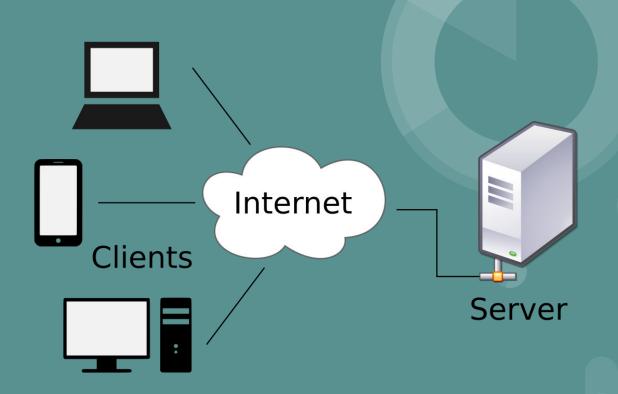
API



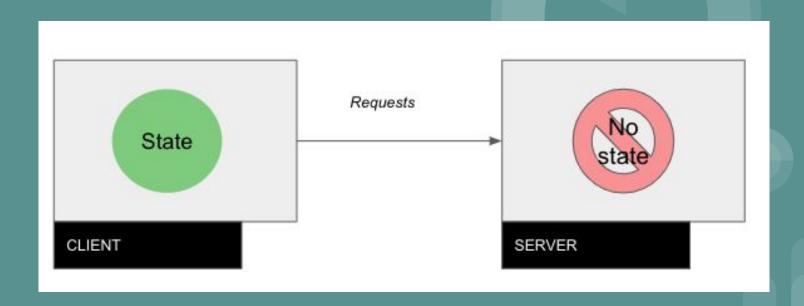
#### CONSTRAINTS OF REST ARCHITECTURE

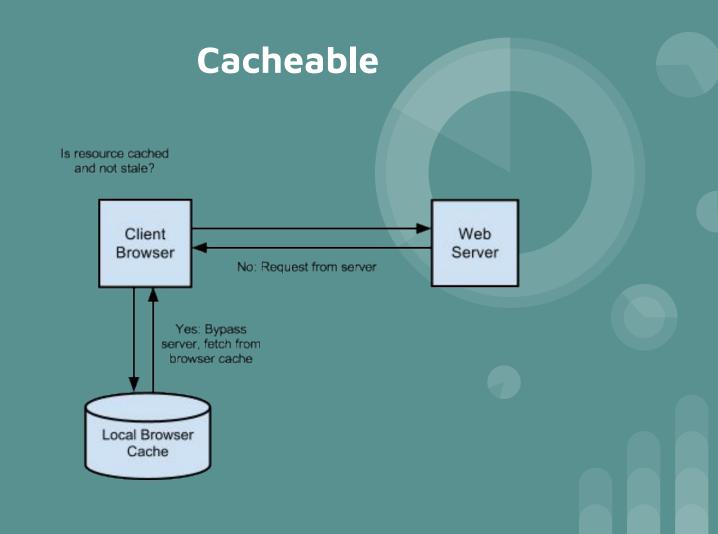


#### **Client-Server Architecture**

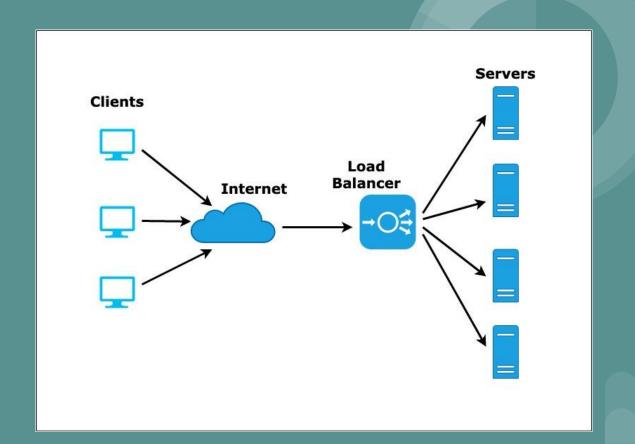


### **Stateless**

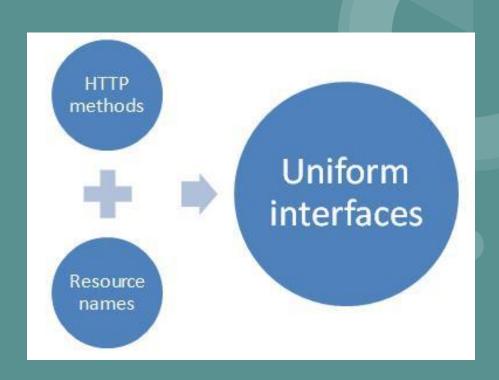




## **Layered System**



### Uniform Interface



#### **Best Practices**

- Use JSON format for Sending and Receiving Data
- Use Nouns Instead of Verbs in Endpoints
- Name Collections with Plural Nouns
- Use Nesting on Endpoints to Show Relationships

### **HTTP Methods**

- GET
- POST
- PUT
- PATCH
- DELETE
- OPTIONS
- HEAD

- Provide Accurate API Documentation
  - relevant endpoints
  - example requests
  - messages listed for different errors with their status codes
  - implementation in several programming languages

- Rate Limiting
  - X-Rate-Limit-Limit
  - X-Rate-Limit-Remaining
  - X-Rate-Limit-Reset
- Result filtering, sorting & searching
  - GET /tickets?state=open
  - GET /tickets?sort=-priority
  - o GET /tickets?q=return
- Aliases for common queries
  - GET /tickets/recently\_closed
- Limiting fields returned by the API
  - GET /tickets?embed=customer&fields=id,customer.id,customer.name

- Use Status Codes in Error Handling
  - O 200, 201, 204, 304, 400, 401, 403, 404, 405, 429, 500, etc
- Use SSL, CORS for Security
- Be Clear with Versioning
  - Path based
  - Query string based
  - Header based
- Headers and Accept parameters
- Revist HEAD & OPTIONS, Idempotency

#### **HATEOS**

- Hypermedia as the Engine of Application State
- RFC 5988
  - Target URI
     (represented by the **href** attribute)
  - Link relation type
     (represented by the rel attribute)
  - Attributes for target (represented by type attribute)

#### References

- https://jsonapi.org
- https://www.freecodecamp.org/news/rest-api-best-prac tices-rest-endpoint-design-examples/
- https://www.vinaysahni.com/best-practices-for-a-pragmatic-restful-api



