GET and POST requests in theory

WORKING WITH WEB DATA IN R



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HTTP requests

- Conversation between your machine and the server
- First: what you want to happen
- "methods" different requests for different tasks

GET and POST

- GET: "get me something"
- POST: "have something of mine"

Other types

- HEAD just like head()
- DELETE "remove this thing"
- Many others! But GET and POST are the big ones

Making GET requests with httr

```
response <- GET(url = "https://httpbin.org/get")
content(response)</pre>
```

```
$args
named list()

$headers
$headers$Accept
[1] "application/json, text/xml, application/xml, */*"
...
```

Making POST requests with httr

```
response <- POST(url = "https://httpbin.org/post")</pre>
```

Let's practice!

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Graceful httr

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Error handling

Every response includes an HTTP status code.



Error handling

```
response <- GET("https://httpbin.org/get")
response</pre>
```

```
Response [https://httpbin.org/get]
Date: 2017-08-24 20:29
Status: 200
Content-Type: application/json
Size: 330 B
{ ...
```

Understanding status codes

- Code starts with:
 - o 2 great!
 - o 3 great!
 - 4 your code is broken
 - 5 their code is broken
- https://en.wikipedia.org/wiki/List_of_HTTP_status_codes
- Check for bad codes with http_error()

URL construction

- Most of URL doesn't change
- Stitch URLs together from bits that don't change with the bits that
 do
- Saves thinking and typing

Directory-based URLs

- Slash-separated, like directories
- https://fakeurl.com/api/peaches/thursday
- Use paste() , with sep = "/"

Parameter-based URLs

- Uses URL parameters (a=1&b=2)
- https://fakeurl.com/api.php?fruit=peaches&day=thursday
- Use GET() to construct the URL with query argument

Let's practice!

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Respectful API Usage

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User agents

- Bits of text that ID your browser (or software)
- Gives the server some idea of what you're trying to do
- You can set one with your requests with user_agent()
- Add an email address so they can contact you.

Rate limiting

- Too many requests makes for a sad server
- Deliberately slows down your code to keep under a desired "rate"
- Slows you, but avoids getting you banned from the server

Let's practice!

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