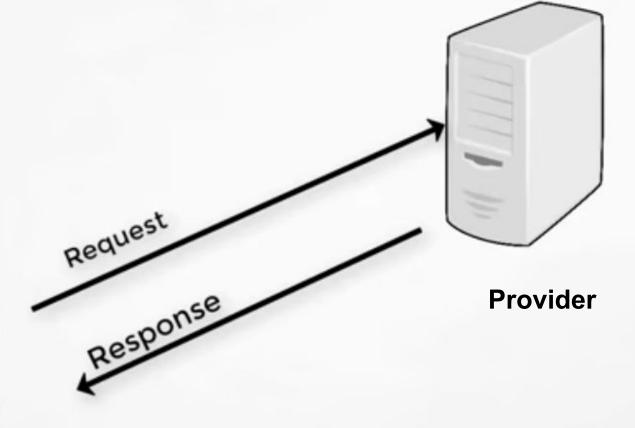
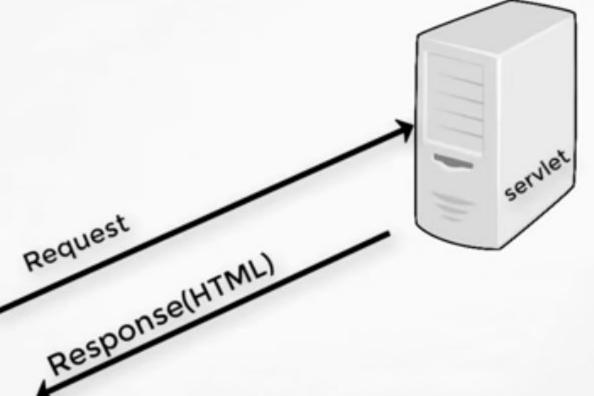
# **RESTFul Web Services**

## In IoT, there are 2 communication APIs –

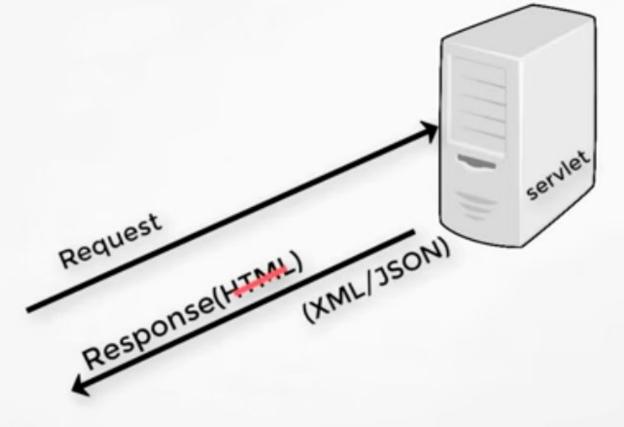
- REST Based Communication APIs
- Web Socket Based Communication APIs



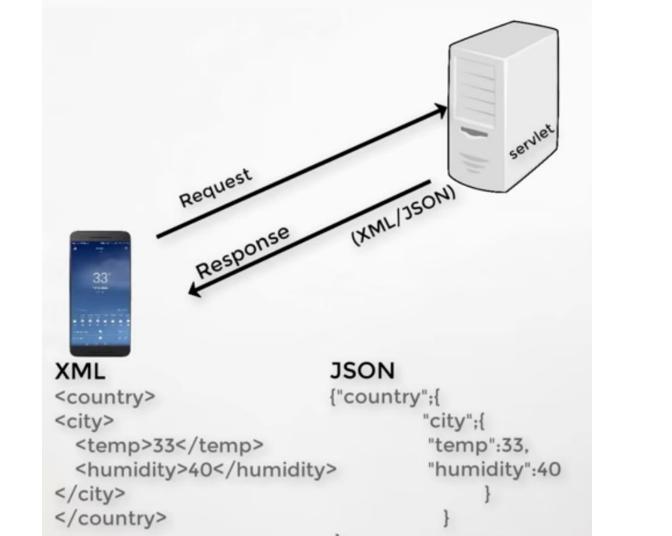


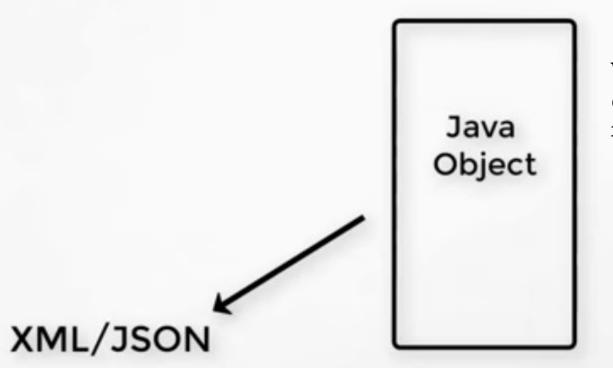












Weather report data in the form of object

## http://www.abc.com/questions?subject=java

http://www.abc.com/questions/java



Actually you are accessing resource. Instead of thinking there is a server which does a processing, just think as you are fetching data.

### What is REST Architecture?

- REST stands for REpresentational State Transfer. REST is web standards based architecture and uses HTTP Protocol.
- It revolves around resource where every component is a resource and a resource is accessed by a common interface using HTTP standard methods.
- REST was first introduced by Roy Fielding in 2000.
- In REST architecture, a REST Server simply provides access to resources and REST client accesses and modifies the resources.
- Here each resource is identified by URIs/ global IDs.
- REST uses various representation to represent a resource like text, JSON, XML.
   JSON is the most popular one.
- REST is a set of architectural principles by which you can design web services and web APIs that focus on a system resources

### **Introduction to RESTFul web services**

- A web service is a collection of open protocols and standards used for exchanging data between applications or systems.
- Software applications written in various programming languages and running on various platforms can use web services to exchange data over computer networks like the Internet in a manner similar to inter-process communication on a single computer.
- Web services based on REST Architecture are known as RESTful web services. These
  web services uses HTTP methods to implement the concept of REST architecture.
- A RESTful web service usually defines a URI, Uniform Resource Identifier a service, provides resource representation such as JSON and set of HTTP Methods.

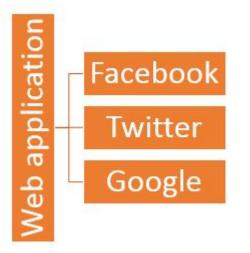
# Why Restful?

## Heterogeneous languages and environments -

• It enables web applications that are built on various programming languages to communicate with each other

 With the help of Restful services, these web applications can reside on different environments, some could be on Windows, and others could be on

Linux.



Facebook, Twitter, and Google expose their functionality in the form of Restful web services. This allows any client application to call these web services via REST.

### Finally is the event of the Cloud –

Since all Cloud-based architectures work on the REST principle, it makes more sense for web services to be programmed on the REST services based architecture to make the best use of Cloud-based services.

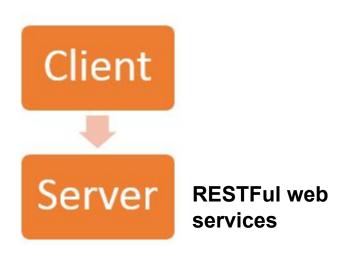
## **Restful Architecture**

**1. State and functionality are divided into distributed resources** – This means that every resource should be accessible via the normal HTTP commands of GET, POST, PUT, or DELETE.

### 2. The architecture is client/server, stateless, layered, and supports caching

- Client-server is the typical architecture where the server can be the web server hosting the application, and the client can be as simple as the web browser.
- Stateless means that the state of the application is not maintained in REST.

### **RESTFul Client-server**

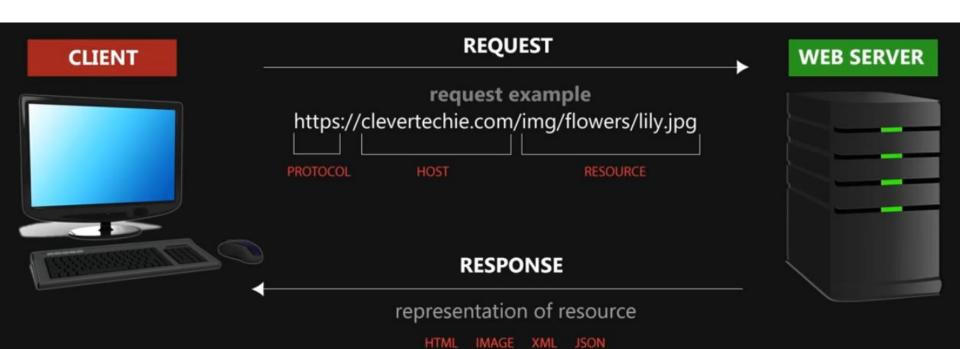


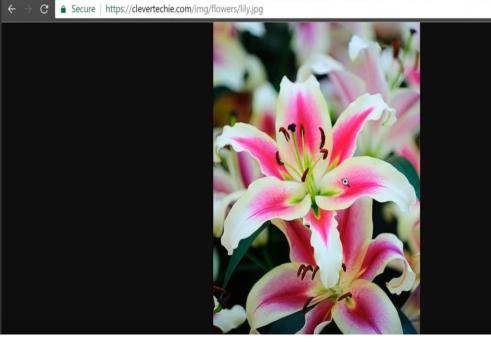
**Stateless:** The server should not maintain any sort of information between requests from the client. It's a very simple independent question-answer sequence. The client asks a question, the server answers it appropriately. The client will ask another question. The server will not remember the previous question-answer scenario and will need to answer the new question independently.

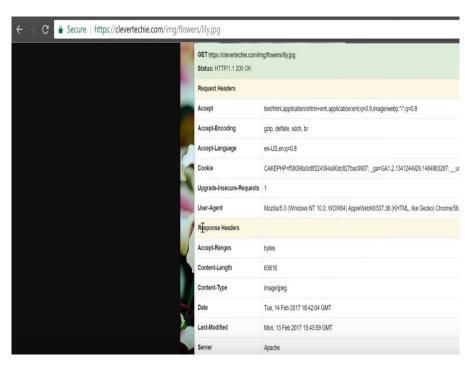
Cache: Sometimes the client might ask the server for the same request again. This is even though it had already asked for it in the past. This request will go to the server, and the server will give a response. This increases the traffic across the network. The cache is a concept implemented on the client to store requests which have already been sent to the server. So if the same request is given by the client, instead of going to the server, it would go to the cache and get the required information. This saves the amount of to and fro network traffic from the client to the server.

# **HTTP**









# **REST**









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Your Name

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### HTML/C

GET https://clevertechie.com/php/81/how-to-create-a-comment-system-in-php-tutorial Status: HTTP/1.1 200 OK

Ц	ľ
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J	
	۰

Request	Headers

Accept

Cookie

User-Agent

Connection

text/html,application/xhtml+xml,application/xml;q=0.9,lmage/webp,\*/\*;q=0.8

Accept-Encoding gzip, deflate, sdch, br

Accept-Language en-US,en;q=0.8

Referen https://clevertechie.com/

Upgrade-Insecure-Requests

CAKEPHP=f58098a3d6f224394a90dc827bac9907; \_gat=1; \_ga=GA1.2.1341244929.1484863267;

no-store, no-cache, must-revalidate, post-check=0, pre-check=0

gzip

3936

Mozilla/5.0 (Windows NT 10.0; WOW64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/56.0.29

#### Response Headers

Cache-Control

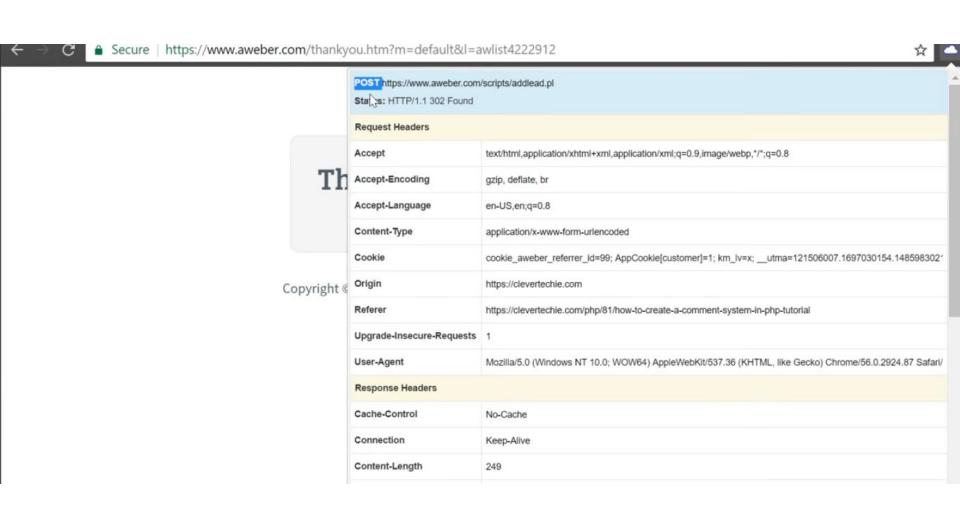
close

Content-Encoding

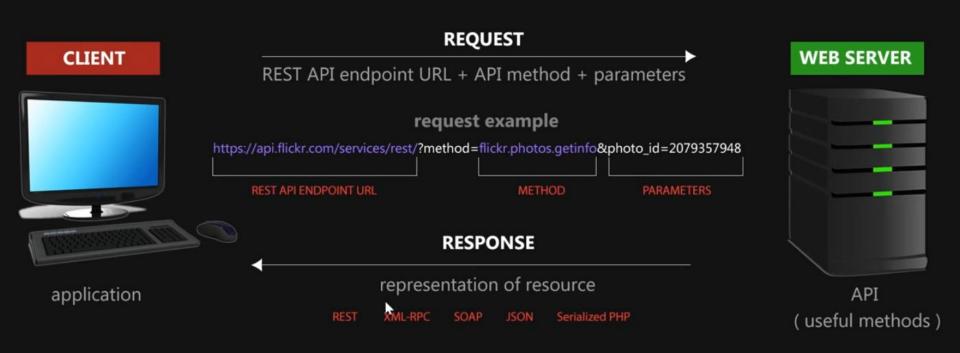
Content-Length

Content-Type

text/html; charset=UTF-8

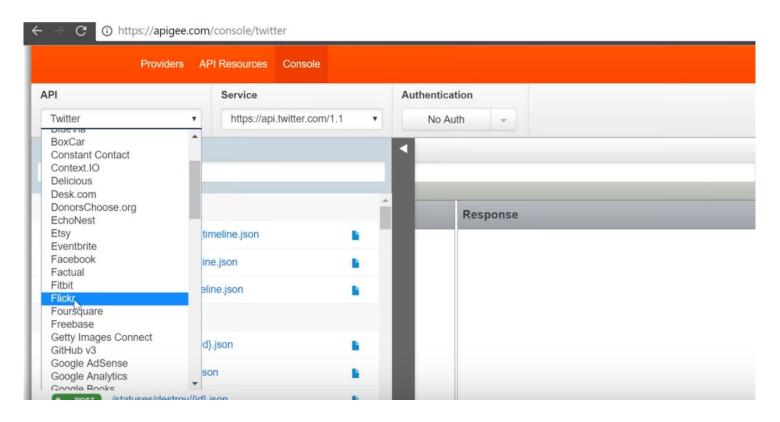


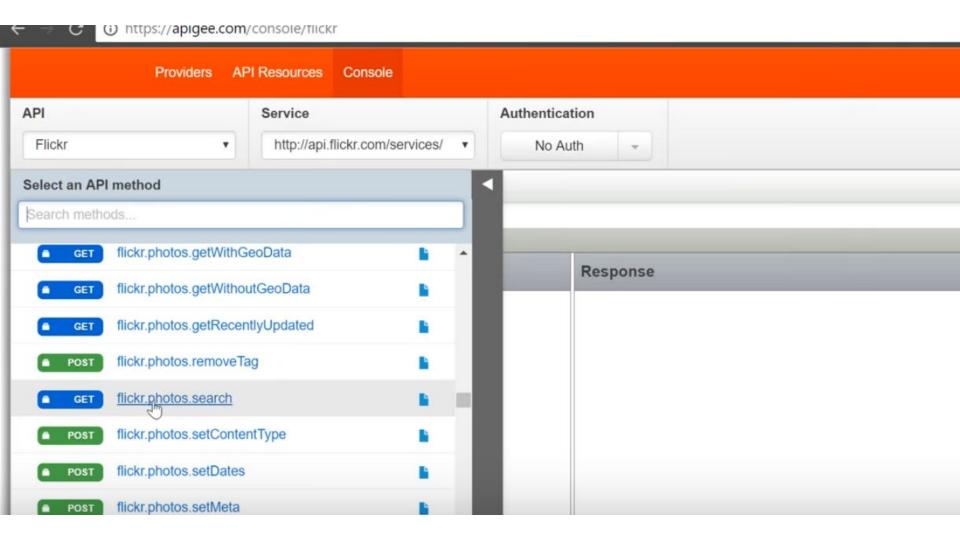
# **REST API**

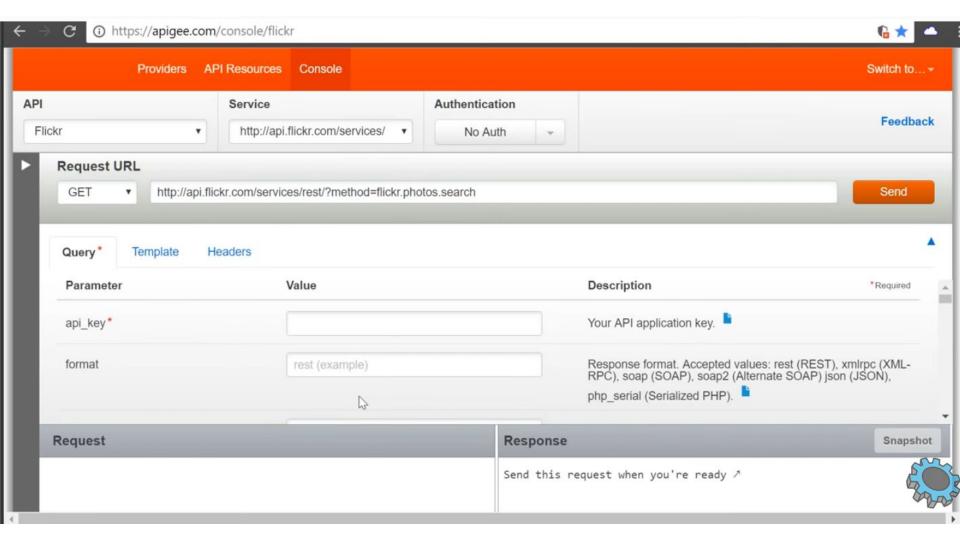


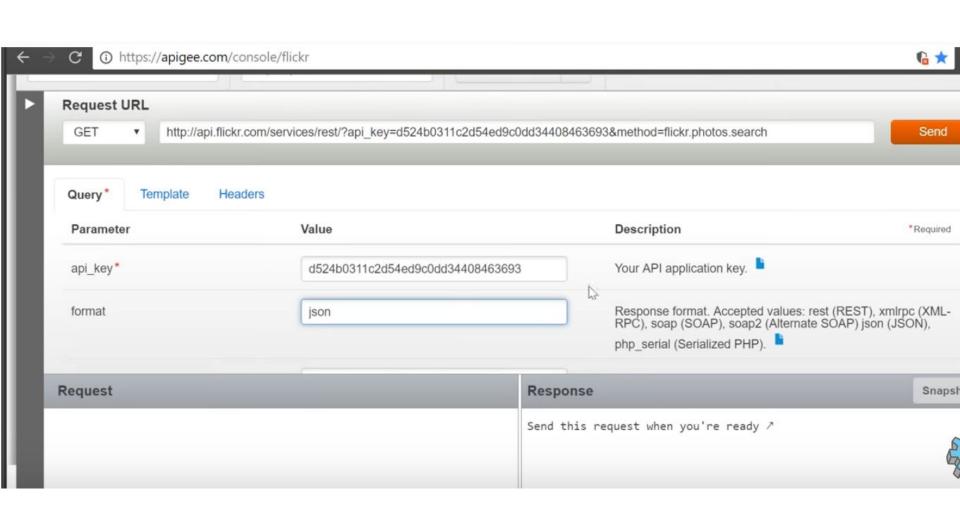


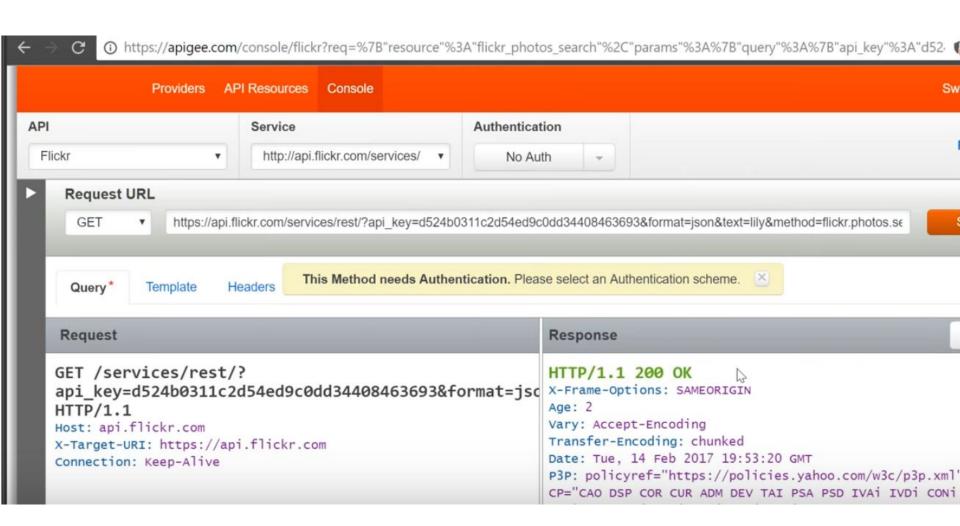
### https://www.flickr.com/services/api/

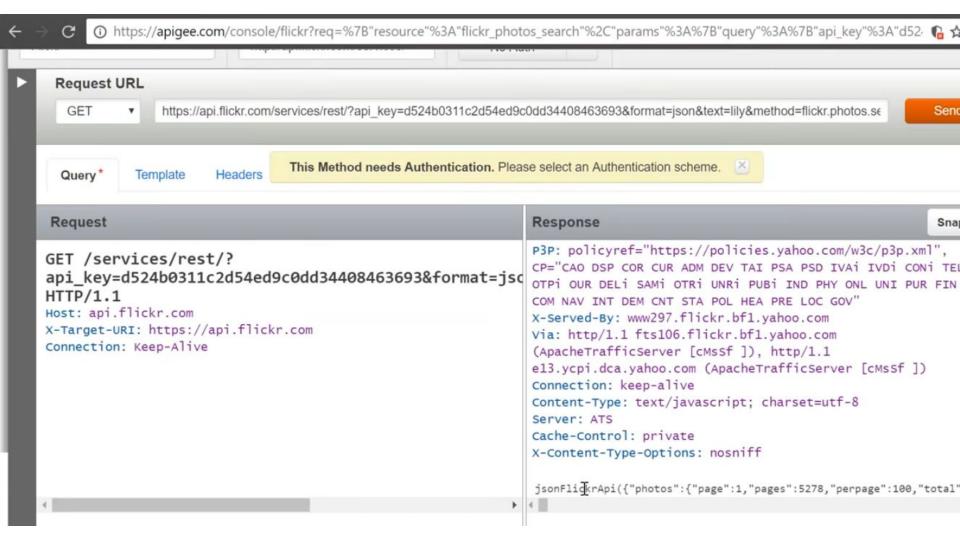


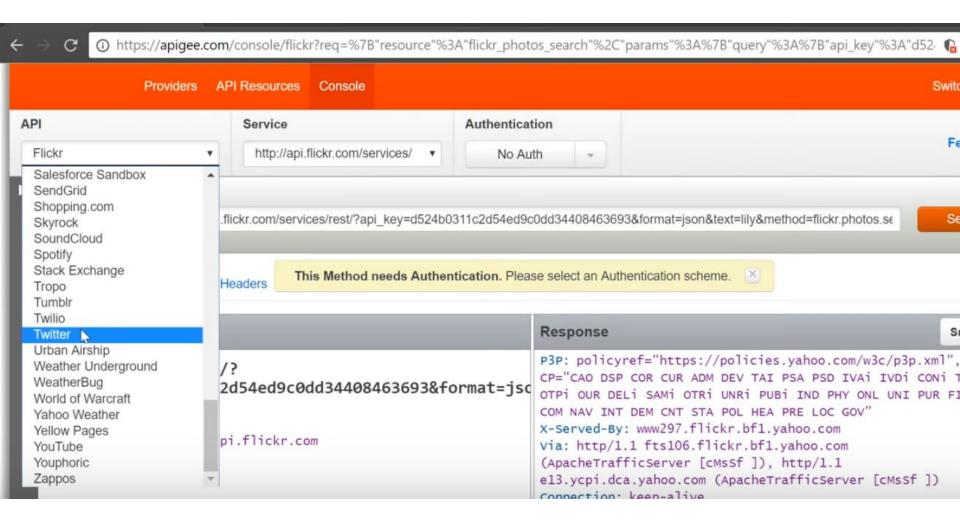


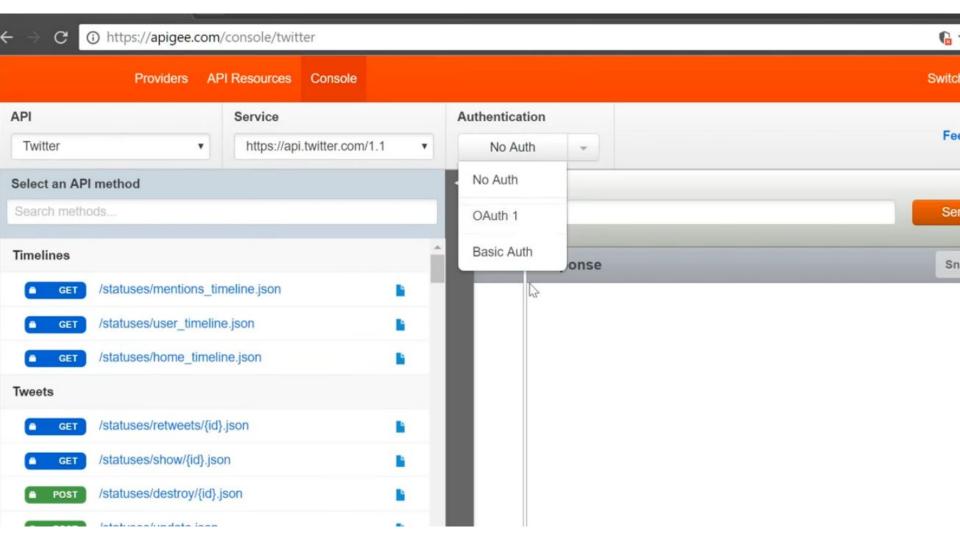










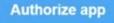








# Authorize Apigee's API Console to use your account?



Cancel



### This application will be able to:

- · Read Tweets from your timeline.
- · See who you follow, and follow new people.
- Update your profile.
- · Post Tweets for you.
- Access your direct messages.

#### Will not be able to:

- · See your email address.
- See your Twitter neceword

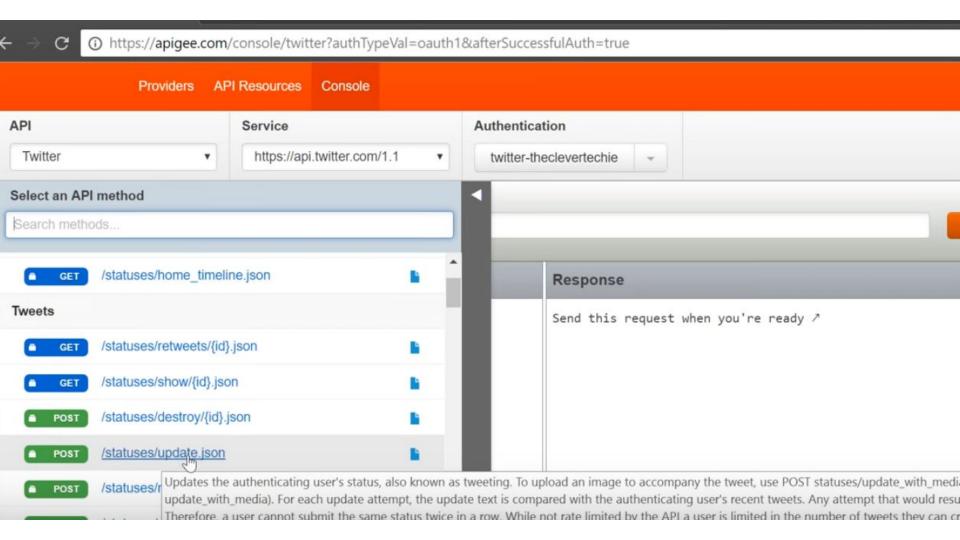


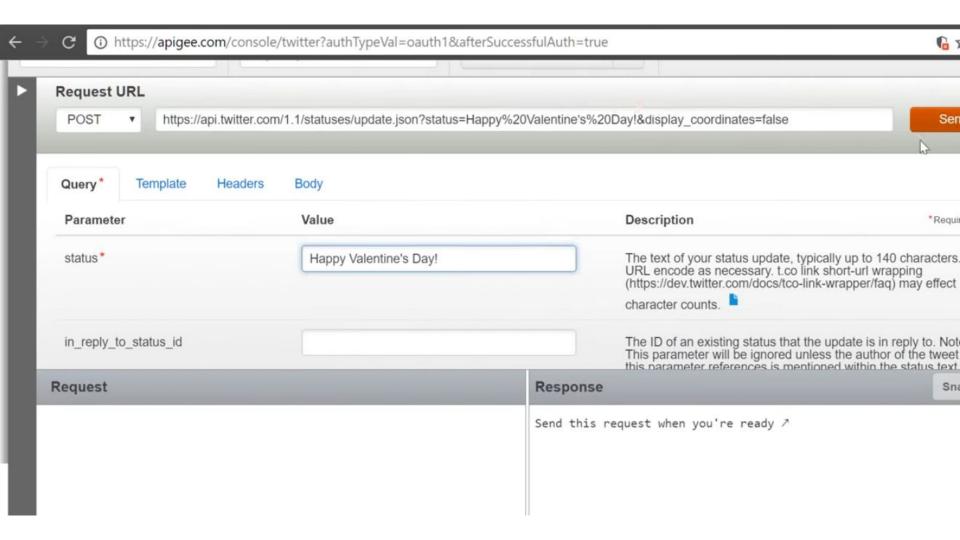
### Apigee's API Console

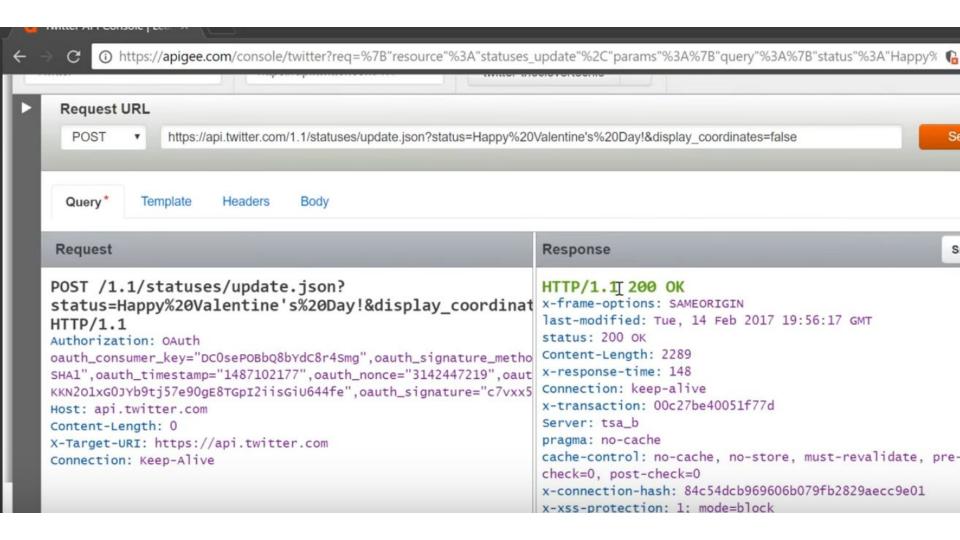
By Apigee

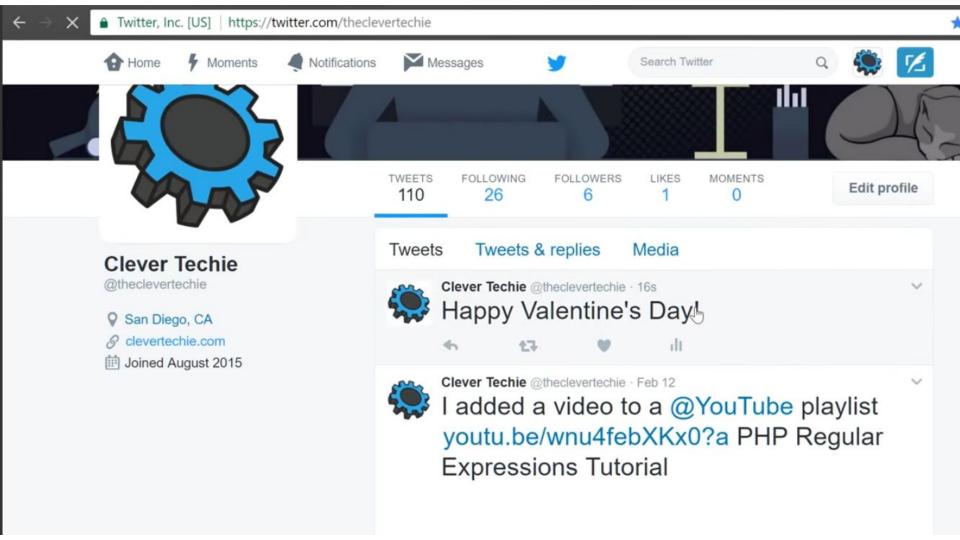
apigee.com/console/twitter

Explore the structure of the Twitter API, experiment with the endpoint, and review the request and response messages from inside your browser.









No.	SOAP	REST
1)	SOAP is a <b>protocol</b> .	REST is an <b>architectural style</b> .
2)	SOAP stands for <b>Simple Object Access Protocol</b> .	REST stands for <b>REpresentational State Transfer</b> .
3)	SOAP <b>can't use REST</b> because it is a protocol.	REST <b>can use SOAP</b> web services because it is a concept and can use any protocol like HTTP, SOAP.
4)	SOAP uses services interfaces to expose the business logic.	REST uses URI to expose business logic.
5)	<b>JAX-WS</b> is the java API for SOAP web services.	<b>JAX-RS</b> is the java API for RESTful web services.
6)	SOAP <b>defines standards</b> to be strictly followed.	REST does not define too much standards like SOAP.
7)	SOAP <b>requires more bandwidth</b> and resource than  REST.	REST <b>requires less bandwidth</b> and resource than SOAP.

	security.	measures from the underlying transport.
9)	SOAP <b>permits XML</b> data	REST <b>permits different</b> data format such as
	format only.	Plain text, HTML, XML, JSON etc.

security

SOAP defines its own RESTful web services inherits

SOAP is **less preferred** than REST more preferred than SOAP.

8)

10)

REST.

### . Web Socket Based Communication APIs :

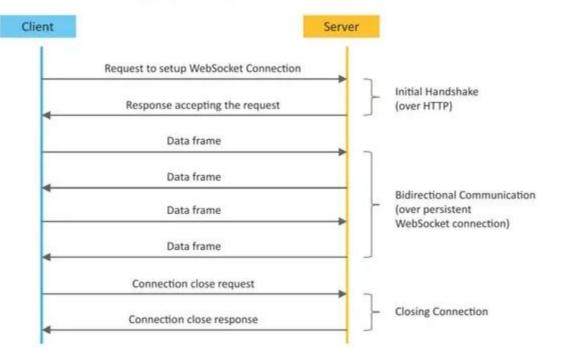
Web Socket APIs allow bi-directional, full-duplex communication between clients and servers.

It follows the exclusive pair communication model. This Communication API does not require a new connection to be set up for each message to be sent between clients and servers.

Once the connection is set up the messages can be sent and received continuously without any interruption.

WebSocket APIs are suitable for IoT Applications with low latency or high throughput requirements.

### WebSocket Protocol



S.NO.	REST API	WEB SOCKET API
1.	It is Stateless protocol. It will not store the data.	It is Stateful protocol. It will store the data.
2.	It is Uni-directional. Only either server or client will communicate.	It is Bi-directional.  Messages can be received or sent by both server or client.
3.	It is Request-response model.	It is Full duplex model.
4.	HTTP request contains headers like head section, title section.	It is suitable for real- time applications. It does not have any overhead.

6.	Both horizontal and vertical scaling (we can add many resources and number of users both horizontally and vertically).	Only vertical scaling (we can add resources only vertically).
7.	It depends upon the HTTP methods to retrieve the data	It depends upon the IP address and port number to retrieve the data
8.	It is slower than web socket regarding the transmission of messages.	web socket transmits messages very fastly than REST API.
9.	It does not need memory or buffers to store the data.	It requires memory and buffers to store the data.

Only Single TCP

connection.

New TCP connection will be set

up for each HTTP request.

5.