Jonathan Disla

Discussion 2.1

Web 420

Prof. Krasso

Resources and Representations

1. What are resources?

Resources are part of the middleware in application design. The resources belong to HTTP api’s between the web app and the services of the app. Since a resource can almost be anything, I will use the text Restful APIs for reference to what is a resource. “Clients and servers can only talk about something if they can agree on a name for it. On the Web, we use a URL to give each resource a globally unique address. Giving something a URL turns it into a resource” [Richardson & Amundsen 30]. Now it does not matter what the state of that resource and the client doesn’t care about the resource just the response they see.

1. What are representations and how are they transferred?

A representation is the state of a resource at the time of the request. If a user makes a request, the returned information is the representation of that resource which can be in JSON formatted objects. According to the text, “A resource can have more than one representation. Government documents are often made available in multiple language” [Richardson & Amundsen 38].

1. Which HTTP methods should you use and why?

According to w3 schools, the different type of HTTP methods are GET, POST, PUT, HEAD, DELETE, PATCH, OPTIONS. Options and head are not as common and below is why the others are used more often:

* Get requests are used to request data from a specified resource.
* Post is used to send data to a server to create/update a resource.
* The put method is used to send data to a server to create/update a resource.
* The delete method deletes the specified resource.
* Patch allows for partial change in a resource.

Reference List

Richardson G Leonard, Amundsen Mike. *“RESTful Web APIs.”* O’Riley Media Inc. 22 May 2015.

w3schools. “*HTTP Request methods*.” W2schools.com, Accessed 22 March 2021

https://www.w3schools.com/tags/ref\_httpmethods.asp