

# REST API Introduction



# Topics

- 1) How to request and send data to a server?
- 2) How to design a server's API?

HTTP

# Overview

- Front-end = client-side; browser
- Back-end = server side
- Why make web-based app?
  - server to allow interaction between users
  - server to store resources or do heavy processing
  - centrally managed deployment and admin

# Server Interaction

- Browser getting data from webserver
  - browser does HTTP GET on URL
  - server sends back a web page (HTML, CSS, JS)
- Font-end/Back-end Interaction
  - client-side makes requests to server's RESTful API's endpoints (URLS)
  - data transmitted in JSON (or XML)

# HTTP

- HTTP: hypertext transfer protocol
- URL: uniform resource locator
  - Ex: `http://www.sfu.ca/~bfraser/answers`  
`<protocol>://<domain name>/<path>`  
`<protocol>://<domain name>:<port>/<path>`
- Protocol ports
  - HTTP: 80 (or 8080 alt)
  - HTTPS: 443 (or 8443 alt)  
S = Secure

# HTTP Methods

- HTTP methods:  
What does the client want to happen at a URL?
- These are the “actions” that HTTP supports
  - **GET** : retrieve some information from the URL:  
does not change server state
  - **POST** : Submit a **new entity** (object) to the URL
  - **DELETE** : Delete some entity (object) at the URL
  - **PUT** : **Replace** an entity at the URL **with new value**
  - ... omitting HEAD, CONNECT, OPTIONS, TRACE, PATCH

# HTTP Response Status Codes

- Each request message (a GET, POST, ...) returns a response code:
  - 200:..OK
  - 201:..created (usualyy from POST)
  - 400: Bad Request (client-side error)
  - 401: Unauthorized (who are you?)
  - 403: Forbidden (I know who you are, but still not allowed)
  - 404:..file not found
  - 500: Server-side error
  - (... many omitted!)



# Sending Data to the Server

- Front end can send data to the server via:
  - **URL** : Put data in path variables
    - Ex: GET `http://my.com/api/person/5`
  - **query string** : for GET only;  
no raw special characters (Ex: `%20` = space)
    - Ex: `https://www.google.com/search?q=hi+world`
  - **header** : All HTTP messages have header
    - Ex: authentication or apiKey  
`"ApiKey:abc123"`
  - **body** : Block of data (often text such as JSON)
    - Ex: `{"name":"Dr. Evil","age":95,"laugh":"Mwahah"}`

# URL Path Variables Details

- Path Variable Idea
  - URL encodes groups or categories as though they are “folders”, and items as “files”
- Example

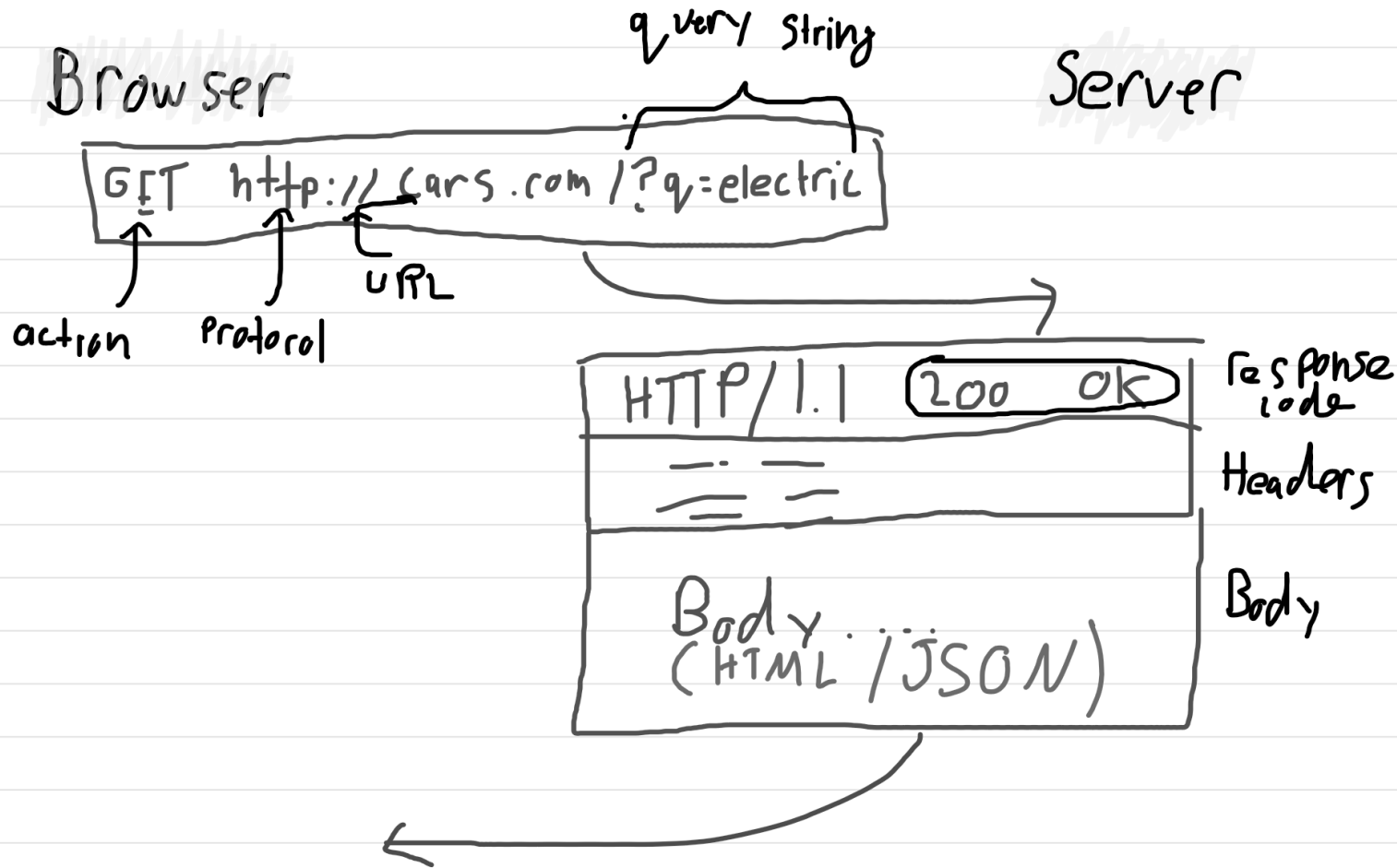
<https://coursys.sfu.ca/2050sp-cmpt-276-d1/students/hiwld>

  - It seems like we are browsing into folders for a specific file
  - [server extracts “folder” and “file names to programmatically find the data](#)

# Query String Details

- Query String: the common way to send data for GET
  - Use to encode. non-hierarchical parameters
    - Ex: search queries
- Common Format  
`http://my.com/s?key=value&otherkey=othervalue`
- Demo  
`curl -k -i -X GET https://www.adafruit.com/?q=wire`  
curl is utility to execute HTTP request

# Request to Server & Reply



# Postman Request & Response

https://www.adafruit.com/?q=wire

GET https://www.adafruit.com/?q=wire

Params • Authorization Headers (7) Body Pre-request Script Tests Settings Cookies

Query Params

	KEY	VALUE	DESCRIPTION	...	Bulk Edit
<input checked="" type="checkbox"/>	q	wire			

Body Cookies (2) Headers (20) Test Results

200 OK 525 ms 51.48 KB Save Response

KEY	VALUE
Date	Mon, 06 Mar 2023 08:11:15 GMT
Content-Type	
Transfer-Encoding	
Connection	
set-cookie	
set-cookie	
set-cookie	
expires	
cache-control	

Body Cookies (2) Headers (20) Test Results

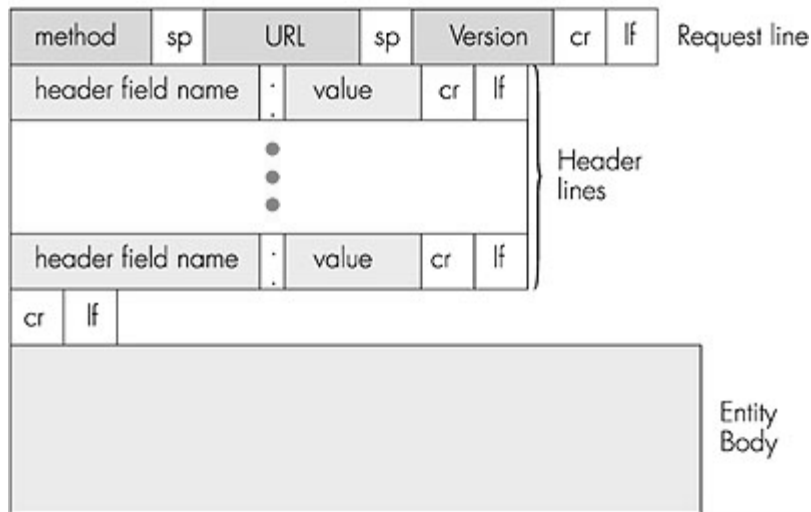
200 OK 525 ms 51.48 KB

Pretty Raw Preview Visualize HTML

```
1 <!DOCTYPE html>
2 <html lang="en-US">
3
4 <head>
5   <meta name="globalsign-domain-verification" content="395EvTKgTnwb20iKcV68nItcl7lbY_JFqavc5s">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <meta charset="utf-8">
8   <meta name="author" content="Adafruit Industries" />
9   <meta name="generator" content="Adafruit Shopping Cart based on Zencart" />
```

# HTTP Body details

- HTTP messages can include a body
  - Used by POST and PUT to send data
  - Often a JSON structure or binary data



HTTP Request

```
GET /~bfraser/ HTTP/1.1
Host: www.sfu.ca
Connection: keep-alive
Cache-Control: no-cache
User-Agent: Mozilla/5.0 ...
Accept: text/html,application/...
```

HTTP Response

```
HTTP/1.1 200 OK
Date: Mon, 02 Mar 2020 05:10:18 GMT
Server: Apache
box: b3 D=1361386 t=1583125818662494
Access-Control-Allow-Origin: *
Content-Length: 3795
Content-Type: text/html; charset=ISO-8859-1
```

```
<!DOCTYPE
<html>
<head>
  <title>Index of /~bfraser</title>...
```

# REST API

# API & REST

- API: application program interface
  - How a program exposes its functionality for other programs to use.
- REST: representational state transfer
  - architectural style using HTTP methods and URL to interact with a server
  - It **works with HTTP caching** and semantics to improve performance
  - REST is founded on some principles, not a strict prescription.  
So what is "RESTful" is up to interpretation
- TLA: Three Letter Acronym

note: rest is not a protocol but rather an idea to design protocols

REST: +exposing data one way, send data the other way with methods: PUT,...

+not set of functions (not change state of data)

+ex: different API style (remote execution API) will change the data (update student state to be graduate)

—> REST provides more flexibility



# Example Tic Tac Toe Model

games:

# 51  
....

id: # 52  
user1: Brian  
user2: AI3  
moves

..-  
.-.-

id: 2  
user: Brian  
row: 1  
col: 1

id: 6  
user: AI3  
row: 3  
col: 1

# REST Example

- Example: Tic-tac-toe game
  - Base URL: my.com
  - /games <sup>folder supports methods</sup> GET (list), POST (new)
  - /games/52 GET (info), POST (change info)
  - /games/52/moves GET (list), POST (new)
  - /games/52/moves/1 GET (info), POST (change info)
- Full Example
  - GET my.com/games/52/moves/1
    - In games API, retrieve info on game #52's move #1

# REST Example (cont)

- Get Game Info

```
curl -X GET localhost/games/52
```

```
HTTP/1.1 200 OK
```

```
{  
  "id": 52  
  "user1": "Brian",  
  "user2": "Al3",  
  "href": "/games/52"  
}
```

- Data Structure

```
struct {  
    int id;  
    string user1;  
    string user2;  
    string href;  
}
```

data transfer object (DTO)

Simple data structure to send  
data from back-end to front-end

# REST Example (cont)

- Get Moves

```
curl -X GET localhost/games/52/moves
```

```
HTTP/1.1 200 OK
```

```
[  
  {  
    "id": 2,  
    "user": "Brian",  
    "row": 1,  
    "col": 1  
  },  
  {  
    "id": 6,  
    "user": "AI3",  
    "row": 3,  
    "col": 1  
  }  
]
```

- Make a move

```
curl -X POST -d {  
  "user": "Brian",  
  "row": 3,  
  "col": 3  
} localhost/games/52/moves
```

# RESTful API Design

- Design API around things and actions
  - Structure URL for the hierarchical nature of the data
- Things (nouns)
  - Data you want to expose
  - [make path names plural, no trailing slash](#)
- Actions (verbs)
  - C<sub>reate</sub> POST (or PUT)
  - R<sub>etrieve</sub> GET
  - U<sub>pdate</sub> POST (or PUT if you are updating the whole item at once, not just part).
  - D<sub>ele</sub>te DELETE

# RESTful API Design (cont)

- GET (and PUT) must be idempotent:
  - doing it twice does not have an extra effect
- POST is a catch all for doing anything.
- Properties of RESTful
  - uniform interface: Server returns self-descriptive resources
  - stateless: Server maintains nothing about state of the connection; everything comes from HTTP headers, etc why stateless is useful?
  - cacheable: Cache as much as possible to reduce server load
  - <...omitted more...>

# Summary

- HTTP
  - Protocol for accessing resources via URL's
- HTTP Methods
  - GET, POST, DELETE, PUT, etc.
- Data in URL, Query String, Header, Body
- REST
  - Design URLs for Hierarchical data
  - REST properties