

# REST

## A GUIDE TO *(KIND OF)* GETTING IT

Mihai Agape



# WE'LL COVER

- what REST *actually* is
- how to *build* and *consume* a REST HTTP API

**WHY THE TOPIC?**

**REST IS POWER**

*REST ... emphasizes scalability of component interactions, generality of interfaces, independent deployment of components, and intermediary components to reduce interaction latency, enforce security, and encapsulate legacy systems.*

- *Architectural Styles and the Design of Network-based Software Architectures, Roy T. Fielding*

**YOUR MIGHT BE  
THINKING...**

*REST's frankly not that hard of a concept, there are plenty of REST resources already available and I've already built a couple of REST APIs based on those—**what's in for me?***

**Q: WHAT'S REST'S  
MOTTO?**



**A:** THAT'S *NOT* REST!



*REST's frankly not that hard of a concept, there are plenty of REST resources already available and I've already built a couple of REST APIs based on those—what's in for me?*

REST IS *OFTEN*  
MISUNDERSTOOD

*I am getting frustrated by the number  
of people calling any HTTP-based  
interface a REST API.*

— *REST APIs must be hypertext-driven,*  
*Roy T. Fielding*

**STILL, YOU MIGHT BE  
THINKING...**

*I'm quite happy with my APIs—they might not be RESTful ~~according to the formal definition~~ but they work quite well. Will I get anything out of this presentation?*

*Understanding the REST architectural style is crucial for both building certain types systems and describing them—  
for those systems, an improper understanding of REST will have severe consequences.*

*— me*



**WHAT IS REST?**

*Representational State Transfer (REST)  
is an architectural style for distributed  
hypermedia systems.*

*- Architectural Styles and the Design of  
Network-based Software Architectures,  
Roy T. Fielding*

**DERIVING REST**

null style

# client-server

- 👍 separation of concerns
- 👍 evolvability
- 👍 scalability

# stateless

- 👍 visibility
- 👍 reliability
- 👍 scalability
- 👎 per-interaction overhead

# cache



efficiency



scalability



user-perceived performance



reliability




# uniform interface

- constraints -

1. identification of resources
2. manipulation of resources through representations
3. self-descriptive messages
4. hypermedia as the engine of state



# uniform interface

-  coupling
-  evolvability
-  efficiency

# layered system

- 👍 system complexity
- 👍 substrate independence
- 👎 latency
- 👎 user-perceived performance

# code-on-demand\*

- 👍 client complexity
- 👍 post-deployment extensibility
- 👎 visibility

\* optional constraint

*REST provides a set of architectural constraints that, **when applied as a whole**, emphasizes scalability of component interactions, generality of interfaces, independent deployment of components, and intermediary components to reduce interaction latency, enforce security, and encapsulate legacy systems.*

*- Architectural Styles and the Design of Network-based Software Architectures, Roy T. Fielding*

# RICHARDSON MATURITY MODEL

3	hypermedia
2	verbs
1	resources
<hr/>	
0	pox

The Maturity Heuristic, Leonard Richardson

IT'S SHOW TIME ;)



Q?

TV