Trello and Rest Design principles

Constraint	Why does Trello satisfy it
Client-server architecture	The client is the trello web application and the server is the backend that responds to client responses.
Layered system	We have any proof about that but we can assume it is due to the complexity of the system
Interactions may be stateless	API requests include the information to grab all resources so that the server does not have to save information about user states like: https://api.trello.com/1/boards/BdarzfKF/?fields=id&actions=addAttachmentToCard&actions_limit=2&action_fields=idMemberCreator&action_memberCreator_fields=fullName
Client can cache responses	Web browser uses cookies to save login so that can stay logged in to make requests

There must be a uniform interface for communication between client and server	API requests use URL like:
	
	https://trello.com/b/UTsxNi25/e-commerce
	
	API responses return JSON objects like:
	
	{
	"id": "592f11060f95a3d3d46a987a",
	"idMemberCreator": "5191197f9433cf5507006338",
	"data": {
	"list": {
	"name": "Professional",
	"id": "54a17e9db559f0356ce022e4"
	}
	}