Building RESTful API

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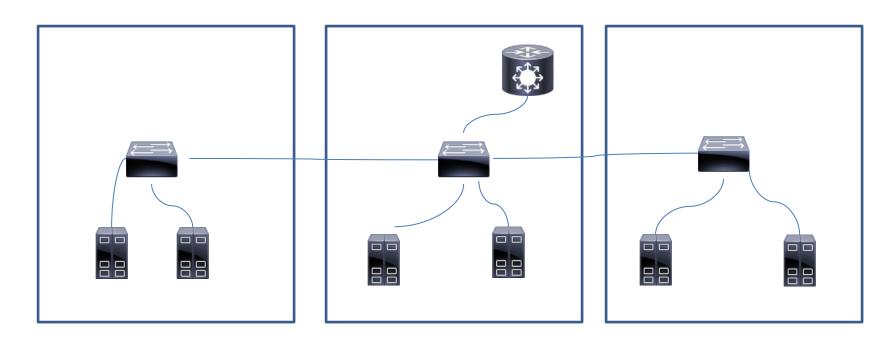
Room 4.43, Spring 2023



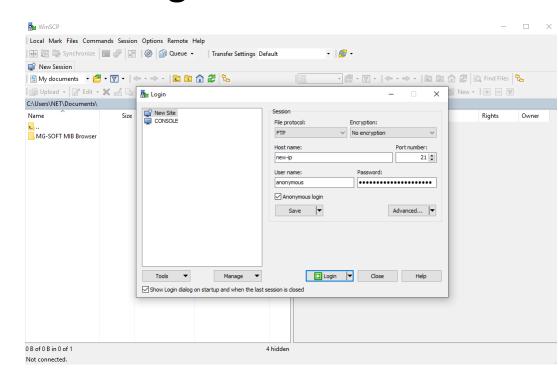
Class Logistics

- We will meet on:
 - 7-10.3 laboratory sessions
 - 21-24.3 homework
- All materials on UPEL: including exam part
- Grading:
 - Showing up => +1
 - Hard work => +3
 - Extra activity => +1

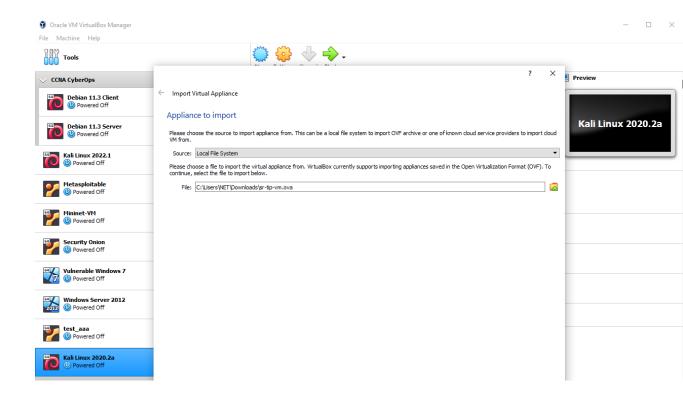
Wire-up all environment to have internet connection



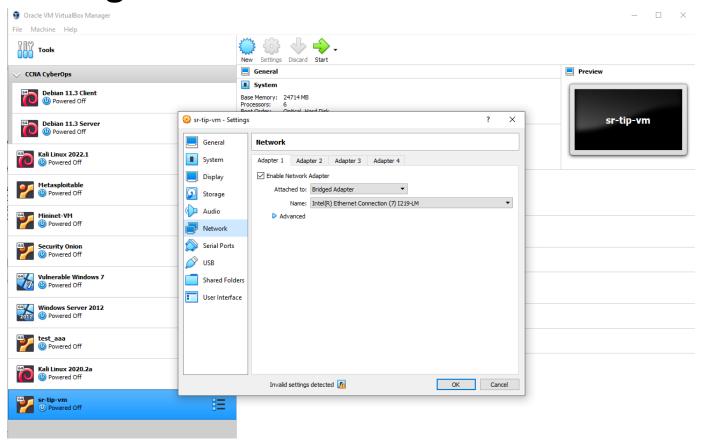
- Start the Windows NET images
- Open WinSCP:
 - **172.17.144.136**
- download image



- Open VirtualBox
- Import appliance



 Make sure you are using Bridged Adapter in network settings



- Start Virtual Machine
 - You have access to Ubuntu with python and pycharm
 - Credentials: lab/lab

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Origin

- Representational State
 Transfer
- Architectural style
 - not dependent on any specific protocol
- Describes a set of principles derived from analysis of World Wide Web Architecture
 - To make any distributed system scalable

Architectural Styles and the Design of Network-based Software Architectures

DISSERTATION

submitted in partial satisfaction of the requirements for the degree of

DOCTOR OF PHILOSOPHY

in Information and Computer Science

by

Roy Thomas Fielding

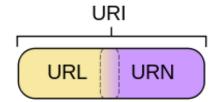
Dissertation Committee: Professor Richard N. Taylor, Chair Professor Mark S. Ackerman Professor David S. Rosenblum

Basics

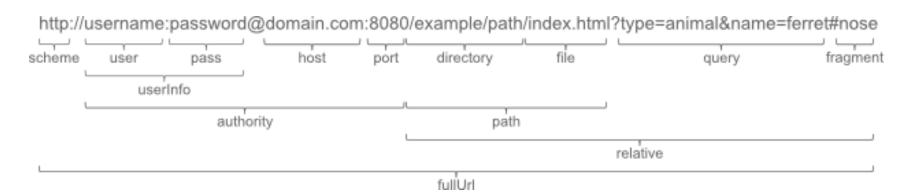
- Resource
 - fundamental building block of web-based systems
- Web is often named "resource-oriented"
- Resource is anything with which consumer interacts while achieving some goal
- Resource e.g.: document, video, business process, device, spreadsheet, printer
- Exposition of resource to Web:
 - Abstracting out resource information aspects
 - Presenting these aspects to digital world by means of some representation

Uniform Resource Identification (URI)

- URI or URL?
 - URI = URL || URN

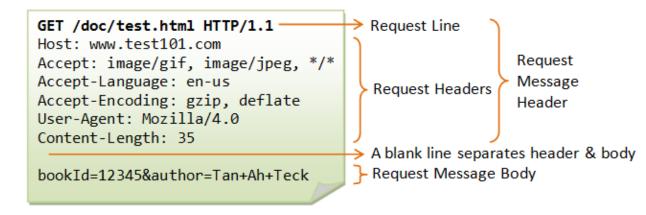


- URN is not so popular (urn:oasis:names:specification:docbook:dtd:xml:4.1.2)
- Usually URI = Uniform Resource Locator (URL)
- Different types: File URL, FTP URL, HTTP URL



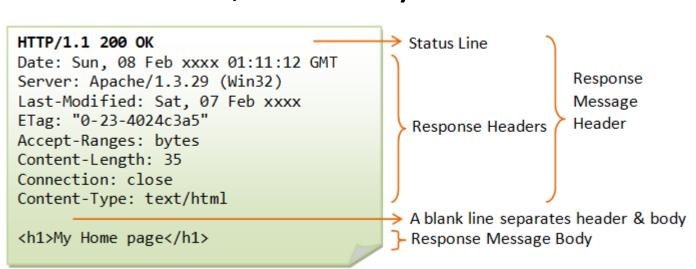
HyperText Transfer Protocol (HTTP)

- Protocol for distributed systems for sharing media
- Hypermedia: logic extension of hypertext which includes graphics, audio, video which creates new media
- Based on the request-response schema
 - Client send requests to server
- Format
 - Method line
 - Headers
 - Empty line
 - Optional body



HyperText Transfer Protocol (HTTP)

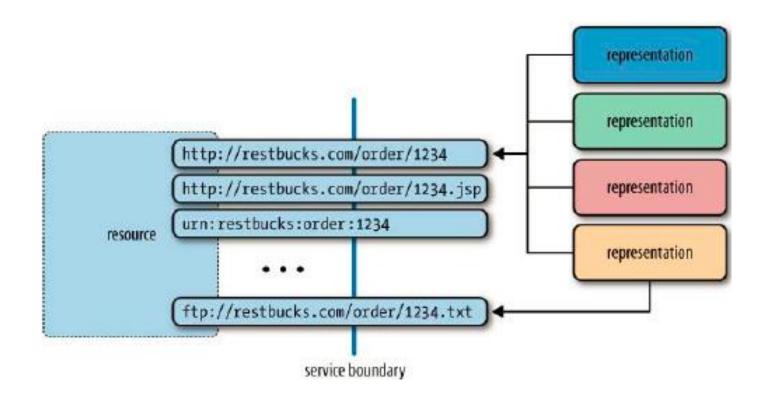
- First line contains code of the response
 - Succes: 2xx
 - Redirections: 3xx
 - Error of client: 4xx
 - Server error: 5xx
- Later headers, and body





Services

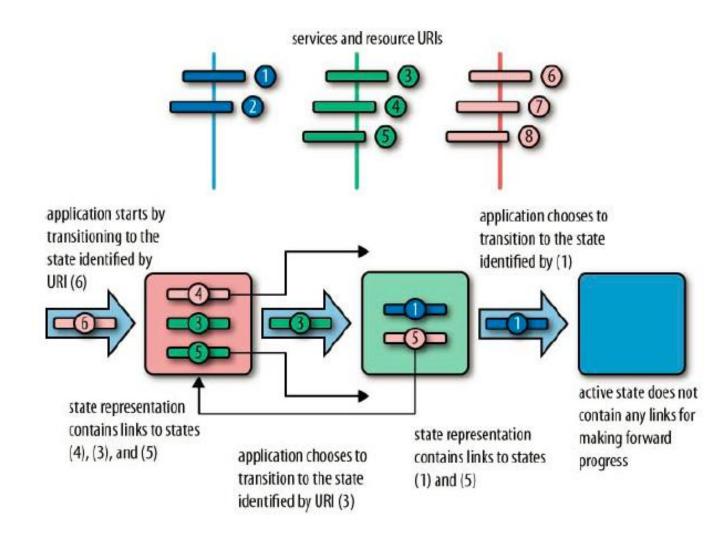
Entire state of system is exposed as resources



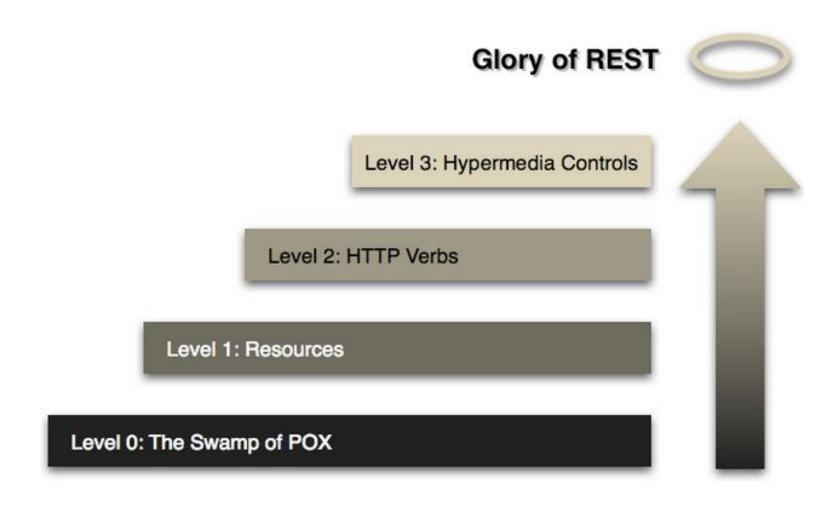
RESTful Level 2: Verbs Summary

HTTP Verb	Common Meaning	Safe	Idempotent
GET	Retrieve the current state of the resource	YES	YES
POST	Create a sub resource	NO	NO
PUT	Initialize or update the state of a resource at given URI	NO	YES
DELETE	Clear a resource	NO	YES

Services



RESTful Maturity Model

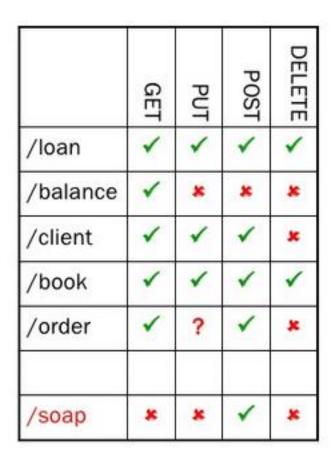


Hypermedia as the Engine of Application State (HATEOAS)

```
HTTP/1.1 201 Created
Location: http://royalhope.nhs.uk/slots/1234/appointment
[various headers]
<appointment>
  <slot id = "1234" doctor = "mjones" start = "1400" end = "1450"/>
  <patient id = "jsmith"/>
  <link rel = "/linkrels/appointment/cancel"</pre>
        uri = "/slots/1234/appointment"/>
  <link rel = "/linkrels/appointment/addTest"</pre>
        uri = "/slots/1234/appointment/tests"/>
  link rel = "self"
        uri = "/slots/1234/appointment"/>
  <link rel = "/linkrels/appointment/changeTime"</pre>
        uri = "/doctors/mjones/slots?date=20100104@status=open"/>
  <link rel = "/linkrels/appointment/updateContactInfo"</pre>
        uri = "/patients/jsmith/contactInfo"/>
  <link rel = "/linkrels/help"</pre>
        uri = "/help/appointment"/>
</appointment>
```

REST Design Methodology

- 1. Identify resources to be exposed as services
- Model relationships between resources with hyperlinks
- 3. Define URIs to address the resources
- Understand what it means to do a GET, POST, PUT, DELETE for each resource
- 5. Design and document resource representation
- 6. Implement and deploy on Web server
- Test with a Web browser



Task 0 – environment setup

- Open attached distributed.py file
- You will need following packages:
 - pip3 install fastapi
 - pip3 install uvicorn
- Start web server inside the file location
 - uvicorn distributed:app --reload

Task 0 – environment setup

- Navigate to Swagger UI:
 - http://localhost:8000/docs
- Open API specification
 - http://localhost:8000/openapi.json

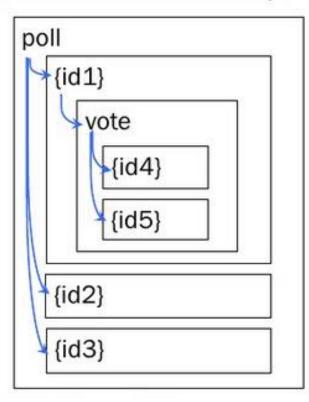
- Based on tutorials:
 - https://fastapi.tiangolo.com/tutorial/

Task 1 – Doodle API example

- Create simple Doodle API
- Small API for voting
 - User can create poll (see what is insider poll)
 - User can cast a vote inside this polls
 - User can add, update and delete all information he provides
 - User can see the results of votes
- Construct API and build the system
 - Test it with the Swagger UI

Task 1 – Doodle API example

- Resources: polls and votes
- 2. Containment Relationship:



	GET	PUT	POST	DELETE
/poll	1	x	1	×
/poll/{id}	1	1	×	1
/poll/{id}/vote	1	×	1	×
/poll/{id}/vote/{id}	~	1	*	?

- URIs embed IDs of "child" instance resources
- POST on the container is used to create child resources
- PUT/DELETE for updating and removing child resources

Homeworks

Simple projects detailed description on UPEL