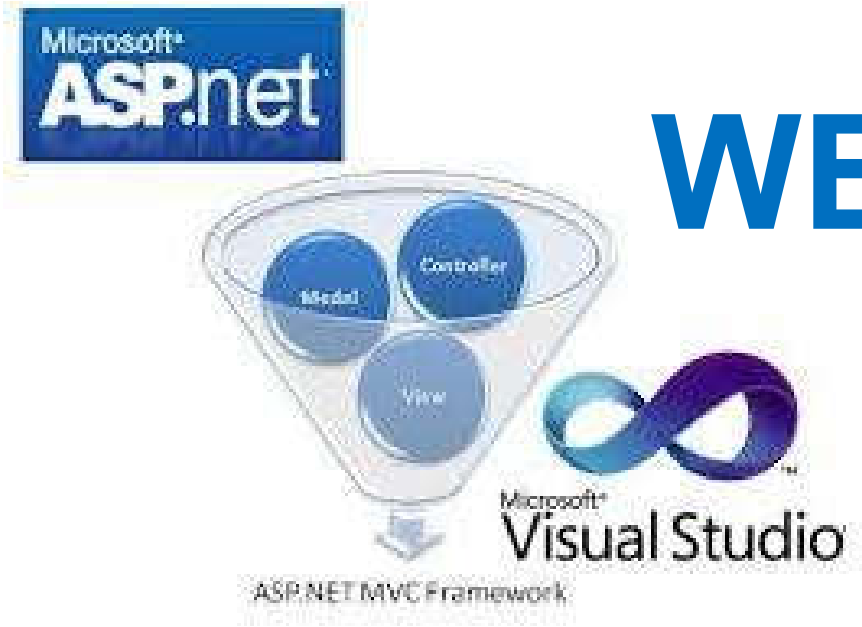
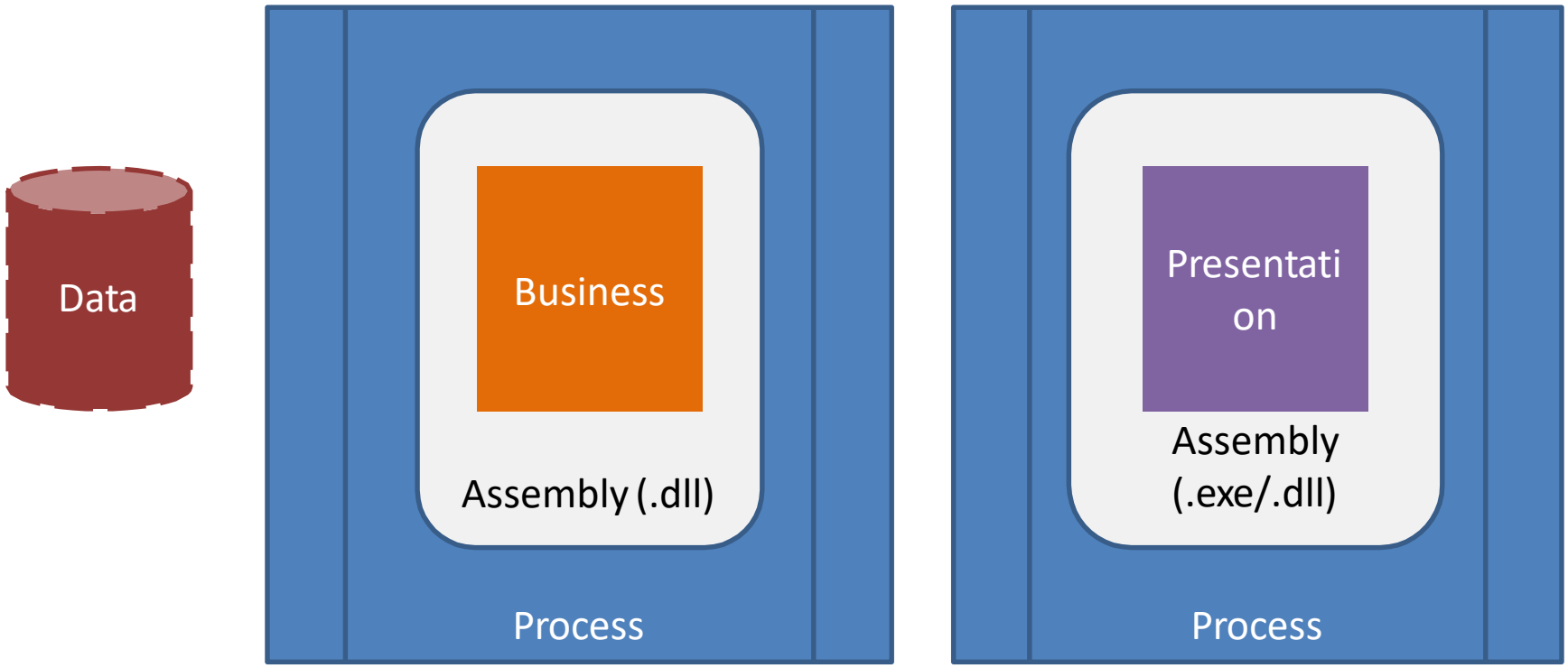


WEB-API

C#

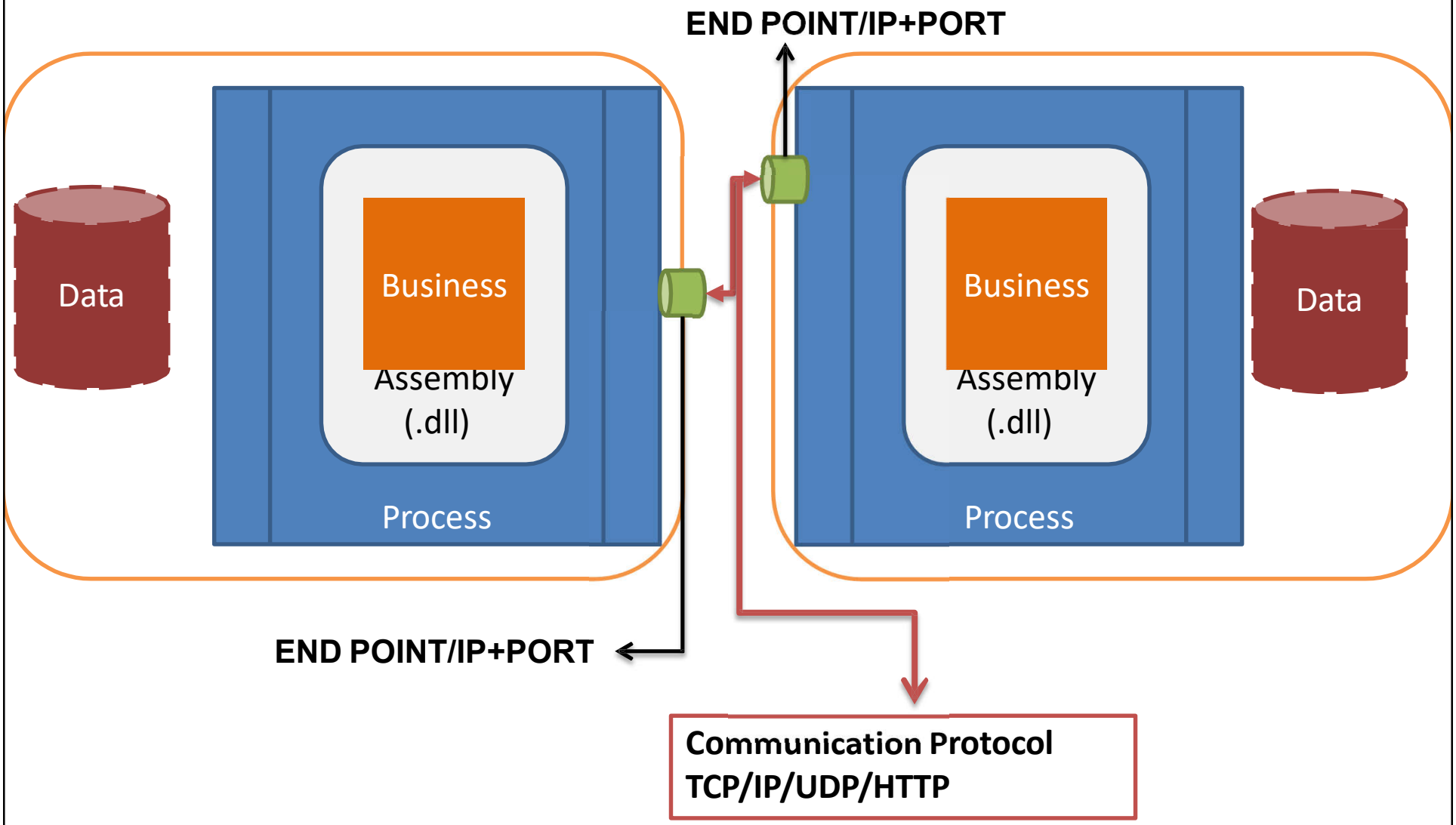
1. ASP.NET WEB API INTRODUCTION

Three Tier Architecture (Physical)



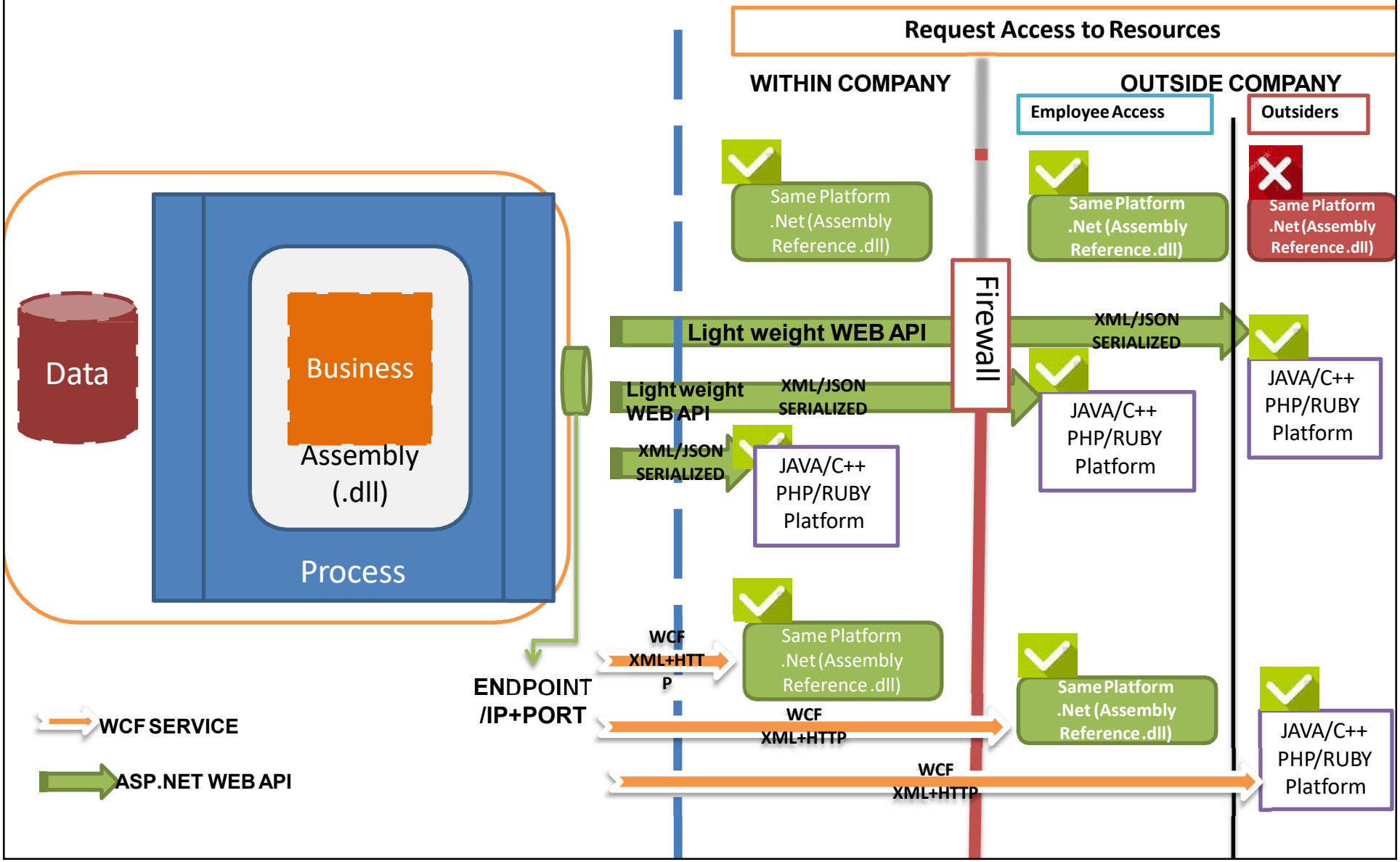
C#

InterProcess Communication



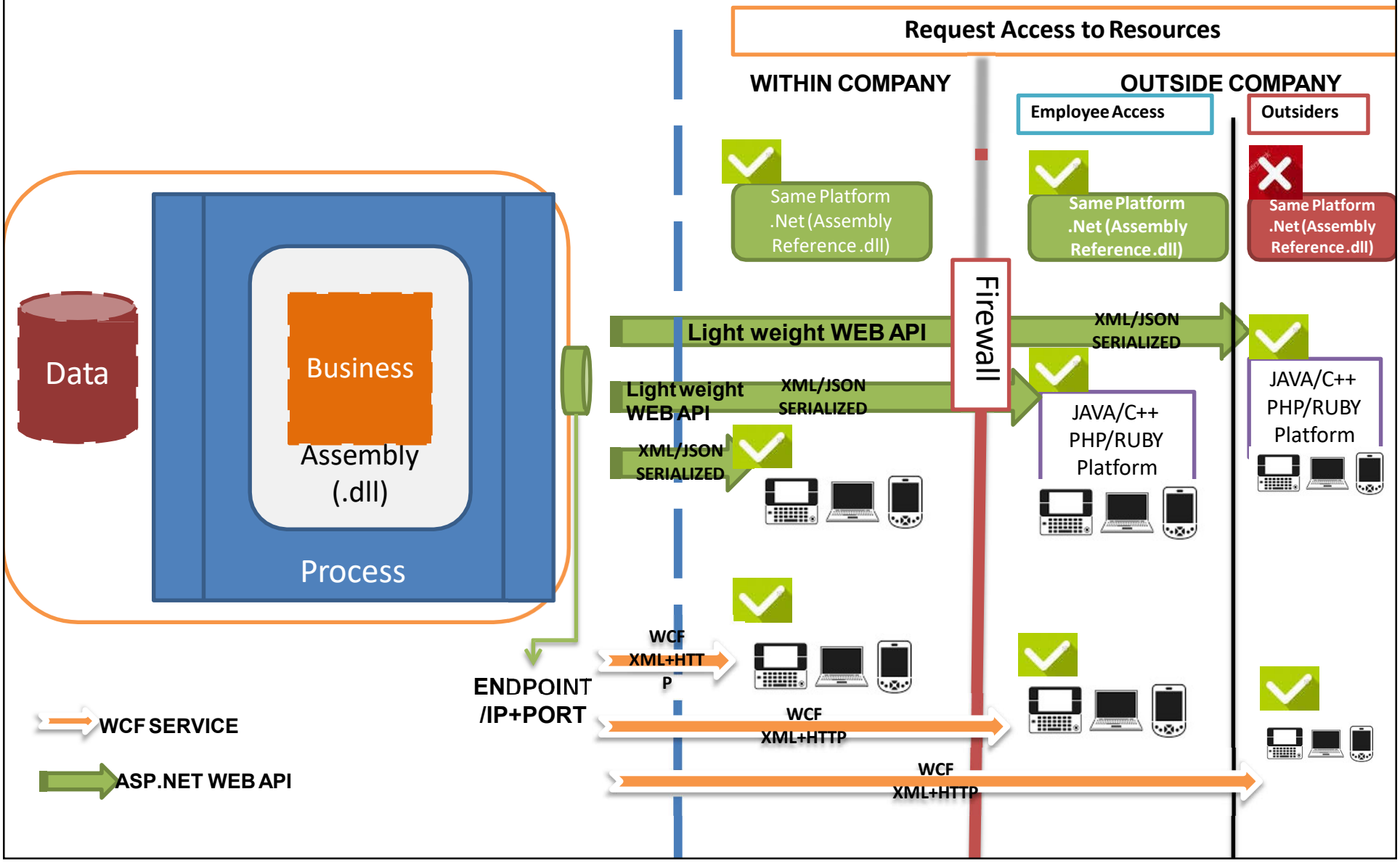
C#

? NEED FOR WEB API/WCF



C#

? NEED FOR WEB API/WCF



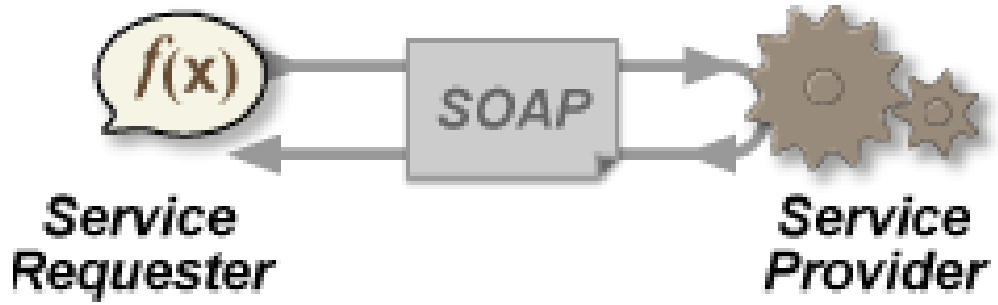
ASP.NET WEB API

Web API is the great framework for exposing your data and service to different-different devices. it use the full features of HTTP (like URIs, request/response headers, caching, versioning, various content formats)

Web services

- A web service is a collection of protocols and standards used for exchanging data between applications or systems.

WebServices are published, described and located over Internet.

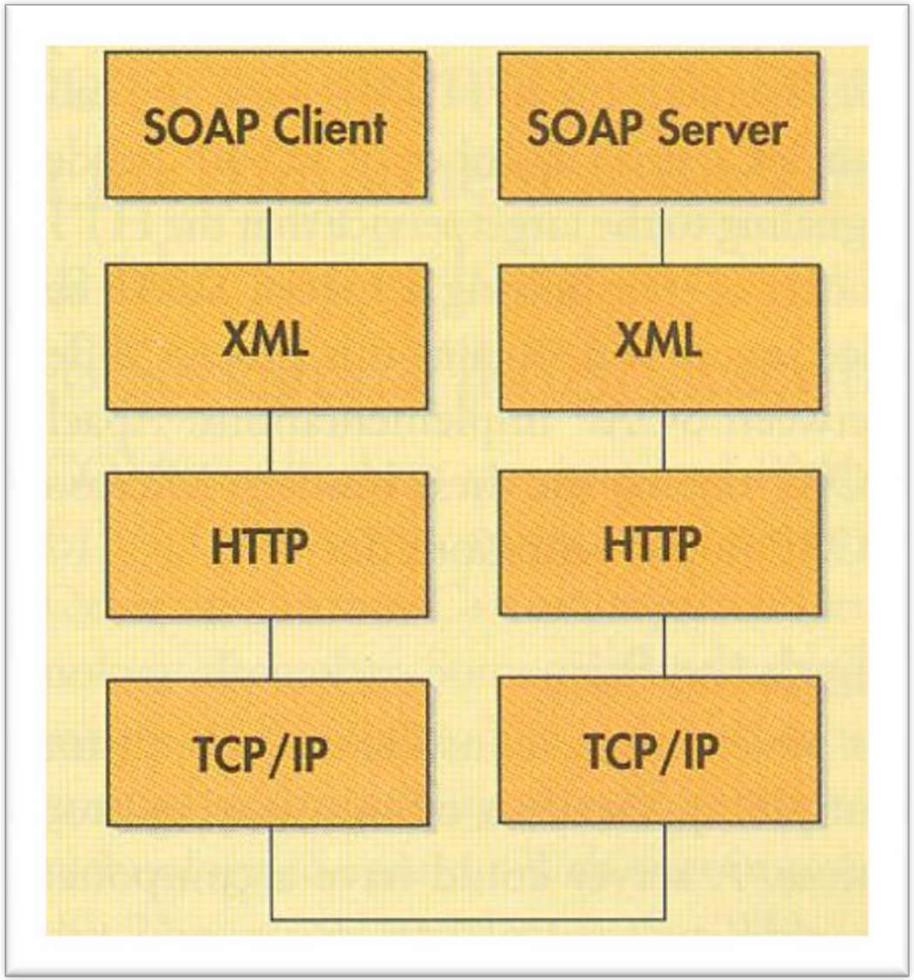


Characteristics

1. A Web Service is **accessible over the Web**.
2. Web Services communicate using **platform-independent and language-neutral** Web protocols.
3. A Web Service shares **schemas and contracts/interface** that can be called from another program.
4. A Web Service is **registered and can be located** through a Web Service Registry.
5. Web Services support **loosely coupled** connections between systems.

SOAP

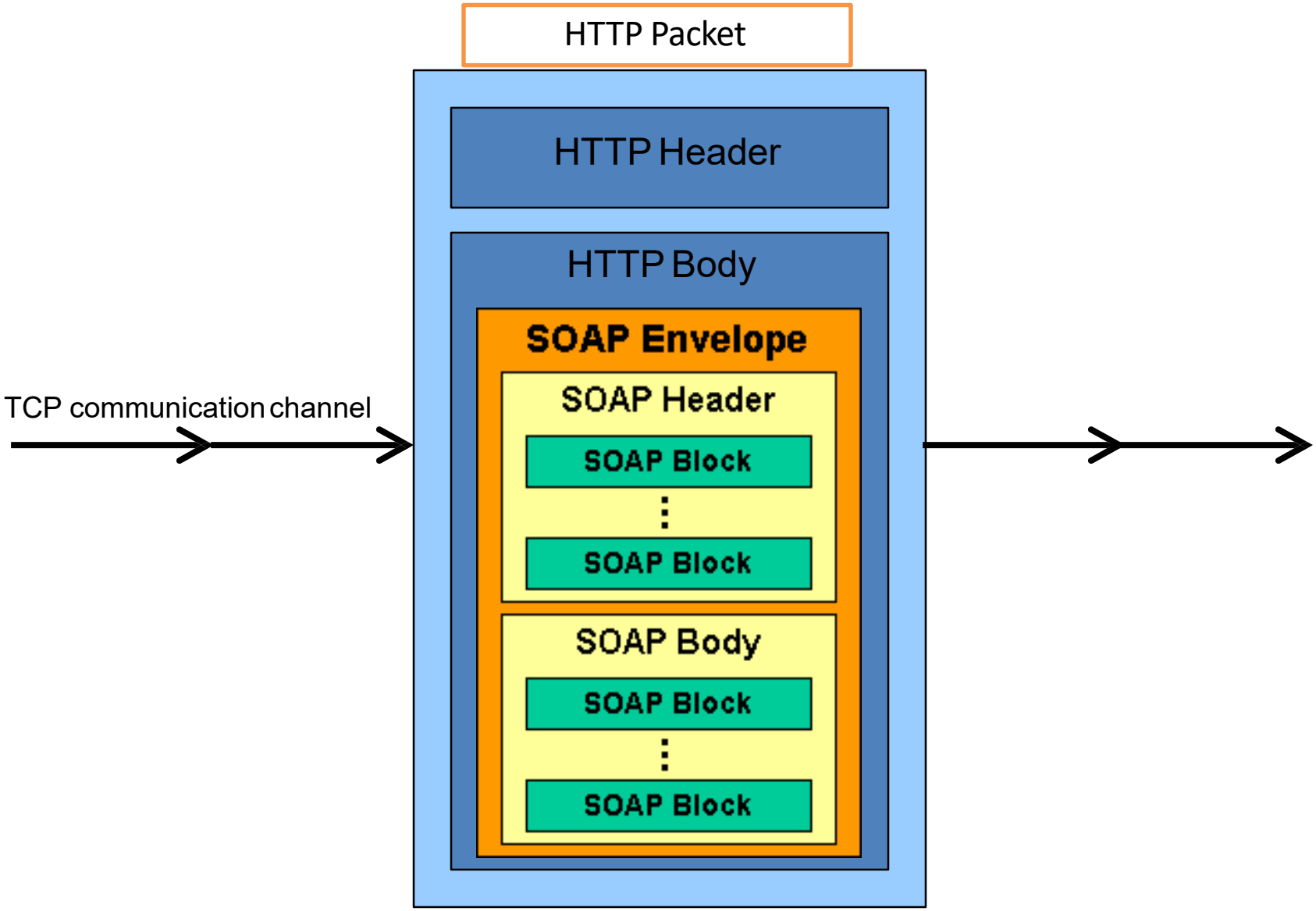
- Simple Object Access Protocol
- SOAP is an open protocol specification defining a uniform way of performing RPCs using HTTP as the underlying communications protocol with XML for the data serialization.



PORT 80 or HTP

C#

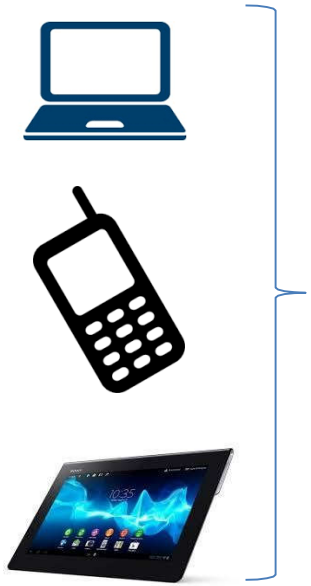
SOAP-Packet



SOAP Messages

- SOAP provides a standard ‘envelope’ within which a message can be delivered.
- SOAP is mechanism (protocol) for transferring information (messages) between applications which may be widely distributed.
- SOAP says nothing about the content of the message – the sender and the receiver must understand the message for themselves.
- SOAP is part of a communication stack.

Web Services

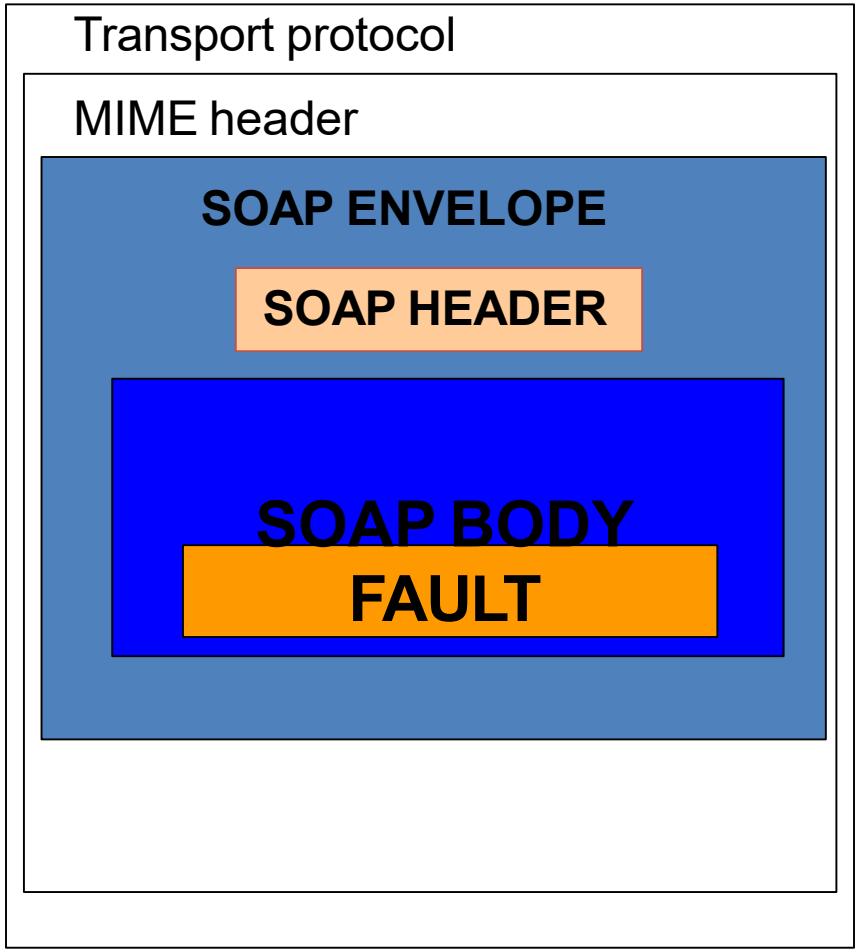


SOAP

WCF

SOAP STRUCTURE

- Each SOAP message will have:
  - An `Envelope`
  - A `Header` (optional)
  - A `Body`
  - The `Body` may contain a `Fault` element



SOAP Structure(2)

- The envelope wraps the entire soap document
- The header allows additional information to be passed as well as the body of the document – e.g. Authentication
- The body element contains the core of the SOAP document – this will contain either the RPC call or the XML message itself
- The fault information will contain any exception information

Anatomy of a SOAP message

```
<?xml version='1.0'
   encoding='UTF-8'?>
<SOAP-ENV:Envelope xmlns:SOAP_ENV="http://schemas.xmlsoap.org/soap/envelope/"
        xmlns:xsi="http://www.w3c.org/1999/XMLSchema-instance"
        xmlns:xsd="http://www.w3c.org/1999/XMLSchema">
        <SOAP-ENV:Header>

        </SOAP-ENV:Header


        <SOAP_ENV:Body>


        </SOAP-ENV:Body>


</SOAP-ENV:Envelope>
```

C#

SOAP protocol binding

```
SOAPAction = "urn:soaphttpclient-action-uri"
Host = localhost
Content-Type = text/xml; charset=utf-8
Content-Length = 701

<SOAP-ENV:Envelope xmlns:SOAP_ENV="http://schemas.xmlsoap.org/soap/envelope/"
        xmlns:xsi="http://www.w3c.org/1999/XMLSchema-instance"
        xmlns:xsd="http://www.w3c.org/1999/XMLSchema">



</SOAP-ENV:Envelope>
```

SOAP RPC

- SOAP RPC messages contain XML that represents a method call or method response

- The SOAP XML will be converted into a method call on the server and the response will be encoded into SOAP XML to be returned to the client

SOAP Faults

- SOAP errors are handled using a specialised envelope known as a Fault Envelope
- A SOAP Fault is a special element which must appear as an immediate child of the body element
- <faultcode> and <faultstring> are required.

C#

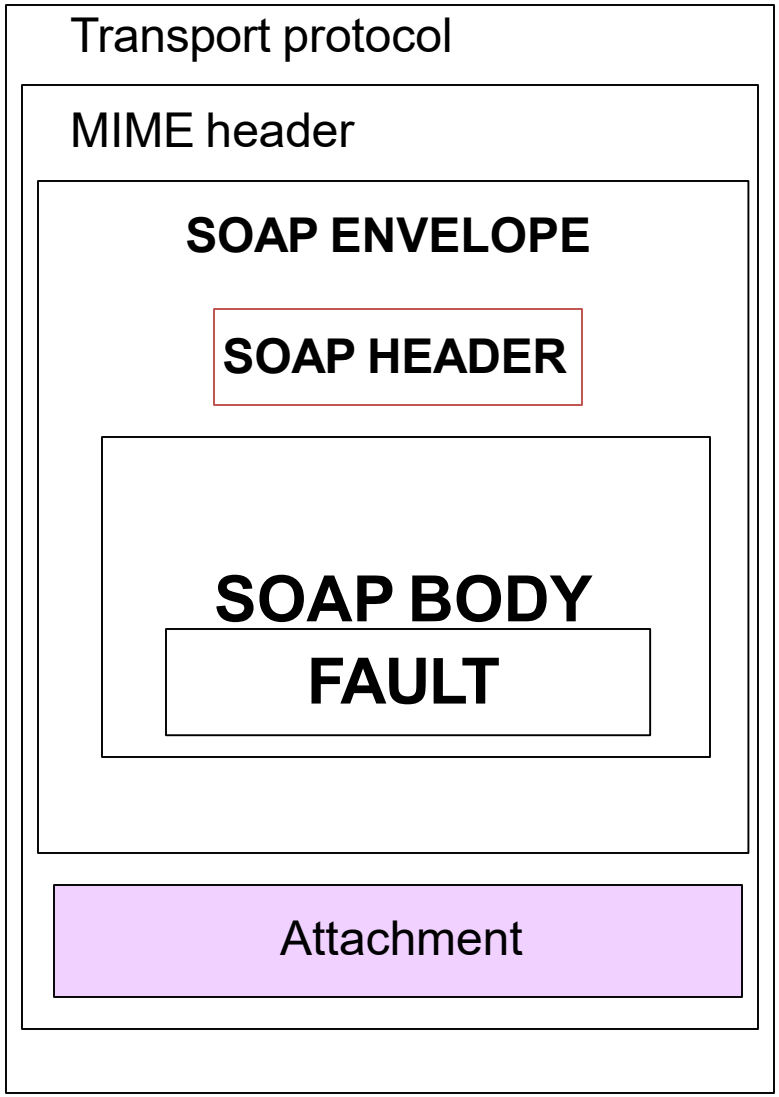
A SOAP fault

```
<?xml version='1.0' encoding='UTF-8'?>
<SOAP-ENV:Envelope
   xmlns:SOAP_ENV="http://schemas.xmlsoap.org/soap/envelope/"
   xmlns:xsi="http://www.w3c.org/1999/XMLSchema-instance"
   xmlns:xsd="http://www.w3c.org/1999/XMLSchema">
   <SOAP_ENV:Body>
            <SOAP-ENV:Fault>
                     <faultcode>SOAP-ENV:Server</faultcode>
                     <faultstring>Test fault</faultstring>
                     <faultactor>/soap/servlet/rpcrouter</faultactor>
                     <detail>
                              ..
                     </detail>
            </SOAP-ENV:Fault>


   </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

SOAP Attachment

- Large quantities or binary data may not fit well into a XML SOAP message.
- In which case it can be sent 'out of band' by attaching it to a SOAP message
- *Analogy : email attachments.*



C#

Attaching a file to a SOAP message

- To add a file to a SOAP message a tag is added within the body of the message.

```
<?xml version='1.0' encoding='UTF-8'?>
<SOAP-ENV:Envelope
xmlns:SOAP_ENV="http://schemas.xmlsoap.org/soap/envelope/"
        xmlns:xsi="http://www.w3c.org/1999/XMLSchema-instance"
        xmlns:xsd="http://www.w3c.org/1999/XMLSchema">
        <SOAP_ENV:Body>

                <attachment href="{URL}"/>

        </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

SOAP

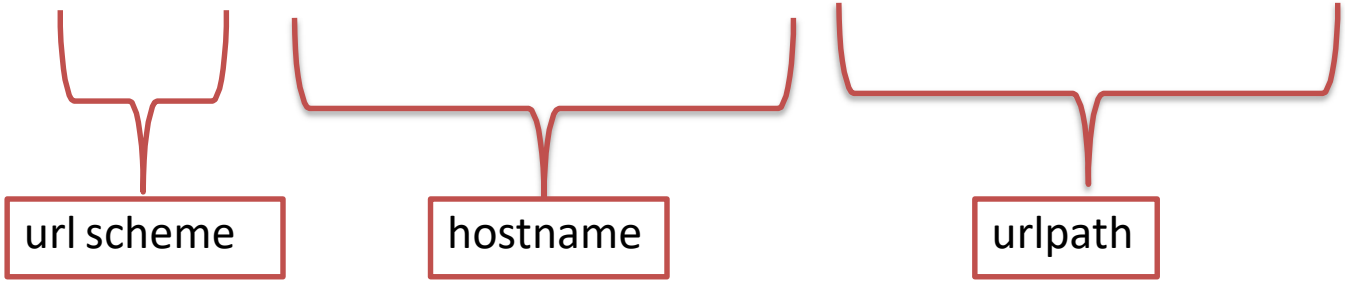
- SOAP is an XML based encoding of messages that are typically sent over HTTP, but could be sent over SMTP or even FTP
- SOAP sites on top of HTTP
- Generally require a toolkit and more processing power.

HTTP

- HTTP can serve any content over HTTP such as HTML, images, sound, video etc.
- HTTP is overTCP/IP
- HTTP based APIs refer to APIs that are exposed as one or more HTTP URIs and typical responses are in XML / JSON. Response schemas are custom per object

URL

- Uniform resource locator
  - http://www.google.com/
  - https://www.google.com/username/logo.jpg



http://www.askapache.com/online-tools/http-headers-tool/

Content Types

- Content type that a server specifies relies on the **Multi-purpose Internet Mail Extensions (MIME)**

Type/SubType	Description
Application/atom+xml	Atom feed
Application/json	JSON data
Image/gif	GIF image
Image/png	PNG image
Video/mp4	Mp4 video
Text/xml	Xml
Text/html	Html
Text/plain	Just text

HTTP

- Ubiquitous (common)
- Interoperable
- Scalable
- Flexible
- Mature
- Simple

Many Faces of HTTP Frameworks in .NEt

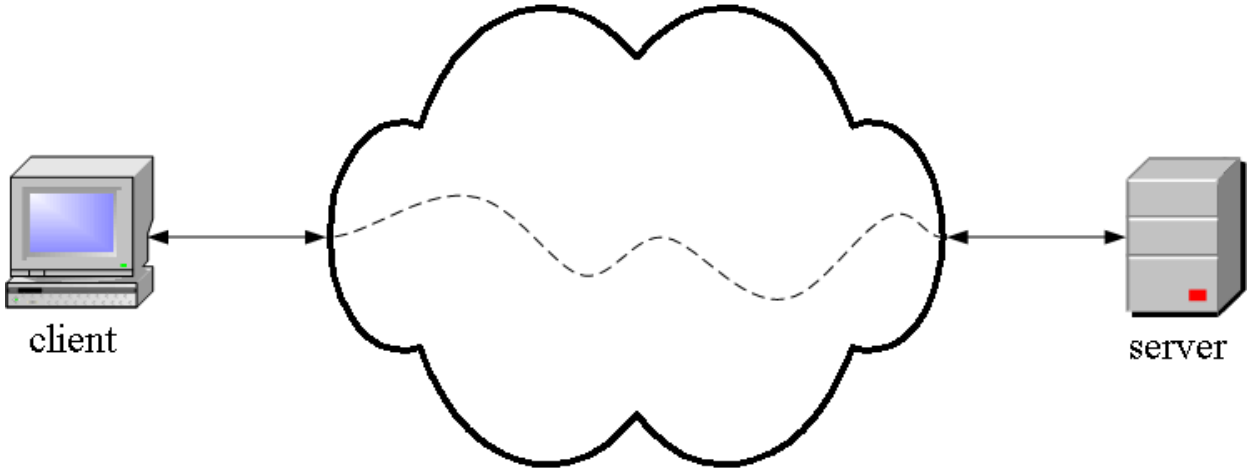
- WCF Web HTTP
- WCF Data Services
- ASP.NET MVC
- ASP.NET WEB API

HTTP

- **Stateless** – ***Each transaction between the client and server is independent and no state is set based on a previous transaction or condition.***
- Uses **requests** from the client to the server and **responses** from the server to the client for sending and receiving data.

HTTP is designed as a stateless protocol meaning each request response transaction is independent

HTTP is an application layer protocol



- The Web client and the Web server are application programs
- Application layer programs do useful work like retrieving Web pages, sending and receiving email or transferring files
- Lower layers take care of the communication details
- The client and server send messages and data without knowing anything about the communication network

HTTP

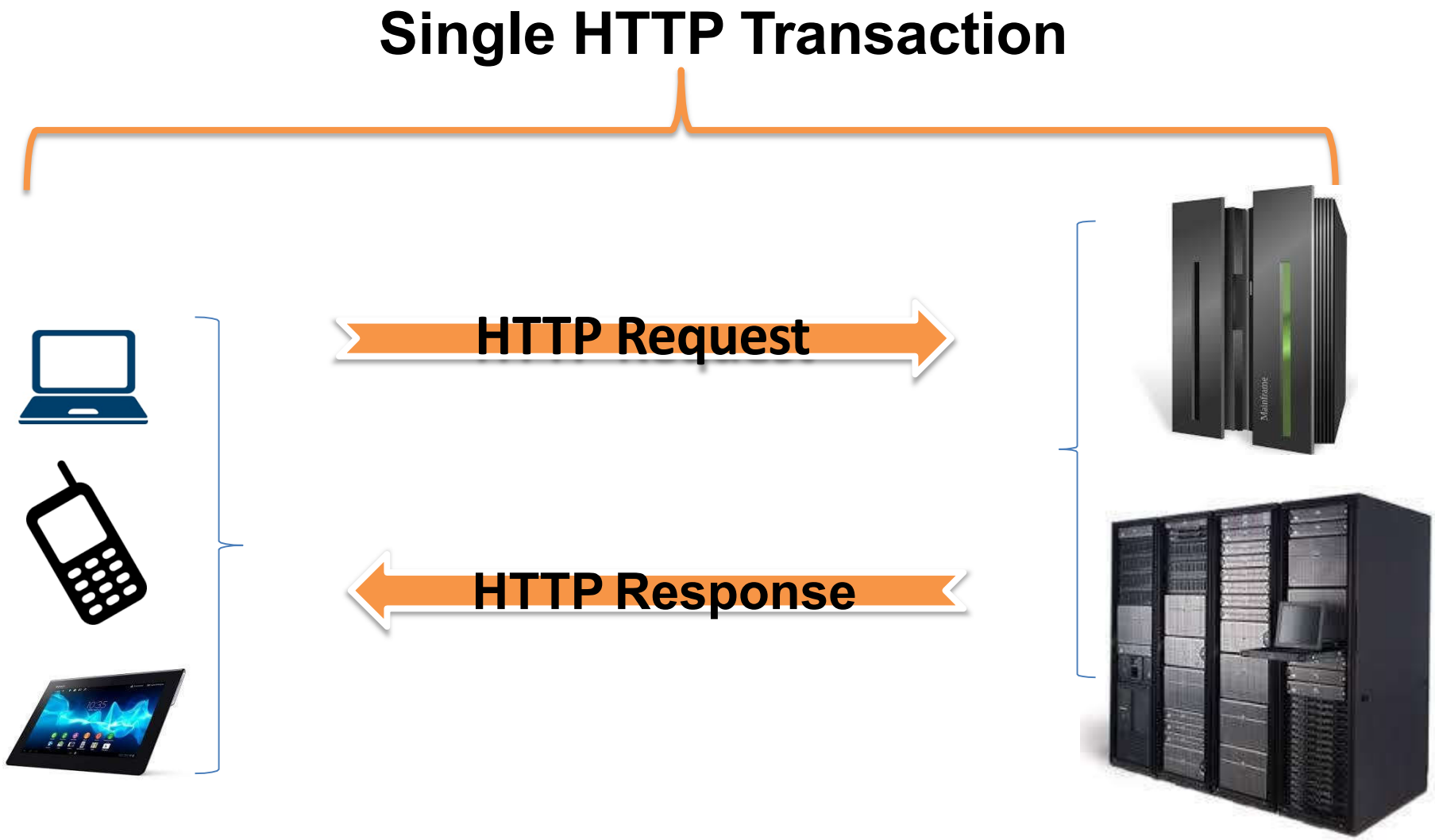
HTTP: hypertext transfer protocol

- The rules governing the conversation between a Web client and a Web server
- Request-response protocol
- It is a stateless (does not maintain a state of a session) and asynchronous(an html document is loaded asynchronous by the browser as soon as parts of it are available)

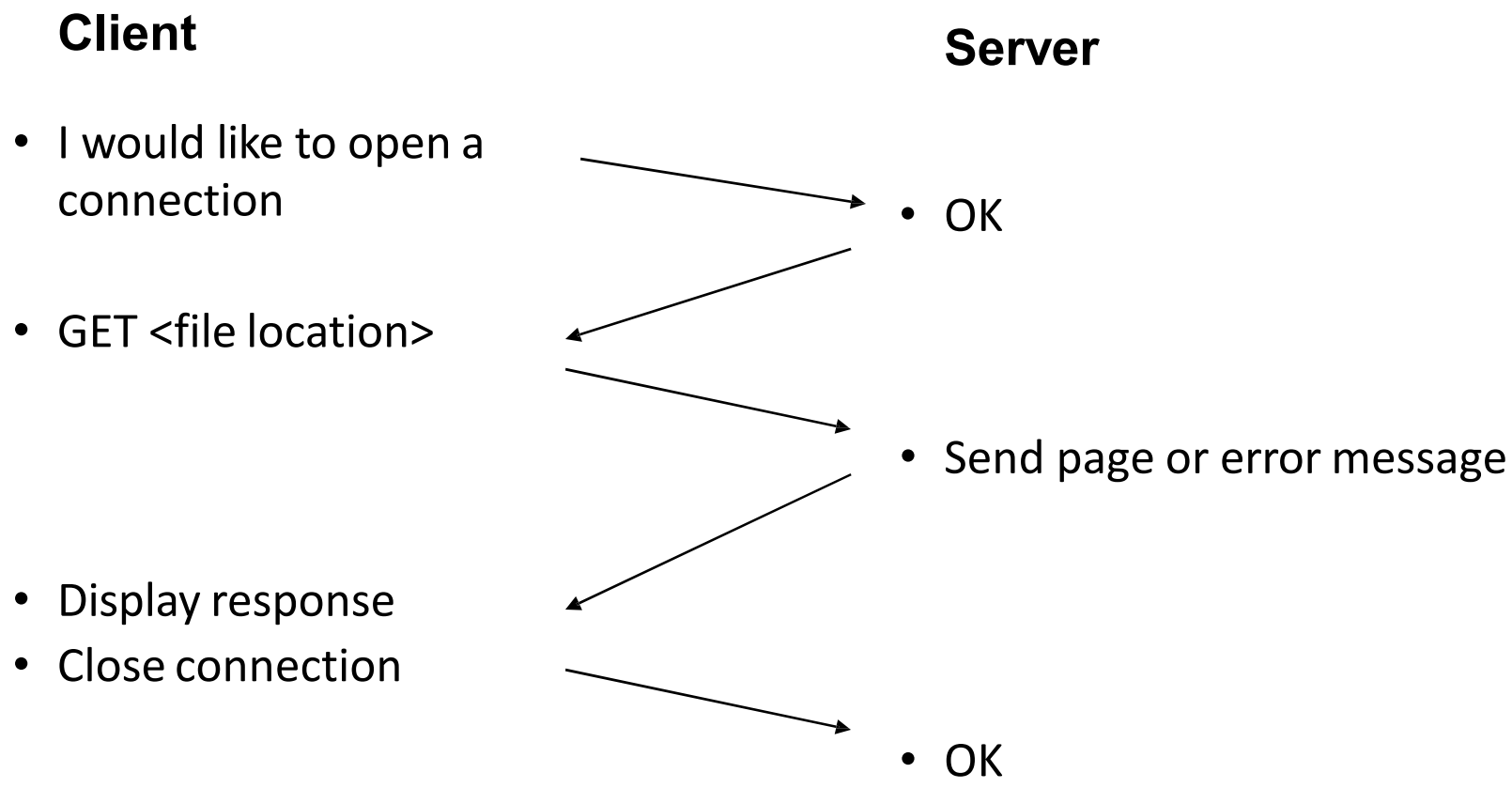
Layer	Function
Application	Do useful work like Web browsing, email, and file transfer
Lower layers	Handle communication between the client and server

A network protocol is the set of rules governing a conversation between a client and a server

HTTP Message Types



An HTTP conversation



HTTP is the set of rules governing the format and content of the conversation between a Web client and server

C#

HTTP Status Codes

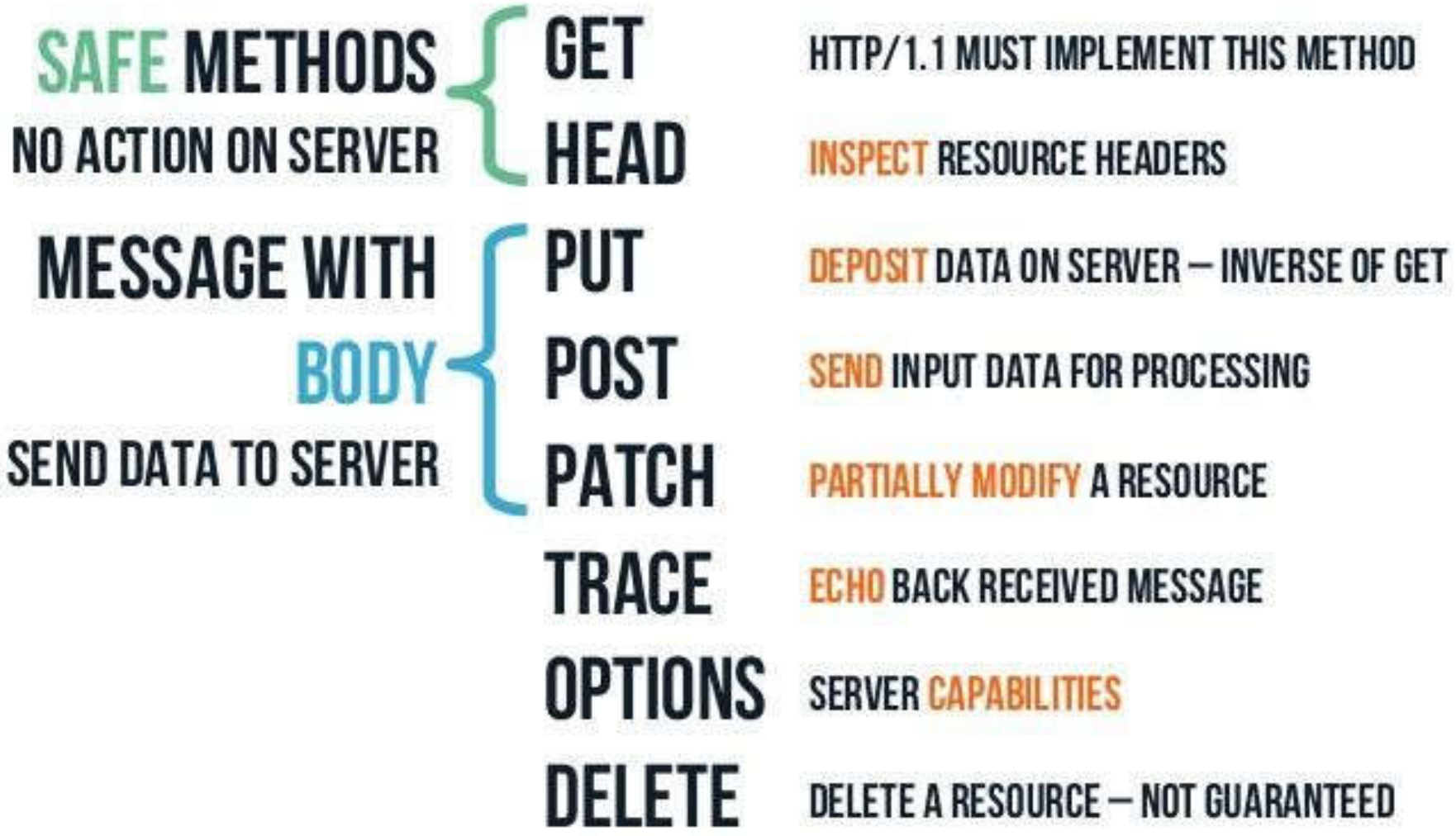
1xx – Informational	2xx – Successful	3xx – Redirection	4xx – Client Error	5xx – Server Error
This class of status code indicates a provisional response, consisting only of the Status-Line and optional headers, and is terminated by an empty line	This class of status code indicates that the client's request was successfully received, understood, and accepted.	This class of status code indicates that further action needs to be taken by the user agent in order to fulfill the request.	The 4xx class of status code is intended for cases in which the client seems to have erred.	Response status codes beginning with the digit "5" indicate cases in which the server is aware that it has erred or is incapable of performing the request.
100 – Continue 101 – Switching Protocols 102 – Processing	200 – OK 201 – Created 202 – Accepted 203 – Non-Authoritative Information 204 – No Content 205 – Reset Content 206 – Partial Content 207 – Multi-Status	300 – Multiple Choices 301 – Moved Permanently 302 – Found 303 – See Other 304 – Not Modified 305 – Use Proxy 307 – Temporary Redirect	400 – Bad Request 401 – Unauthorised 402 – Payment Required 403 – Forbidden 404 – Not Found 405 – Method Not Allowed 406 – Not Acceptable 407 – Proxy Authentication Required 408 – Request Timeout 409 – Conflict 410 – Gone 411 – Length Required 412 – Precondition Failed 413 – Request Entity Too Large 414 – Request URI Too Long 415 – Unsupported Media Type 416 – Requested Range Not Satisfiable 417 – Expectation Failed 422 – Unprocessable Entity 423 – Locked 424 – Failed Dependency 425 – Unordered Collection 426 – Upgrade Required	500 – Internal Server Error 501 – Not Implemented 502 – Bad Gateway 503 – Service Unavailable 504 – Gateway Timeout 505 – HTTP Version Not Supported 506 – Variant Also Negotiates 507 – Insufficient Storage 510 – Not Extended

HTTP Request

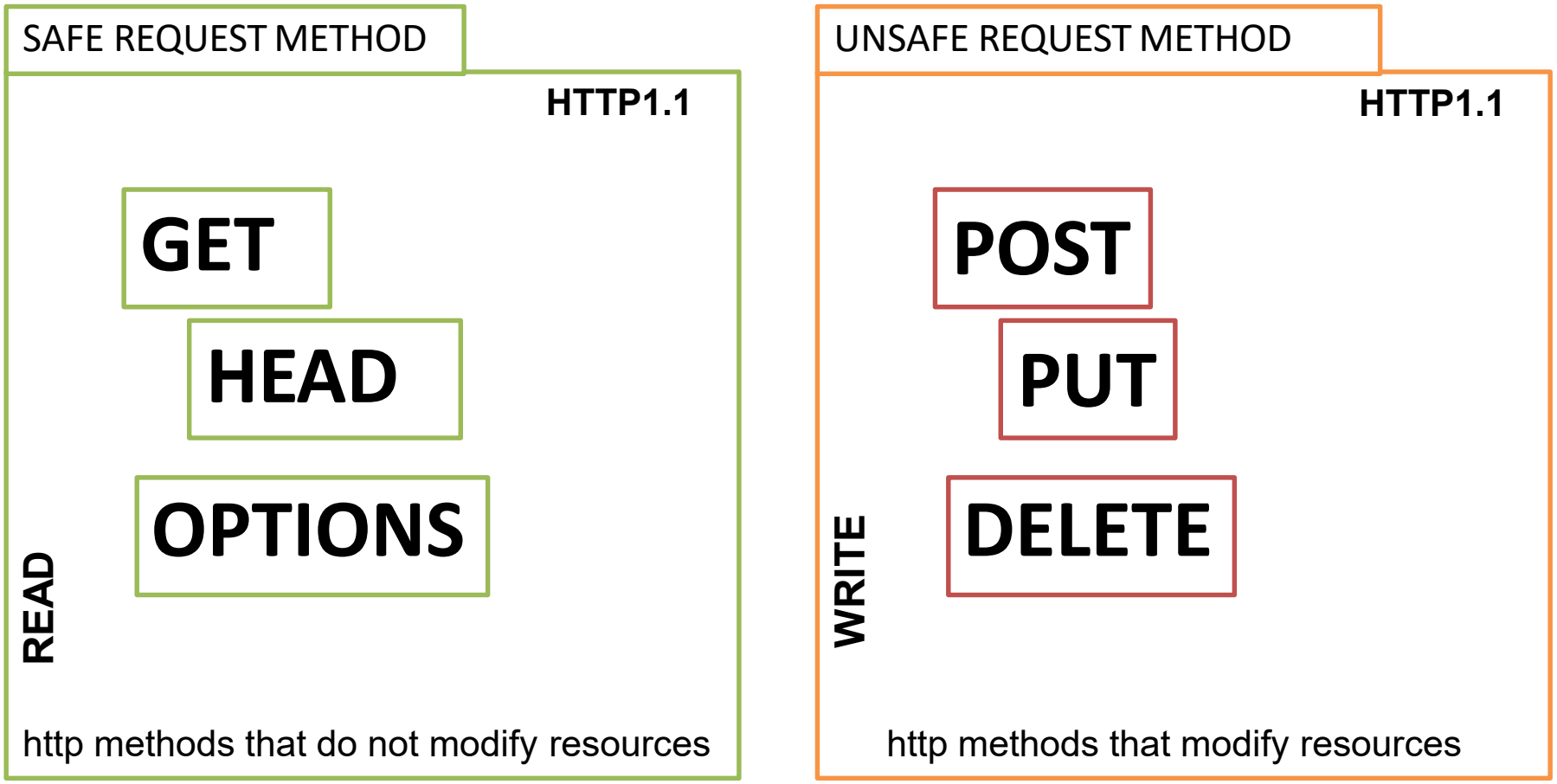
Request-Method is:

- **GET** – request whatever information is identified by the Request-URL
- **POST** – request that server accepts the entity enclosed in the request
- **OPTIONS** - request for information about communication options
- **PUT** – request that the enclosed entity be stored under the Request-URL
- **DELETE** – request that the server delete the resource identified by Request-URL
- **TRACE** – invoke a remote, application-layer loopback of the request message
- **CONNECT** – used by proxies in SSL connections
- **HEAD** – identical to GET, but server must not return a message body in response

- Request-header can have the following fields (selection):
  - Accept : MIME types of resources accepted by browser
  - Accept-Charset : charset accepted by browser
  - Accept-Encoding : encoding accepted by browser
  - Accept-Language : language accepted by browser
  - Authorization : user-agent wishes to authenticate itself with a server
  - Host : the host Request-URL points to
  - Referer : the URL of document refering this URL
  - User-Agent : Firefox, Safari, IE



Safe vs Unsafe HTTP Request Methods



HTTP vs HTTPS

HTTP

- It is hypertext transfer protocol
- It is not secure and unreliable
- HTTP urls begin with http://
- It uses port 80 by default
- It is subject to man-in-the-middle and eavesdropping attacks

HTTPS

- It is hypertext transfer protocol with secure
- It is secure and reliable
- Https urls being with https
- It uses port 443 by default
- It is designed to withstand such attacks and is considered secure against such attacks

http://www.rexswain.com/httpview.html

http://headers.cloxy.net/

HTTP Request Header

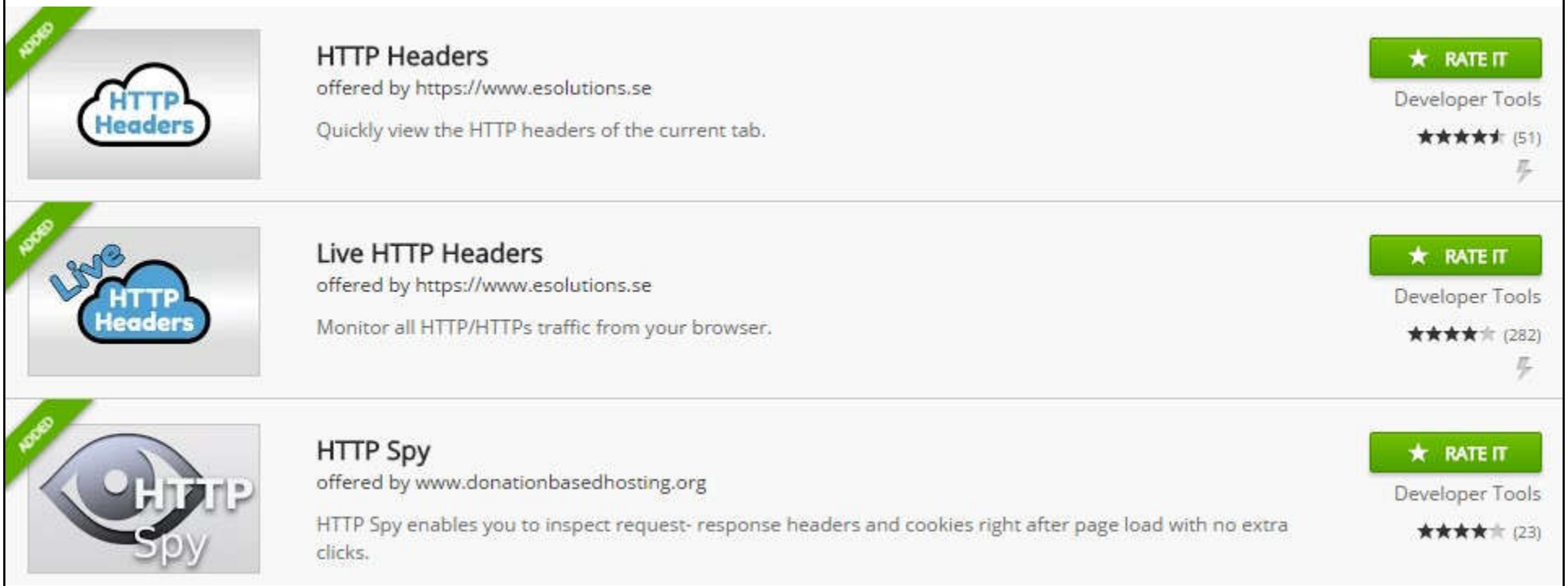
```
Connect to 173.194.112.82 on port 80 ... ok

HEAD / HTTP/1.0[CRLF]
Host: www.google.com[CRLF]
Connection: close[CRLF]
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X; de-de) AppleWebKit/523.10.3 (KHTML, like Gecko) Version/3.0.4 Safari/523.10[CRLF]
Accept-Encoding: gzip[CRLF]
Accept-Charset: ISO-8859-1,UTF-8;q=0.7,*;q=0.7[CRLF]
Cache-Control: no-cache[CRLF]
Accept-Language: de,en;q=0.7,en-us;q=0.3[CRLF]
Referer: http://web-sniffer.net/[CRLF]
[CRLF]
```

HTTP Response Header

Name	Value
Status: HTTP/1.0 302 Found	
Cache-Control:	private
Content-Type:	text/html; charset=UTF-8
Location:	http://www.google.de/?gfe_rd=cr&ei=SqnrVrjFHuqG8Qenvbr4DQ
Content-Length:	258
Date:	Fri, 18 Mar 2016 07:07:54 GMT

Chrome add on tools for HTTP Header viewing



Request Messages

[method] [URL] [version]
[headers]
[body]

GET http://www.sycliq.com/articles/index.aspx
Host: google.com
Accept-Language : en-EN
Date: FRI, 19 Jan, 2016 10:10:26 GMT

Common Request Headers

Header	Description
Referer	The URL of the referring page
User-Agent	Information about the browser
Accept	Preferred media types
Accept-Language	Preferred Language
Cookie	Cookie information
If-Modified-Since	Date of last retrieval
Date	Creation timestamp for the message

Full Request

Get/HTTP/1.1

Host: sycliq.com

Connection: keep-alive

User-Agent: Mozilla/5.0 (Windows 10; WOW64) Chrome/16.0.912.75

Accept: text/html, application/xhtml+xml, application/xml;q=0.9,*/*; q=0.8

Referer: http://www.google.com/url?&q=iot

Accept-Encoding: gzip, defalte, sdch

Accept-Language: en-Us, en; q=0.8

Accept-Charset: ISO-8859-1, utf-8;q=0.7,*q=0.3

http://www.askapache.com/online-tools/http-headers-tool/

HTTP RESPONSE

https://curlbuilder.com/

[version] [status][reason]
[headers]
[body]

```
< HTTP/1.1 200 OK
< Date: Sat, 19 Mar 2016 04:51:04 GMT
< Server: Apache
< Link: <http://www.askapache.com/wp-json/>; rel="https://api.w.org/"
< Vary: Accept-Encoding,Cookie
< X-Mod-Pagespeed: Powered By mod_pagespeed
< X-Node: askapacherackweb0
< X-UA-Compatible: IE=Edge,chrome=1
< X-Frame-Options: SAMEORIGIN
< Content-Encoding: gzip
< Cache-Control: max-age=0, no-cache
< Content-Length: 36000
< Connection: close
< Content-Type: text/html; charset=UTF-8
< Content-Language: en
```

X-headers are reserved for non-standard headers

HTTP Header

Request

```
* Connected to www.askapache.com (198.101.159.98) port 80 (#0)
> GET /htaccess.html HTTP/1.1
> Host: www.askapache.com
> User-Agent: Mozilla/5.0 (Windows NT 10.0; WOW64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/49.0.2623.87 Safari/537.36
> Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,*/*;q=0.8
> Accept-Language: en-US,en;q=0.8,de;q=0.6
> Accept-Charset: ISO-8859-1,utf-8;q=0.7,*;q=0.7
> Accept-Encoding: gzip
> Connection: close
> Referer: http://www.askapache.com/online-tools/http-headers-tool/
> Cache-Control: max-age=0
> Keep-Alive: 115
```

```
< HTTP/1.1 301 Moved Permanently
< Date: Sat, 19 Mar 2016 04:51:04 GMT
< Server: Apache
< Location: http://www.askapache.com/htaccess/htaccess.html
< Cache-Control: max-age=3600
< Expires: Sat, 19 Mar 2016 05:51:04 GMT
< Vary: Accept-Encoding
< Content-Encoding: gzip
< Content-Length: 258
< Connection: close
< Content-Type: text/html
```

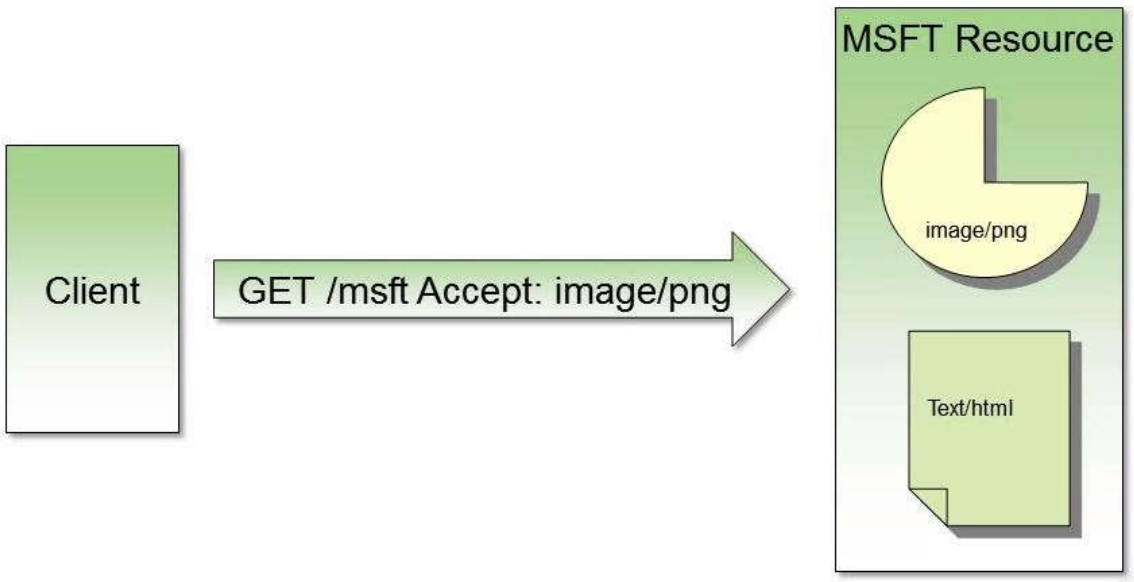
Response

Content Negotiation

- It is the process of selecting the best representation for a given response when there are multiple representations available.
- Content negotiation (conneg) in the ASP.NET Web API is an intrinsic server-driven mechanism used to determine, based on the client's request, which media type formatter (out of the box there are 4 media type formatters) to be used to return an API response.
- In general a client sends the Accept parameter in the Request Header to determine the response.
- In .NET, it really comes down to deciding how to send down your CLR object to the client, over HTTP or from the ASP.NET Web API perspective, serialization is the process of translating a .NET Common Language Runtime (CLR) type into a format that can be transmitted over HTTP. The default formats are either JSON or XML.

Content Negotiation

- Core mechanism of HTTP
- Client specific desired formats using AcceptHeader

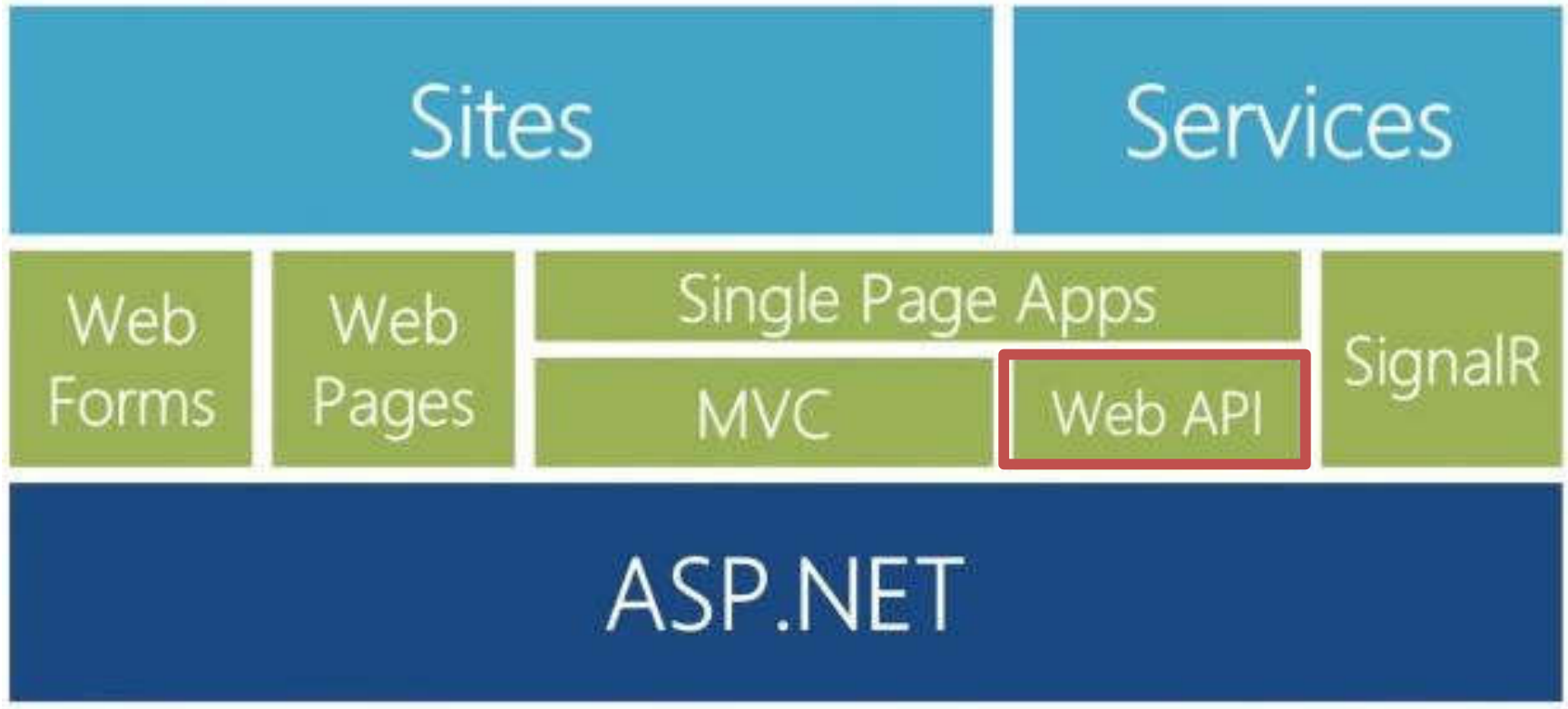


Summary

- We understood the evolution of web services to support cross platform applications using light weight http application protocol.

ASP.NET WEB API

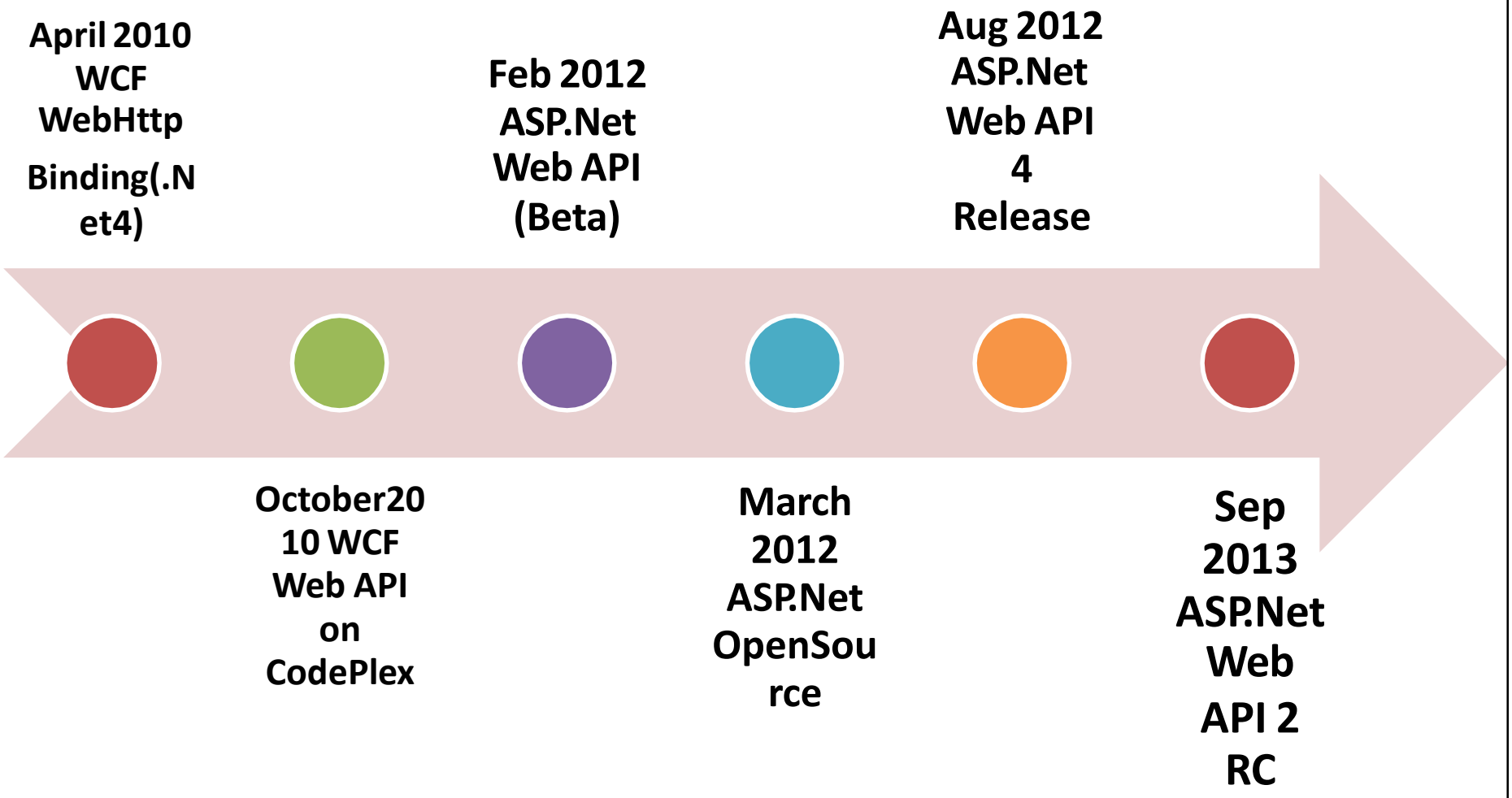
ASP.NET



ASP.NET WEB API

A Framework for creating HTTP Services that can reach a broad range of clients including browsers and mobile devices

ASP.NET WEB API TIMELINE



HTTP & ASP.NET WEB API

- HTTP Fundamentals via Web API
  - HTTP Messages
  - URIs
  - Verbs
  - Controllers and Actions
  - Status Code
  - HttpRequestMessage
  - HttpResponseMessage
  - Error Handling
  - Content Negotiation
  - MediaType Formatters
  - OData
  - Validations
  - Dependency Resolver
- Hosting
  - HTTP.SYS
  - IIS 101
  - HTTP Compression
  - Persisted Connections
  - Web API Self Hosting
- More HTTP and Web API
  - Caching
  - Concurrency
  - Security
  - Streaming
  - WebSockets and SignalR

What?

- A fully supported and extensible framework for building HTTP based endpoints
- Built on the top of ASP.NET
  - Mostly ASP.NET Routing
- Released with ASP.NET MVC4
  - Not linked to MVC – you can use alone, with MVC4 or you can use with ASP.NET web forms
  - Available via NuGET
- Also includes a new HTTP Client

Why?

- First-class modern HTTP programming model
- Easily map resources to URIs and implement the uniform interface of HTTP
- Rich support for formats and HTTP content negotiation
- Request validation
- Enable hypermedia with link generations
- Separate out cross cutting concerns (like authorization, caching)
- Help Page generation
- Flexible hosting
- Light-weight testable, scales

Why?

- You are building
  - An HTML5 application that needs a services layer
  - A mobile application that needs a services layer
  - A client-server desktop application that needs a services layer
  - Reach more clients (Native Mobile Applications, Cross platform applications)
  - Scale with the cloud
  - Embrace HTTP as an Application protocol

Why to choose Web API?

- If we need a Web Service and don't need SOAP, then ASP.Net Web API is best choice.
- It is used to build simple, non-SOAP-based HTTP Services on top of existing WCF message pipeline.
- It doesn't have tedious and extensive configuration like WCF REST service.
- Simple service creation with Web API. With WCF REST Services, service creation is difficult.
- It is only based on HTTP and easy to define, expose and consume in a REST-ful way.
- It is light weight architecture and good for devices which have limited bandwidth like smart phones.
- It is open source.

HTTP & ASP.NET WEB API

- HTTP Fundamentals via Web API
  - HTTP Messages
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- More HTTP and Web API
  - Caching
  - Concurrency
  - Security
  - Streaming
  - WebSockets and SignalR

What's new?

ASP.NET Web API 2

- Attribute Routing
- Improved testability (IHTTPActionResult, HttpRequestContext)
- Odata: $select, $expand, $value,$batch
- Request batching
- OWIN (Open Web Interface for .NET) Integration
- Portable Web API Clients
- Web API Security (CORS,OAuth2.0, Authentication filters, filter overrides)

ASP.NET Web 2.1

- Attribute Routing improvements
- Global error handling
- Help page improvements
- IgnoreRoute support
- BSON formatter
- Better async filter
- Portable query building and parsing

WEB API Features

- It supports convention-based CRUD Actions since it works with HTTP verbs GET,POST,PUT and DELETE.
- Responses have an Accept header and HTTP status code.
- Responses are formatted by Web API's MediaTypeFormatter into JSON, XML or whatever format you want to add as a MediaTypeFormatter.
- It may accepts and generates the content which may not be object oriented like images, PDF files etc.
- It has automatic support for OData. Hence by placing the new [Queryable] attribute on a controller method that returns IQueryable, clients can use the method for OData query composition.
- It can be hosted with in the application or on IIS.
- It also supports the MVC features such as routing, controllers, action results, filter, model binders, IOC container or dependency injection that makes it more simple and robust.

ASP.NET WEB API TOOLS

- ASP.NET WEB API 2
  Ships with Visual Studio 2013
- Requires .NET 4.5 or later
- http://www.asp.net/web-api

- Fiddler
- Getpostman (chrome addon)
- XHR POSTER (chrome addon)
- HTTPHeaders (chrome addon)

https://curlbuilder.com/

http://jflasher.github.io/spark-helper/

https://www.hurl.it/

Is this REST?

- The ASP.NET Web API doesn't dictate an architectural style
- However you can build a RESTful service on top of it
  - It does not get in your way if you want to design using the REST architectural style

Versus the WCF Web Framework

- WCF also has a framework for building HTTP based services
  - Based on WCF attributed programming and configuration models
- When would you choose WCF over ASP.NET Web API
  - You are limited to .NET 3.5
  - You also are exposing a SOAP based services

WCF Challenges

- It is also based on SOAP and return data in XML form.
- It is the evolution of the web service(ASMX) and support various protocols like TCP, HTTP, HTTPS, Named Pipes, MSMQ.
- The main issue with WCF is, its tedious and extensive configuration.
- It is not open source but can be consumed by any client that understands xml.
- It can be hosted with in the applicaion or on IIS or using window service.
- To use WCF as WCF Rest service you have to enable webHttpBindings.
- It support HTTP GET and POST verbs by [WebGet] and [WebInvoke] attributes respectively.
- To enable other HTTP verbs you have to do some configuration in IIS to accept request of that particular verb on .svc files
- Passing data through parameters using a WebGet needs configuration. The UriTemplate must be specified
- It support XML, JSON and ATOM data format.

Choosing between WCF or WEB API

- Choose WCF when you want to create a service that should support special scenarios such as one way messaging, message queues, duplex communication etc.
- Choose WCF when you want to create a service that can use fast transport channels when available, such as TCP, Named Pipes, or maybe even UDP (in WCF 4.5), and you also want to support HTTP when all other transport channels are unavailable.
- Choose Web API when you want to create a resource-oriented services over HTTP that we can use the full features of HTTP (like URIs, request/response headers, caching, versioning, various content formats).
- Choose Web API when you want to expose your service to a broad range of clients including browsers, mobiles, iphone and tablets.

MVC

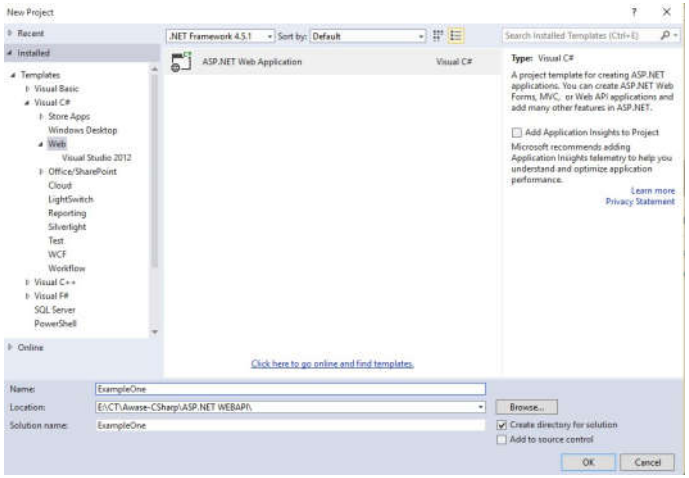
- Used to create web applications that comply with MVC design patterns generating both views and data
- MVC has provision to return data in JSON format using JsonResult
- Requests are mapped on to the action name.
- Model binding, filter, router and other MVC features are different from ASP.NET and extends from system.web.mvc

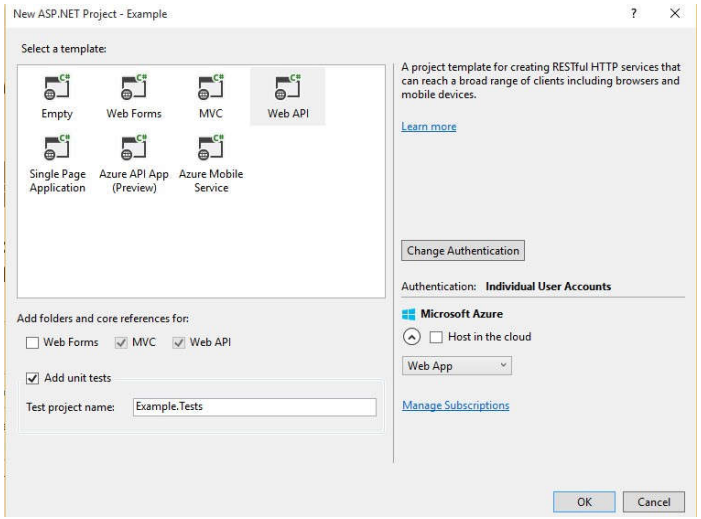
Web API

- Used to create full blown HTTP services with easy and simple way that returns only data
- Helps to build REST-ful services over the .NET framework and it also supports content-negotiation (deciding the best response format data that could be acceptable by the client ex: JSON, XML, etc.), Self hosting
- Requests are mapped to the actions based on HTTP verbs
- Web API can be used with ASP.NET and as a stand alone service layer and extends from system.web.http assembly
- A light weight architecture

INTRODUCTION, ROUTING, ATTRIBUTE ROUTING

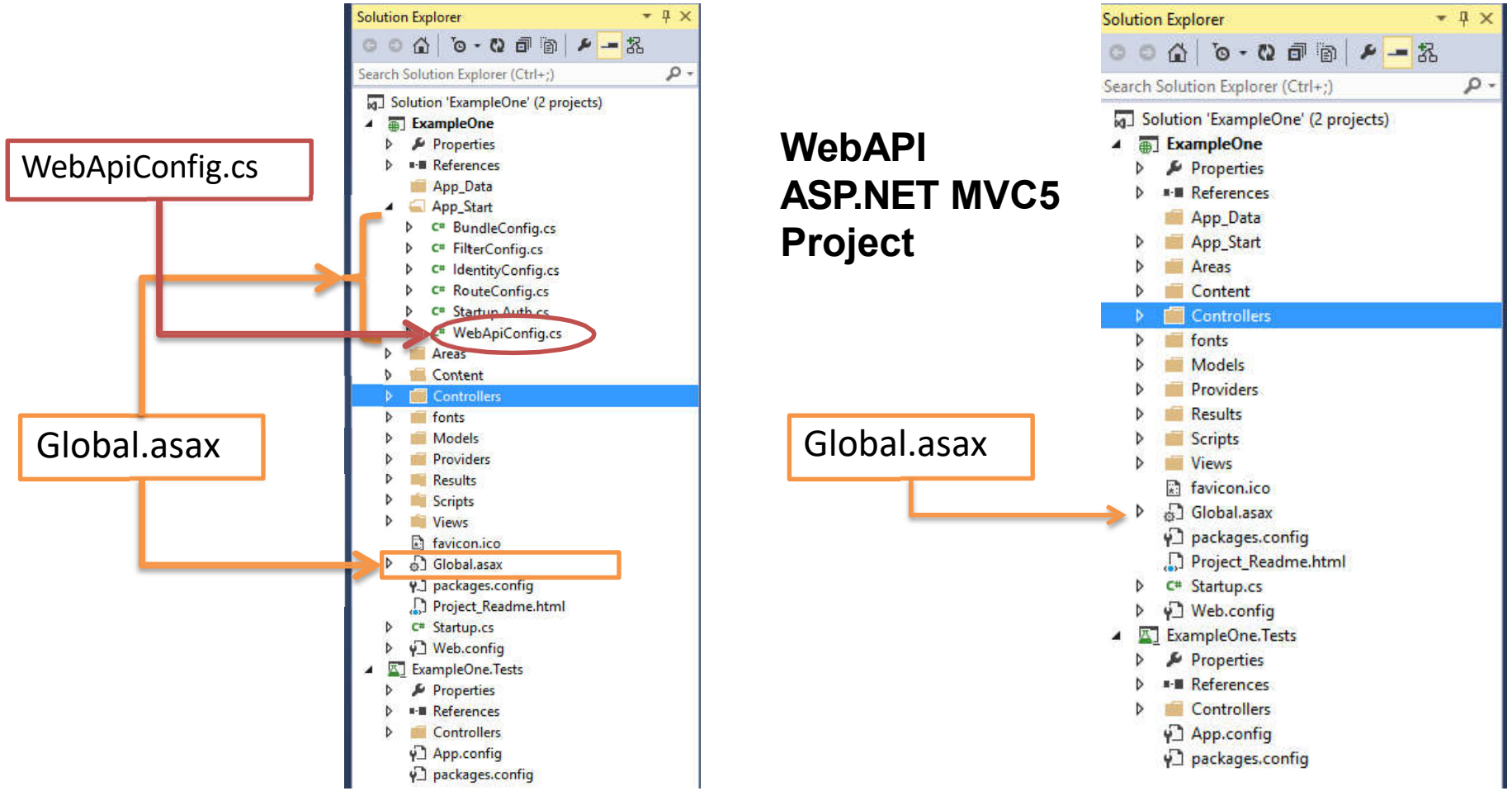
Getting Started





- Create a WebAPI Project
- Create an ASP.NET Project and add a Web API Project
- Create any project!
  - Install-package **Microsoft.AspNet.WebApi.SelfHost**
  - **Using NuGet**

WEB API SCAFFOLDING PROJECT



Conventional Routing

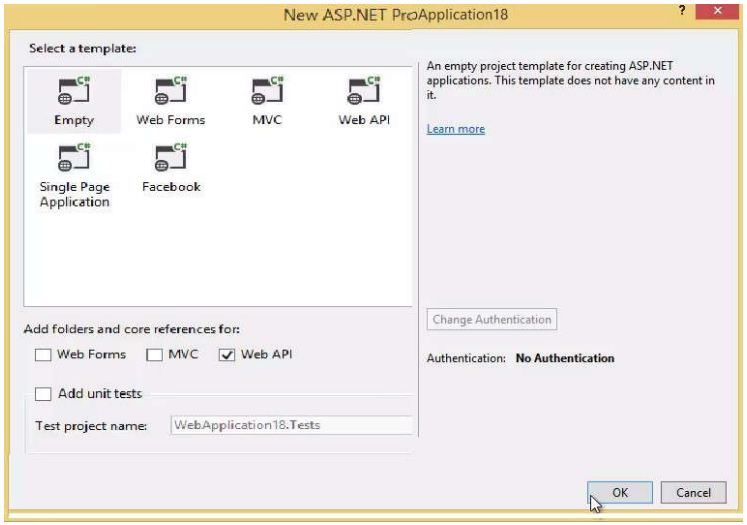
- Convention-based routing, you define one or more route templates, which are basically parameterized strings.
- ASP.NET Hosting Layer Maps URIs and Verbs to controller
  - Must derive from **APIController**
- **New Extension Method for Routing**
  - **MapHttpRoute**
  - **Registers a differentHandler to the routing Infrastructure**
    - **HttpControllerHandler**
- Advantage being that templates are defined in a single place and routing rules are applied consistently across controllers
- ASP.NET Routing is the most common way to map URIs and Verbs to your methods
  - Not the only way however
  - Self Hosting can use this system or replace it with your own.

Conventional Routing


```
// Web API routes
config.MapHttpAttributeRoutes();

config.Routes.MapHttpRoute(
    name: "DefaultApi",
    routeTemplate: "api/{controller}/{id}",
    defaults: new { id = RouteParameter.Optional }
);
```

Conventional Routing



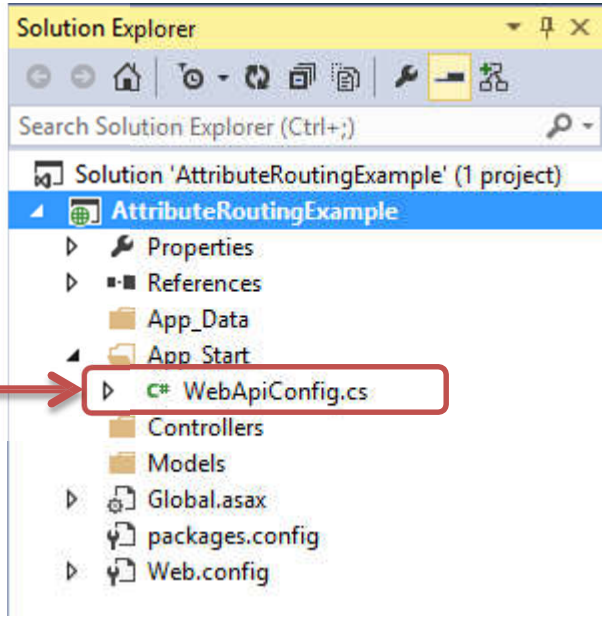

```
public static void Register(HttpConfiguration config)
{
    // Web API configuration and services

    // Web API routes
    config.MapHttpAttributeRoutes();

    config.Routes.MapHttpRoute(
        name: "DefaultApi",
        routeTemplate: "api/{controller}/{id}",
        defaults: new { id = RouteParameter.Optional }
    );

    config.Routes.MapHttpRoute(
        name: "Test",
        routeTemplate: "api/test/{controller}/{id}",
        defaults: new { id = RouteParameter.Optional }
    );
```

WebAPI Configuration Services And WebAPI Routes



Attribute Routing

- Convention-based routing makes it hard to support certain URI patterns that are common in RESTful APIs.
- E.g. Customers have orders, movies have actors, books have authors
- It's natural to create URIs that reflect these relations
  - **/customers/1/orders**

- Attribute routing, is trivial to define a route for this URL.
- Simply by adding an [attribute] to the controller action

```
[Route("customers/{customerId}/orders")]
public IEnumerable<Order> GetOrdersByCustomer(int customerId) { ... }
```

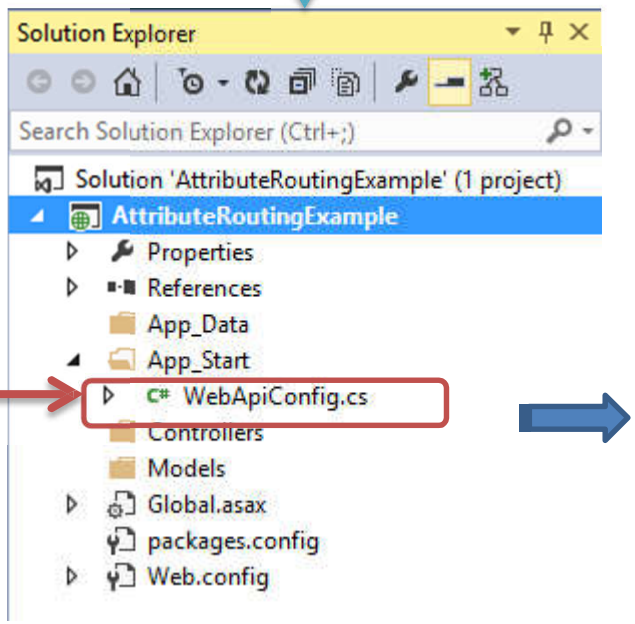
Attribute routing

set a common prefix for an entire controller by using the **[RoutePrefix]** attribute:

```
[RoutePrefix("api/test")]
0 references
public class TestController : ApiController
{
    [Route("")]
    0 references
    public IHttpActionResult Get()
    {
        return Ok();
    }

    [Route("{id}")]
    0 references
    public IHttpActionResult Get(int id)
    {
        return Ok();
    }
}
```

WebAPI Configuration Services And WebAPI Routes



Enabling Attribute Routing

```
public static void Register(HttpConfiguration config)
{
    // Attribute routing.
    config.MapHttpAttributeRoutes();

    // Convention-based routing.
    config.Routes.MapHttpRoute(
        name: "DefaultApi",
        routeTemplate: "api/{controller}/{id}",
        defaults: new { id = RouteParameter.Optional }
    );
}
```

Override the route prefix

Use a **tilde (~)** on the method attribute to override the route prefix:

```
[RoutePrefix("api/books")]
public class BooksController : ApiController
{
    // GET /api/authors/1/books
    [Route("~/api/authors/{authorId:int}/books")]
    public IEnumerable<Book> GetByAuthor(int authorId) { ... }

    // ...
}
```

Route prefix parameters

route prefix can include parameters:

```
[RoutePrefix("customers/{customerId}")]
public class OrdersController : ApiController
{
    // GET customers/1/orders
    [Route("orders")]
    public IEnumerable<Order> Get(int customerId) { ... }
}
```

C#

Route constraints

Route constraints let you restrict how the parameters in the route template are matched. The general syntax is "**{parameter:constraint}"**

```
[Route("users/{id:int}")]
public User GetUserById(int id) { ... }

[Route("users/{name}")]
public User GetUserByName(string name) { ... }
```

Supported constraints

Constraint	Description	Example
alpha	Matches uppercase or lowercase Latin alphabet characters (a-z, A-Z)	{x:alpha}
bool	Matches a Boolean value.	{x:bool}
datetime	Matches a **DateTime** value.	{x:datetime}
decimal	Matches a decimal value.	{x:decimal}
double	Matches a 64-bit floating-point value.	{x:double}
float	Matches a 32-bit floating-point value.	{x:float}
guid	Matches a GUID value.	{x:guid}

C#

int	Matches a 32-bit integer value.	{x:int}
length	Matches a string with the specified length or within a specified range of lengths.	{x:length(6)} {x:length(1,20)}
long	Matches a 64-bit integer value.	{x:long}
max	Matches an integer with a maximum value.	{x:max(10)}
maxlength	Matches a string with a maximum length.	{x:maxlength(10)}
min	Matches an integer with a minimum value.	{x:min(10)}
minlength	Matches a string with a minimum length.	{x:minlength(10)}
range	Matches an integer within a range of values.	{x:range(10,50)}
regex	Matches a regular expression.	{x:regex(^\d{3}-\d{3}-\d{4}$)}

C#

Custom Route Constraints

custom route constraints by implementing the **IHttpRouteConstraint** interface.

constraint restricts a parameter to a non-zero integer value.

```
public class NonZeroConstraint : IHttpRouteConstraint
{
    public bool Match(HttpRequestMessage request, IHttpRoute route, string parameterName,
        IDictionary<string, object> values, HttpRouteDirection routeDirection)
    {
        object value;
        if (values.TryGetValue(parameterName, out value) && value != null)
        {
            long longValue;
            if (value is long)
            {
                longValue = (long)value;
                return longValue != 0;
            }

            string valueString = Convert.ToString(value, CultureInfo.InvariantCulture);
            if (Int64.TryParse(valueString, NumberStyles.Integer,
                CultureInfo.InvariantCulture, out longValue))
            {
                return longValue != 0;
            }
        }
        return false;
    }
}
```

C#

Custom Route Constraint

```
public static class WebApiConfig
{
    public static void Register(HttpConfiguration config)
    {
        var constraintResolver = new DefaultInlineConstraintResolver();
        constraintResolver.ConstraintMap.Add("nonzero", typeof(NonZeroConstraint));

        config.MapHttpAttributeRoutes(constraintResolver);
    }
}
```

```
[Route("{id:nonzero}")]
public HttpResponseMessage GetNonZero(int id) { ... }
```

C#

Optional URI Parameters and Default Values

make a URI parameter optional by adding a question mark to the route parameter. If a route parameter is optional, you must define a default value for the method parameter.

```
public class BooksController : ApiController
{
    [Route("api/books/locale/{lcid:int?}")]
    public IEnumerable<Book> GetBooksByLocale(int lcid = 1033) { ... }
}
```

[OR]

```
public class BooksController : ApiController
{
    [Route("api/books/locale/{lcid:int=1033}")]
    public IEnumerable<Book> GetBooksByLocale(int lcid) { ... }
}
```

C#

Route Name

In Web API, every route has a name. Route names are useful for generating links, so that you can include a link in an HTTP response.

set the **Name** property on the attribute.

```
[Route("api/books/{id}", Name="GetBookById")]
public BookDto GetBook(int id)
{
    // Implementation not shown...
}
```

Route Order

When the framework tries to match a URI with a route, it evaluates the routes in a particular order. To specify the order, set the **RouteOrder** property on the route attribute. Lower values are evaluated first. The default order value is zero.

How is the total ordering is determined ?

1. Compare the **RouteOrder** property of the route attribute.
2. Look at each URI segment in the route template. For each segment, order as follows:
   i. Literal segments.
   ii. Route parameters with constraints.
   iii. Route parameters without constraints.
   iv. Wildcard parameter segments with constraints.
   v. Wildcard parameter segments without constraints.
3. In the case of a tie, routes are ordered by a case-insensitive ordinal string comparison (OrdinalIgnoreCase) of the route template.

C#

Route Order

```
[RoutePrefix("orders")]
public class OrdersController : ApiController
{
    [Route("{id:int}")] // constrained parameter
    public HttpResponseMessage Get(int id) { ... }

    [Route("details")]  // literal
    public HttpResponseMessage GetDetails() { ... }

    [Route("pending", RouteOrder = 1)]
    public HttpResponseMessage GetPending() { ... }

    [Route("{customerName}")]  // unconstrained parameter
    public HttpResponseMessage GetByCustomer(string customerName) { ... }

    [Route("{*date:datetime}")]  // wildcard
    public HttpResponseMessage Get(DateTime date) { ... }
}
```

1. orders/details
2. orders/{id}
3. orders/{customerName}
4. orders/{*date}
5. orders/pending

Conventional Routing

- Define one or more templates, which are basically parameterized strings.
- Templates are defined in a single place and routing rules are applied consistently across all controllers

Attribute Routing

- Convention based routing makes it hard to support certain URI patterns that are common in RESTful APIs.
- Applied to Controller Action Methods or at the Controller level.
- Ability to define constraints and custom route constraints
- Route names are useful for generating links, so that they can include a link in an HTTP response

SUMMARY

- Approaches for creating web api 2 applications
- Conventional routing using **MapHttpRoute**
- **Attribute Routing approaches**
- **In fact, you can combine both techniques in the same project.**

SYED AWASE KHIRNI

ACTION RESULTS IN WEB API

ACTION RESULTS

- Converting the return value from a controller action into an HTTP response message.
- WEB API 1 : two ways of creating response from an API action
  - Either return a specific object instance (or void) and let the Web API pipeline convert that to an **HttpResponseMessage** for you
  - Return a raw HttpResponseMessage, where the user has to construct it manually and bypass all of the internal Web API mechanisms (formatters, content negotiation).
- WEB API 2: **IHTTPACTIONRESULT is a kind of wrap of HTTPRESPONSEMESSAGE. It contains ExecuteAsync method to create an HttpResponseMessage, further simplifies unit testing of your controller. The return type are kind of strongly typed classes serialized by Web API using media formatter into the response body.**
  - **Drawbacks being one cannot directly return an error code, such as 404. Instead you can only throw and HttpResponseException error.**

WEB API Controller Action

- Web API uses different mechanisms to create the **HTTP response**

Return type	How Web API create the response
Void	Return empty 204 (No Content)
HttpResponseMessage	Convert directly to an HTTP response message
IHTTPActionResult	Call ExecuteAsync to create an HTTPResponseMessage, then convert to an HTTP response message
Other type	Write the serialized return value into the response body; return 200(OK)

VOID

- If the return type is void, Web API simply returns an empty HTTP response with status code **204 (NO CONTENT)**

```
// POST: api/Test
0 references
public void Post
 ([FromBody]string value)
{
}
```

```
HTTP/1.1 204 No Content
Server: Microsoft-IIS/8.0
Date: Mon, 27 Jan 2014 02:13:26 GMT
```

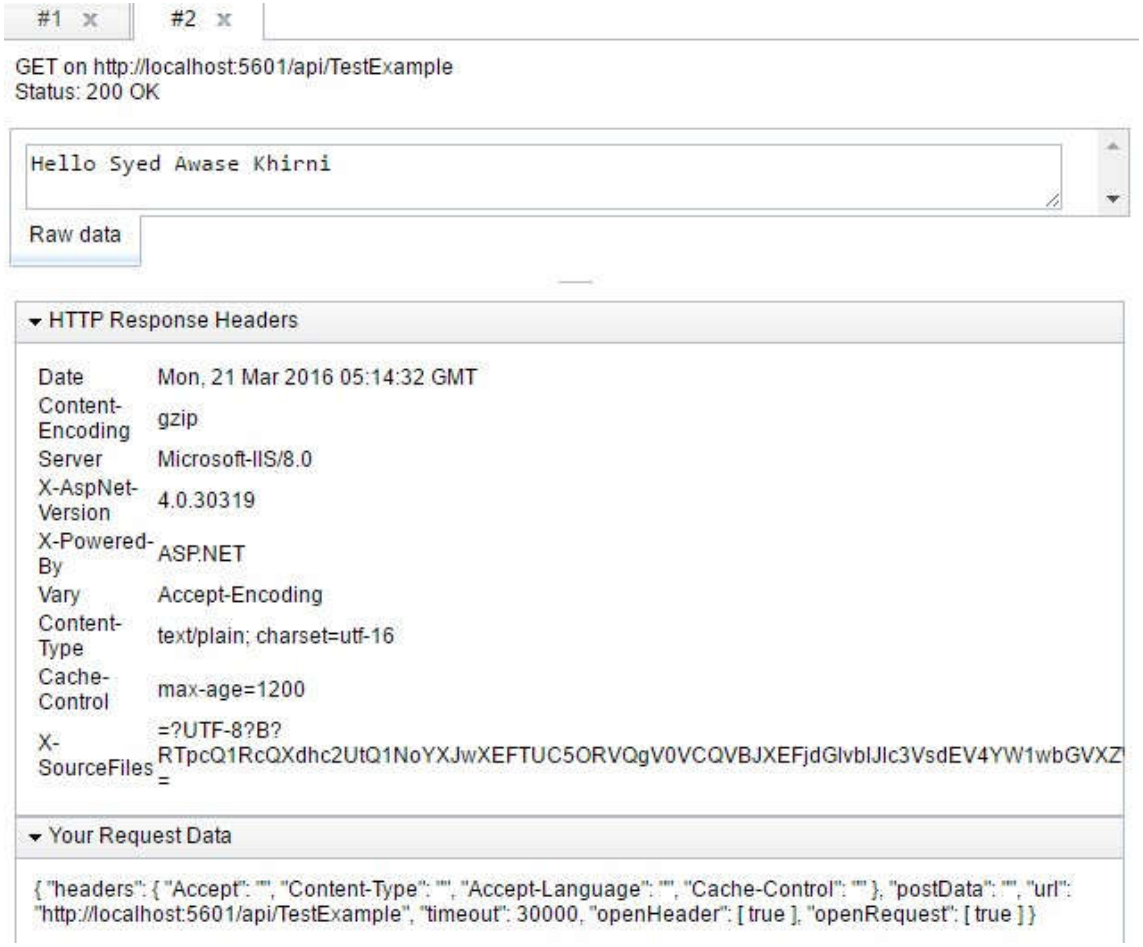
HttpResponseMessage

- **HttpResponseMessage** return type, converts the return value directly into an HTTP response message using the properties of the **HttpResponseMessage** object to populate the response.
- The option gives you a lot of control over the response message

```
0 references
public class TestExampleController : ApiController
{
    0 references
    public HttpResponseMessage Get()
    {
        HttpResponseMessage response = Request.CreateResponse
          (HttpStatusCode.OK, "value");
        response.Content = new StringContent("Hello Syed Awase Khirni",
          System.Text.Encoding.Unicode);
        response.Headers.CacheControl = new
          System.Net.Http.Headers.CacheControlHeaderValue()
        {
            MaxAge = TimeSpan.FromMinutes(20)
        };
        return response;
    }

}
```

HttpResponseMessage



Content Negotiation in ASP.NET WEB API

"the process of selecting the best representation for a given response when there are multiple representations available"

RFC 2616

Primary Mechanism for Content Negotiation in HTTP are using these request headers

1. **Accept :** which media types are acceptable for the response, such as “application/json”, “application/xml” or a custom media type such as “application/vnc.example+xml”
2. **Accept-Charset**: which character sets are acceptable such as UTF-8 or ISO 8859-1
3. **Accept-Encoding:** which content encoding are acceptable, such as gzip.
4. **Accept-Language:** preferred natural language, such as “en-us”
5. **Other Option – if the request contains an X-Requested-With header, indicating an AJAX request, the server might default to JSON if there is no Accept header**

IHttpActionResult

- Introduced in Web API2
- IHttpActionResult Interface defines an HttpResponseMessage factory
- Advantages of using IHttpActionResult
  - Simplifies unit testing webapi controllers
  - Moves common logic for creating HTTP responses into separate classes
  - Makes the intent of the controller action clearer, by hiding the low-level details of constructing the response

C#

IHttpActionResult

Contains a single method, **ExecuteAsync,** which asynchronously creates an **HttpResponseMessage** instance

```
public class TextResult : IHttpActionResult
{
    string _value;
    HttpRequestMessage _request;

    public TextResult(string value, HttpRequestMessage request)
    {
        _value = value;
        _request = request;
    }
    public Task<HttpResponseMessage> ExecuteAsync(CancellationToken cancellationToken)
    {
        var response = new HttpResponseMessage()
        {
            Content = new StringContent(_value),
            RequestMessage = _request
        };
        return Task.FromResult(response);
    }
}
```

```
public class ValuesController : ApiController
{
    public IHttpActionResult Get()
    {
        return new TextResult("hello", Request);
    }
}
```

Other Return Types

- Web API uses a media formatter to serialize the return value. Web API writes the serialized value into the response body.
- A disadvantage of this approach is that you cannot directly return an error code e.g. 404.
- You can only throw an **HttpResponseException** for error codes.

```
public class ProductsController : ApiController
{
    public IEnumerable<Product> Get()
    {
        return GetAllProductsFromDB();
    }
}
```

Assemblies

System.Net.Http	• Client and raw messaging types
System.Net.Http.Formatting	• Model Binding and media type formatter
System.Web.Http	• Basic Hosting Infrastructure
System.Web.Http.Common	• Common APIs
System.Web.Http.WebHost	• ASP.NET hosting
System.Web.Http.SelfHost	• Self hosting
System.Web.Http.Data	• DataController is an APIController that handles “CRUD” type operations
System.Web.Http.Data.EntityFramework	• Specific implementations of DataController
System.Web.Http.Data.Helpers	• Common code for data api

UNIFORM INTERFACE

- The Uniform interface of REST
- ASP.NET Web API and the uniform interface
- Content Negotiation
- Model binding and formatting
- HTTP-deep diving

REST

- Representational State Transfer
- Architecture for building systems (by Roy Fielding)
- Based on the advantages of the Web
  - URIs
  - Uniform Interface
  - Stateless
  - Hypermedia-driven(i.e links)
  - Cache-ability

It's all about URIs

- A RESTful service models its resources as URIs
  - Builds on the success of the web
- Everything is addressable via a URI
- You interact with a resource by using the Uniform Interface
  - Start with URI, add well-known HTTP verbs

Uniform interface

GET

- No Side-effects (Safe)
- Idempotent(calling a million times has the same effect as one request)
- Retrieves resource
- Cacheable

POST

- Creates a new resource
- Same as SOAP – still unsafe

PUT

- Updates an existing resource
- Also idempotent

DELETE

- Removes a resource
- Also idempotent

Implementing using Conventions

- The route determines which Controller should be invoked based on the request URI
- Controller derives from APIController
- Method invoked is picked based upon the verb of the incoming HTTP request
  - GET
  - POST
  - PUT
  - DELETE

Verbs to Attributes

- If you don't want to name your methods with the Convention, you can add attributes to your methods
  - Name method whatever you'd like
  - Routing still picks Controller
- AcceptVerbs
  - Can specify multiple verbs to one method
- Specific attributes
  - HttpGet
  - HttpPost
  - HttpPut
  - HttpDelete

Content Negotiation

- **Dynamically determining the media type of a resource based on client request**
  - Client sends Accept header with 1...N media types (XML/JSON)
  - Server sends back appropriate response with Content-Type header
  - Client also sends Content-Type header when sending a body
- Web API provides automatic content negotiation
- Implemented using **MediaTypeFormatter** base class
  - More on this in extensibility Module

Parameter Binding in ASP.NET WEB API

- When a WEB API calls a method on a controller, it must set values for the parameters, a process called binding.

Rules of binding

- **Simple types** – include .NET primitive types (int, bool, double ..+ TimeSpan, DateTime, Guid, decimal and String)
- **Complex types** –Web API tries to read the value from the message body, using a media-type formatter

```
HttpResponseMessage Put(int id, Product item) { ... }
```

Simple type

Complex Type

C#

```
HttpResponseMessage Put(int id, Product item) { ... }
```

id – parameter is of **simple type and gets the value from the request URI**

Item-parameter is a **complex type**, so WEB API uses a media-type formatter to read the value from the request body

For complex types, however, consider using **media-type formatters whenever possible.**A key principle of HTTP is that resources are sent in the message body, using content negotiation to specify the representation of the resource. Media-type formatters were designed for exactly this purpose.

C#

[FromURI]

- To force WEB API to read a complex type from the URI
- Add the [**FromUri**] attribute to the parameter.

```
0 references
public class GeoPointController : ApiController
{
    0 references
    public HttpResponseMessage Get([FromUri] GeoPoint location)
    {
        HttpResponseMessage response = Request.CreateResponse
          (HttpStatusCode.OK, "value");
        string str = location.Latitude + " " + location.Longitude;
        response.Content = new StringContent(str,
          System.Text.Encoding.Unicode);
        response.Headers.CacheControl = new
          System.Net.Http.Headers.CacheControlHeaderValue()
        {
            MaxAge = TimeSpan.FromMinutes(20)
        };
        return response;
    }
}

public class GeoPoint
{
    1 reference
    public double Latitude { get; set; }
    1 reference
    public double Longitude { get; set; }
}
```

The client can put the Latitude and Longitude values in the query string and Web API will use them to construct a GeoPoint

http://localhost/api/geopoint/?Latitude=47.678558&Longitude=-122.130989

C#

[FromBody]

- To force WEB API to read a **simple type from the request body, add the [FromBody] attribute to the parameter**
- **At most one parameter is allowed to read from the message body.**

```
0 references
public class FromBodyReadController : ApiController
{
    0 references
    public string Post([FromBody] string name)
    {
        return name;
    }
}
```

Content-Type: application/json

The reason for this rule is that the request body might be stored in a non-buffered stream that can only be read once.

ModelBinding and Formatting

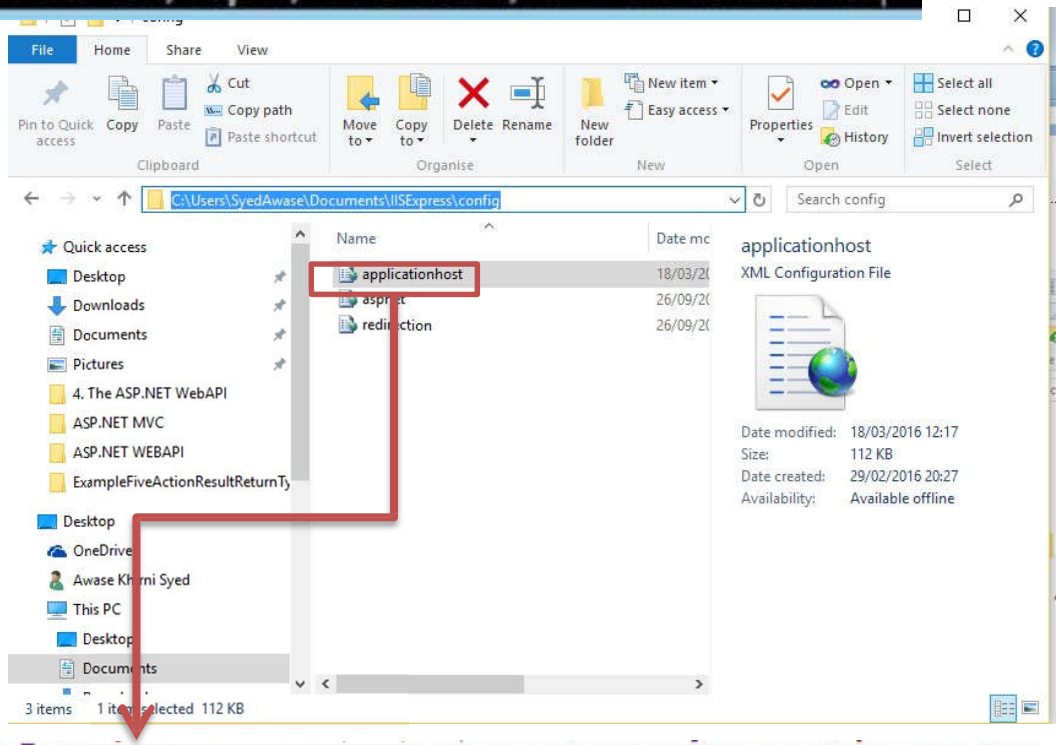
- The Web API will automatically bind URI and HTTP Body data to your methods
  - Body data can be passed to **MediaTypeFormatter** based on Content-Type
  - Model Binding (same as ASP.NET MVC) is used on Query String (URI) data
- Rule-body can only be read once
- **[FromBody]** and **[FromUri]** attributes used to control
- ModelBinding attribute can specify a custom ModelBinding for a parameter

HTTP-Diving Deeper

- Routing and controllers take care of the basics of HTTP
  - URI + Verb
- What if you want to reach down further into the HTTP stack?
  - Send back particular return methods
  - Interrogate additional HTTP headers
- HttpRequestMessage/HttpResponseMessage are the answer in the Web API
  - HttpRequestMessage can replace body parameter
  - HttpResponseMessage can replace return parameter

Enable all http methods to come through

```
curl http://localhost:1341/api/videos/5 -X DELETE
```



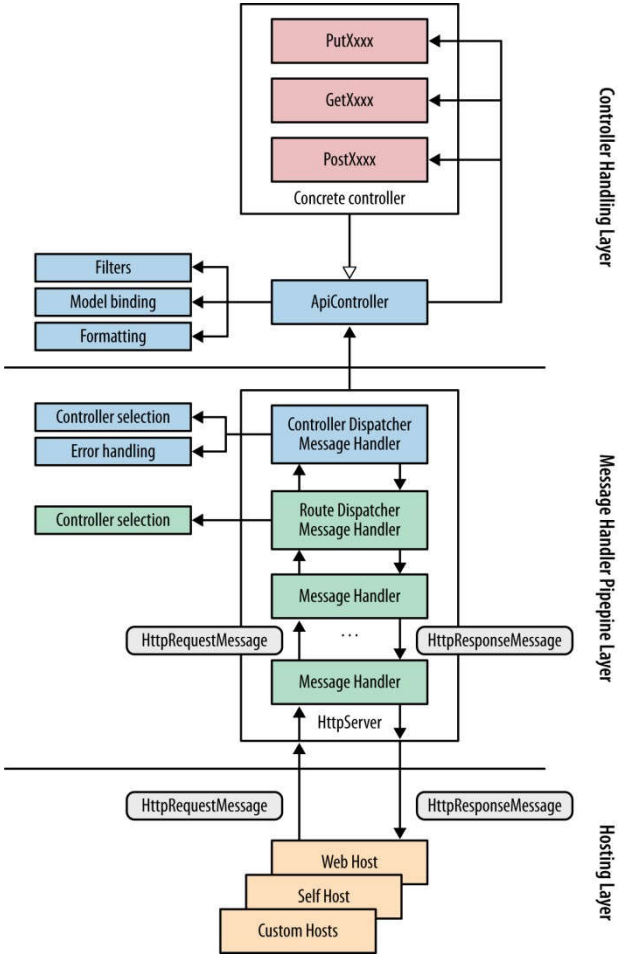
Current http methods supported are

```
1564    <add name="ExtensionlessUrl-Integrated-4.0" path="*." verb="GET,HEAD,POST,DEBUG" type="System.Web.Handlers.TransferRequestHandler"
```

Enable for/change/ Add "Put", "DELETE"

```
1564    <add name="ExtensionlessUrl-Integrated-4.0" path="*." verb="GET,HEAD,POST,DEBUG,PUT,DELETE" t
1565    <add name="StaticFile" path="*" verb="*" modules="StaticFileModule,DefaultDocumentModule,Dire
```

ASP.NET WEB API PROCESSING ARCHITECTURE



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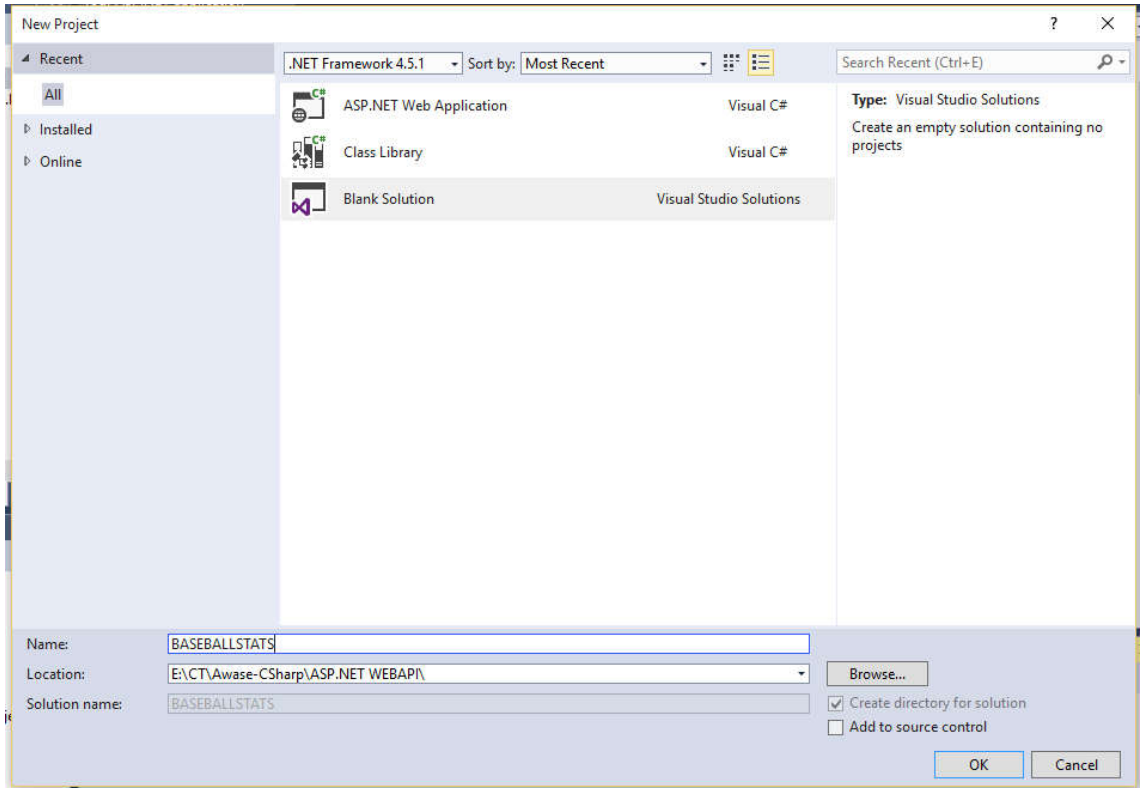
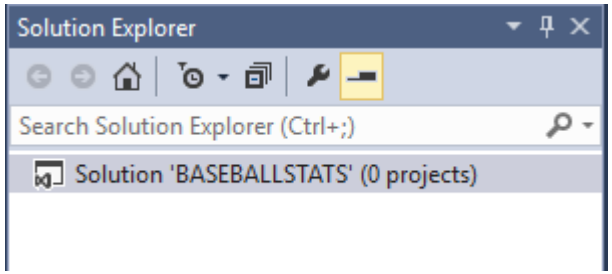
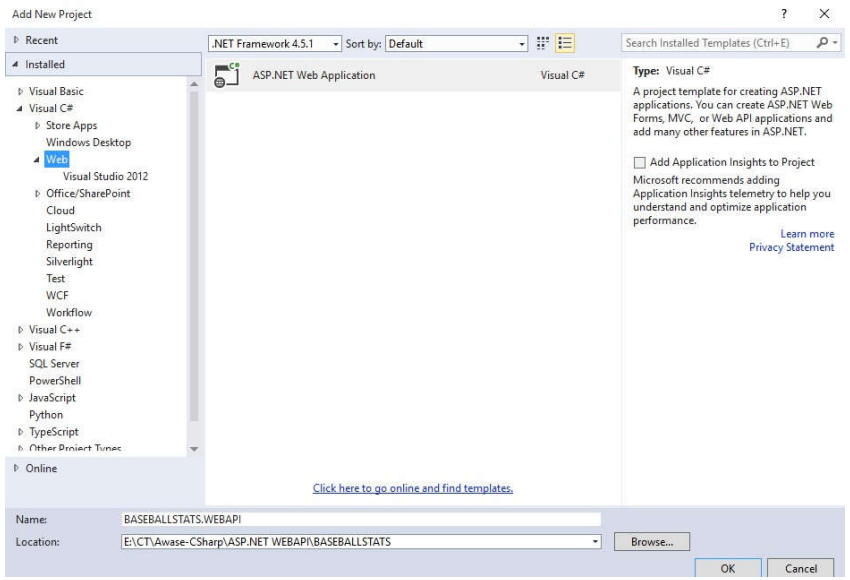
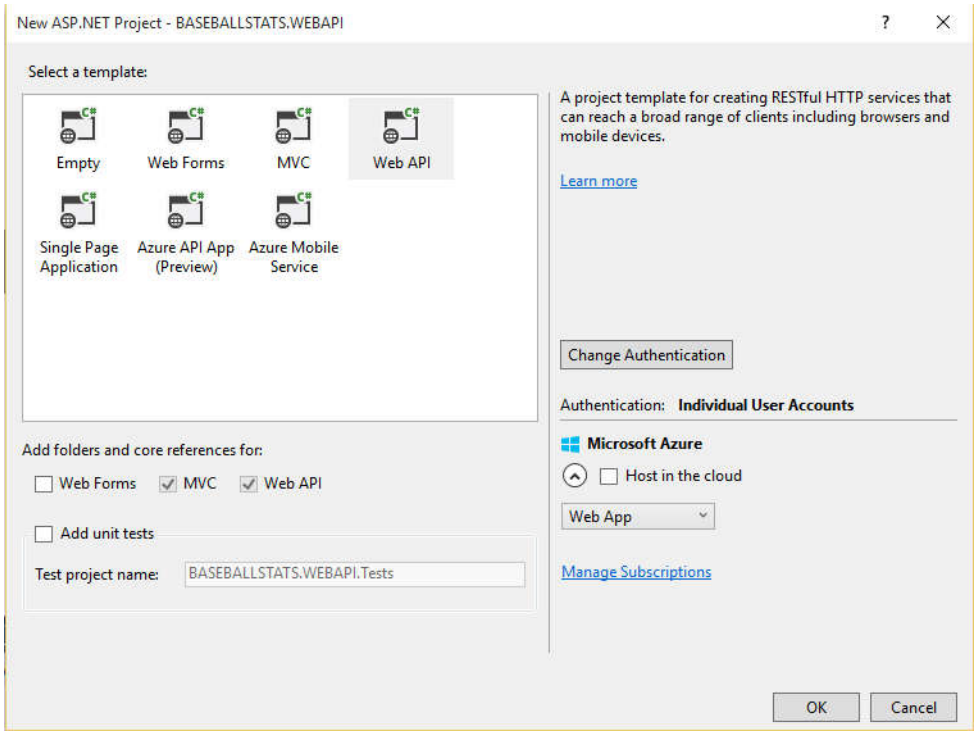
BASEBALL STATS 3-TIER WEB API APPLICATION DB FIRST APPROACH



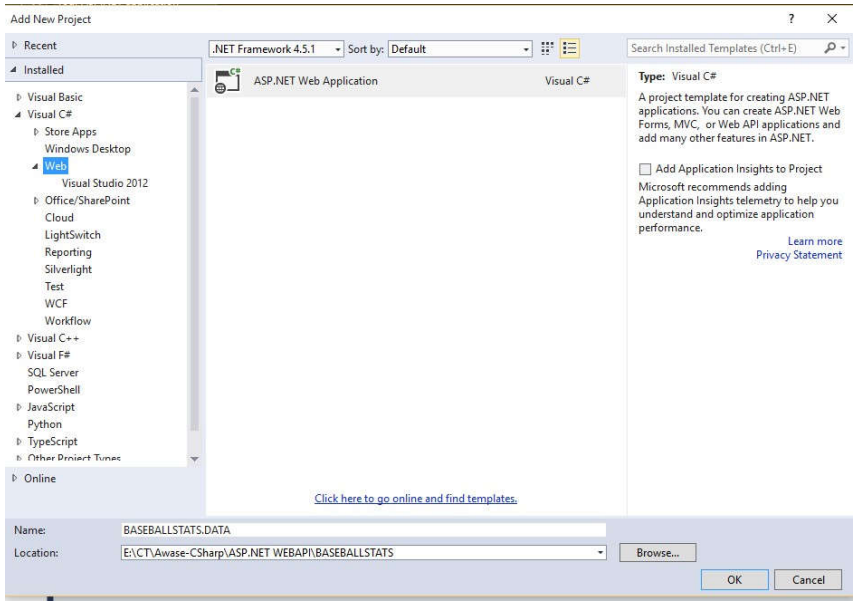


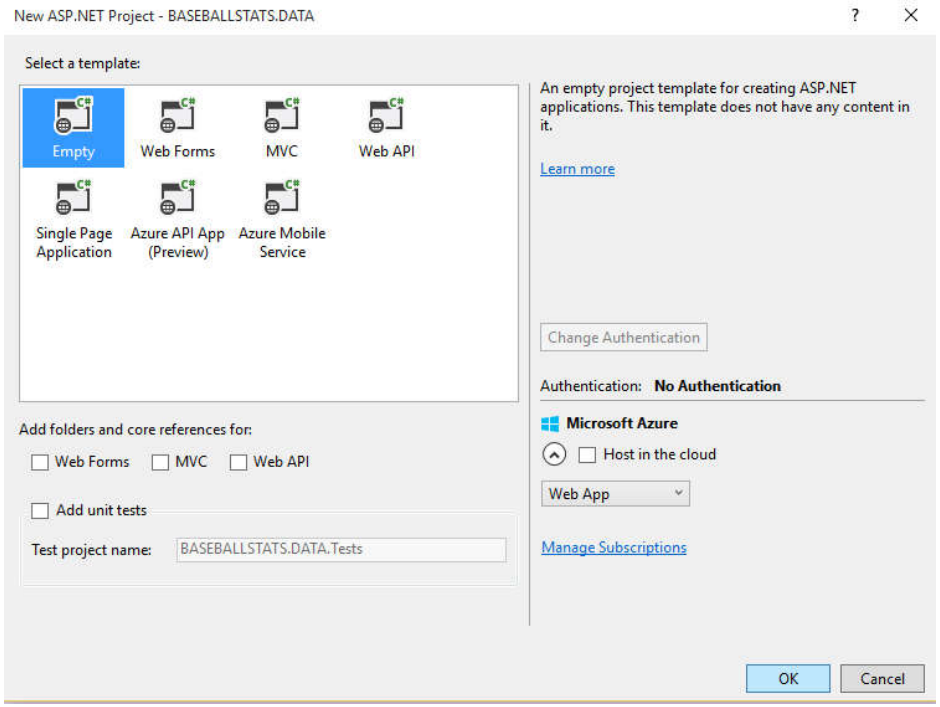
Create WEB API Project



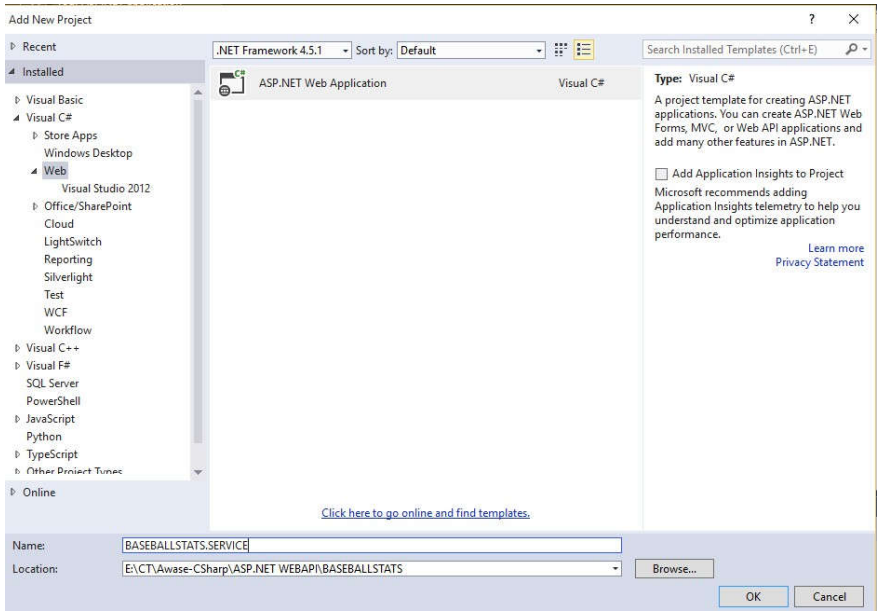


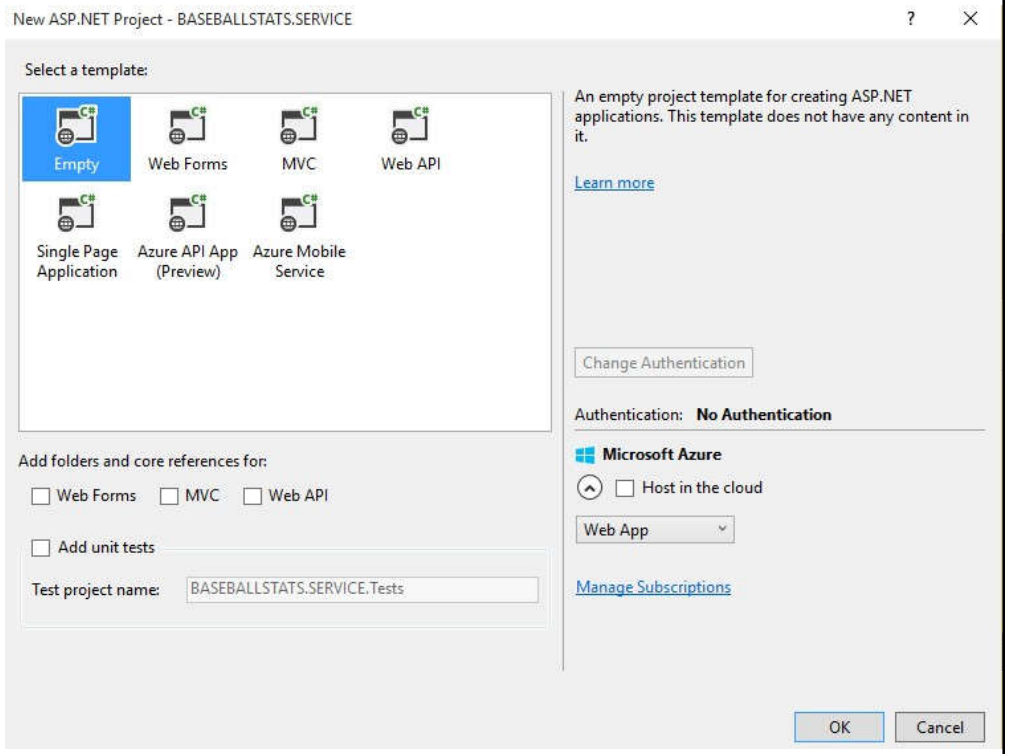
Data Layer Project



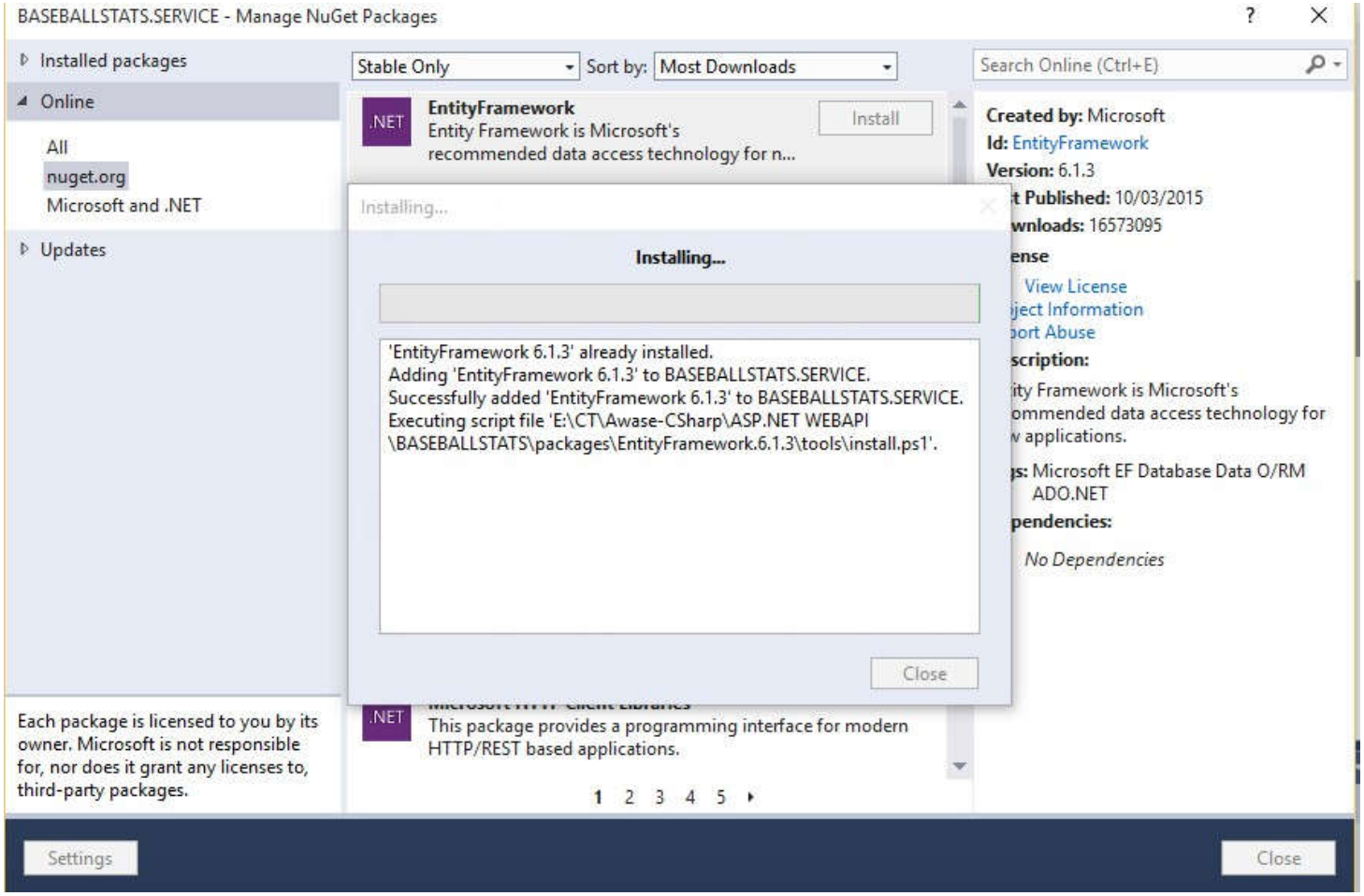


Service Layer Project

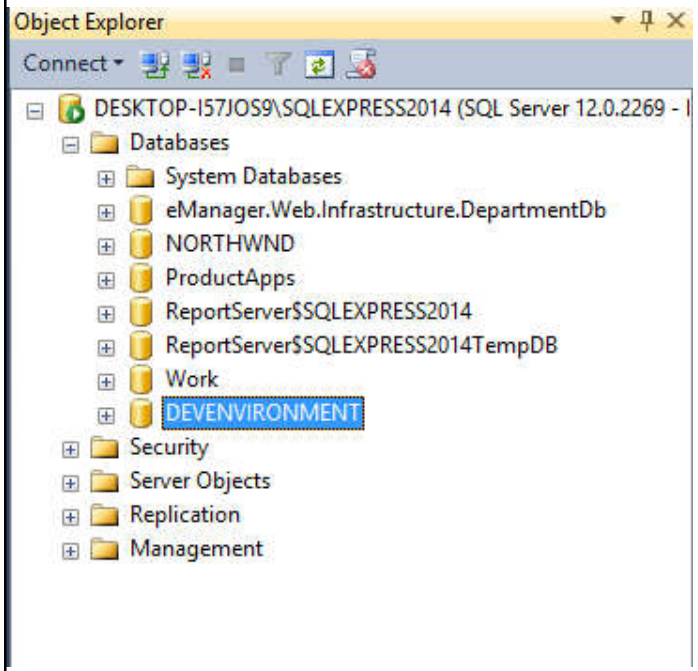


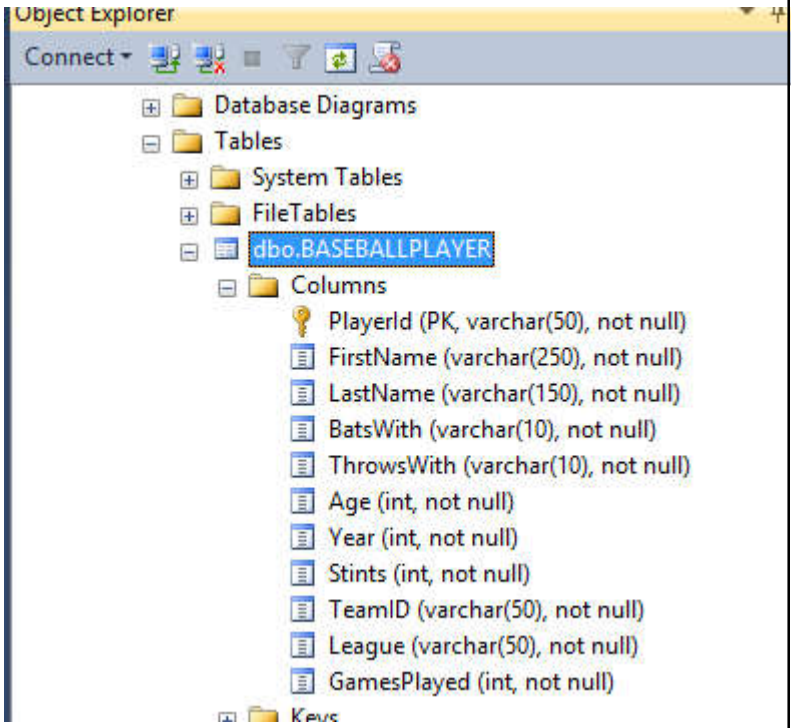


Install Entity Framework with NuGet to Data and Service Layer Projects



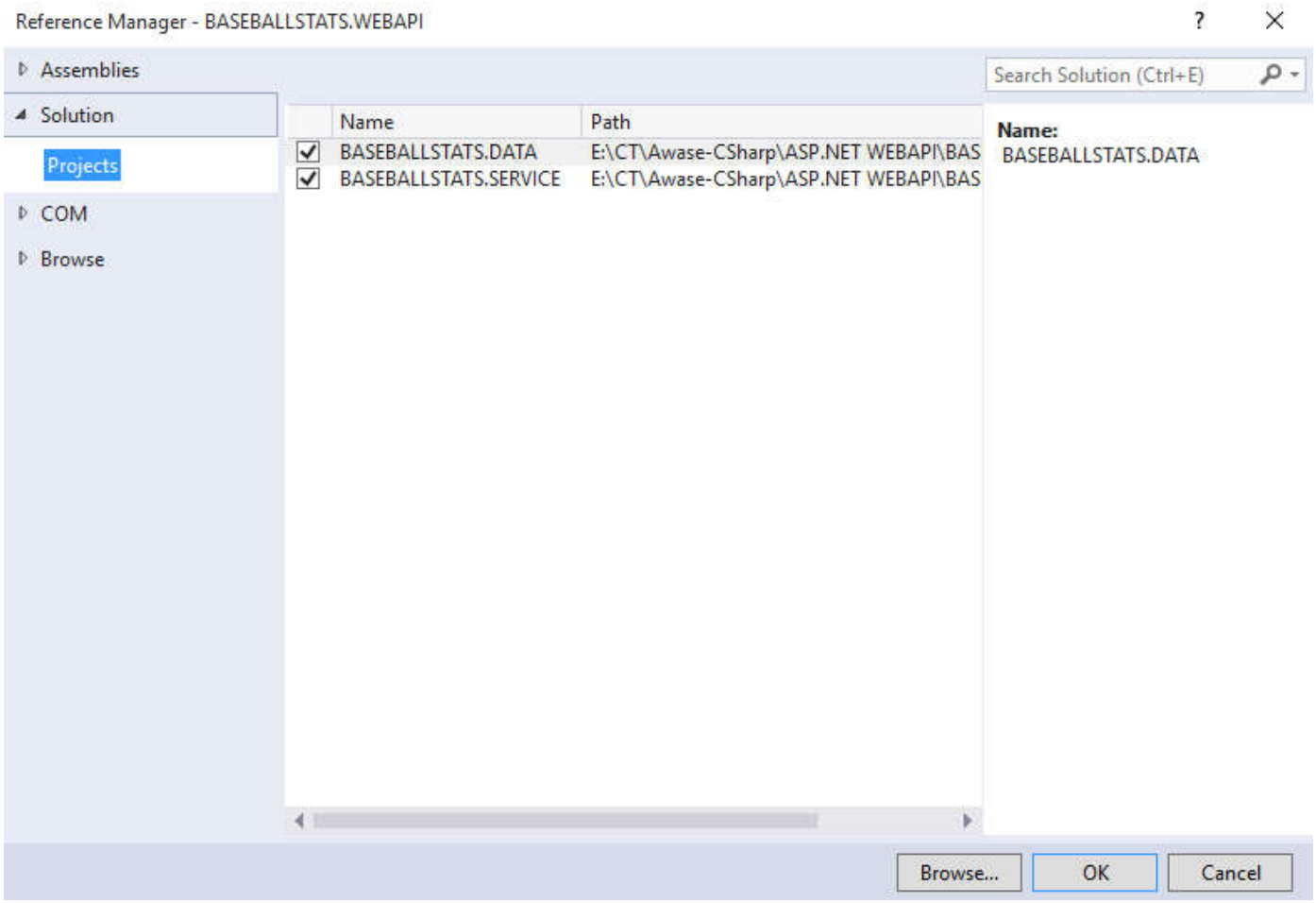
Create DB, TABLES



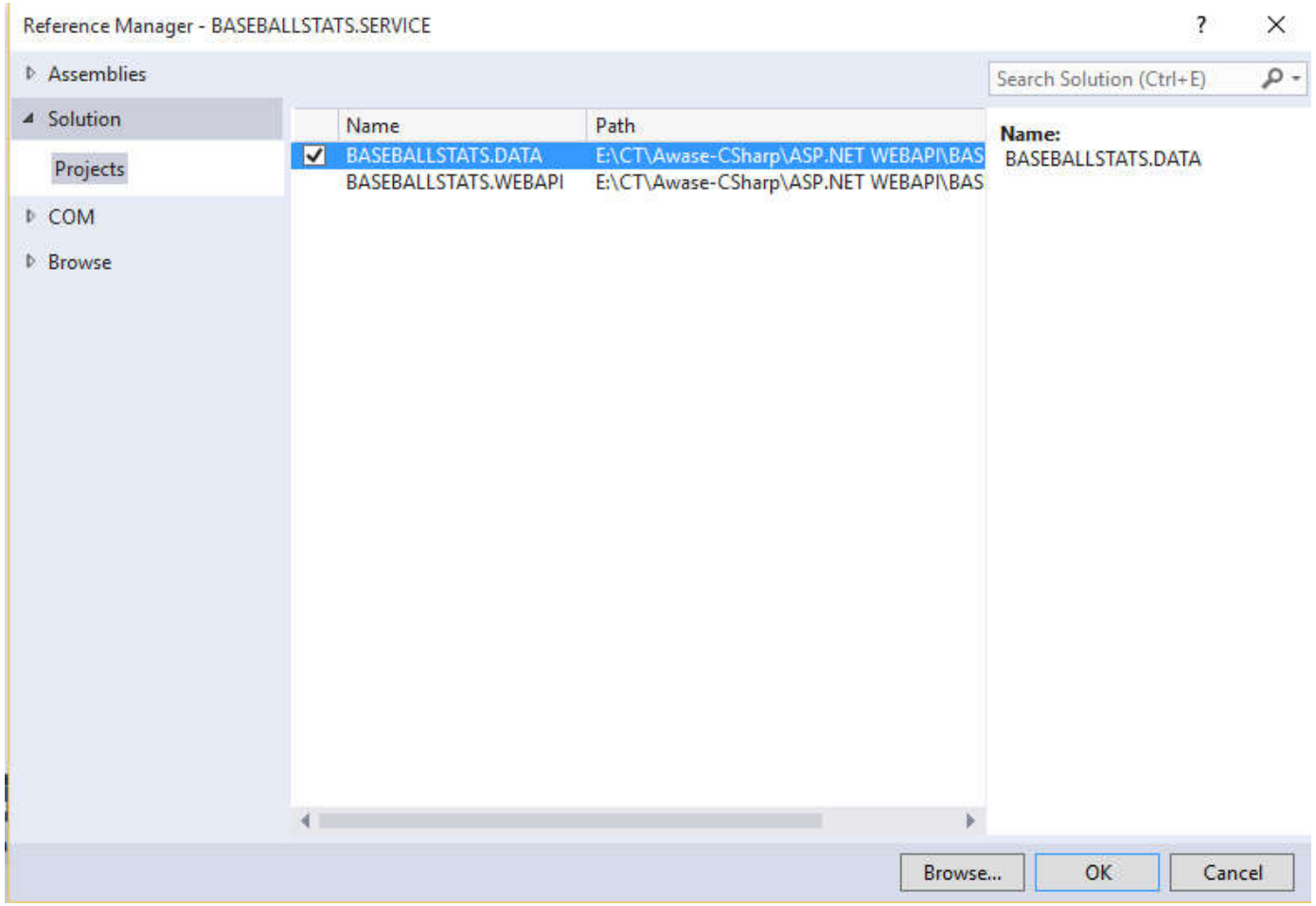


Populate data through Insert Statements in SQL Query

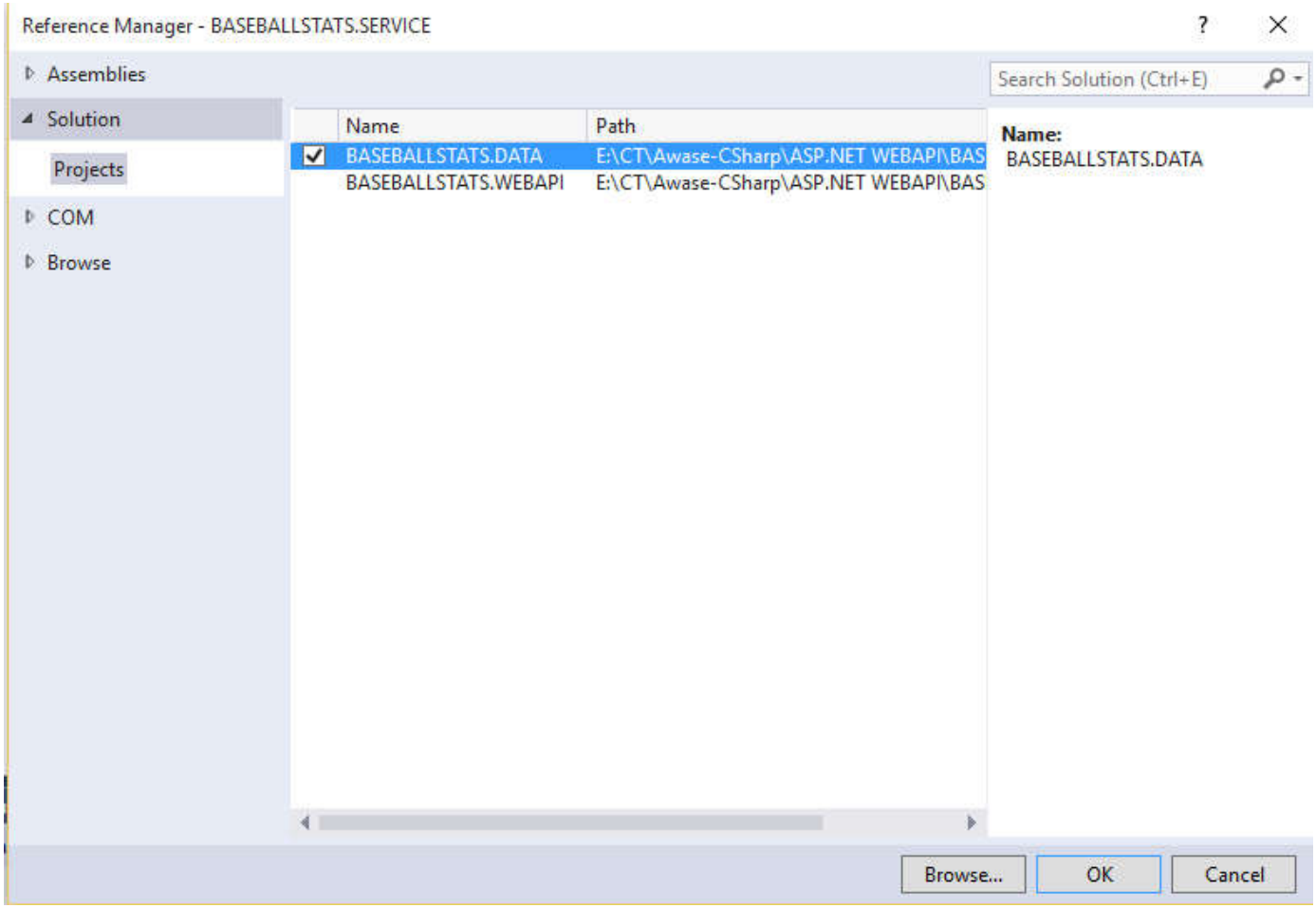
ADD REFERENCE FOR WEB API LAYER



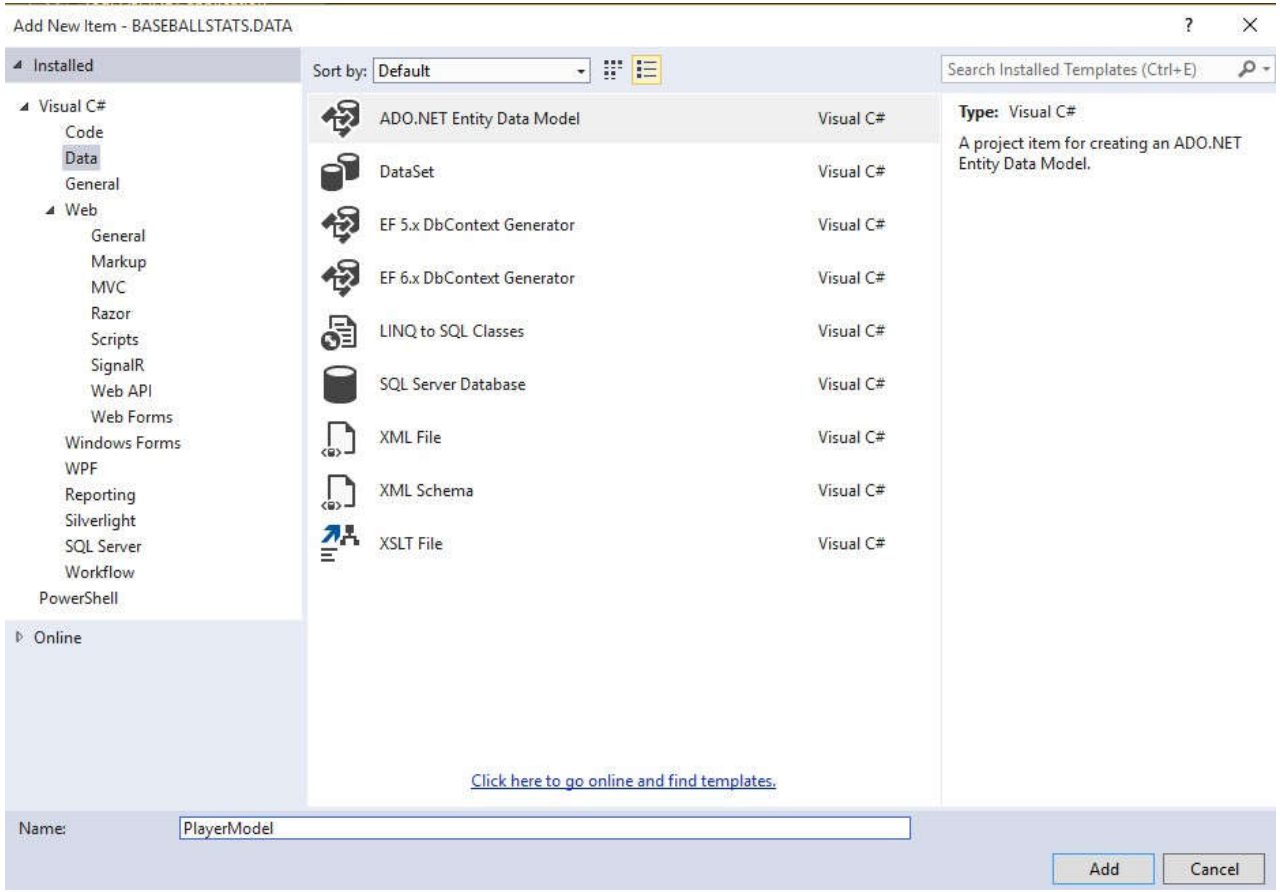
ADD REFERENCE FOR SERVICE LAYER



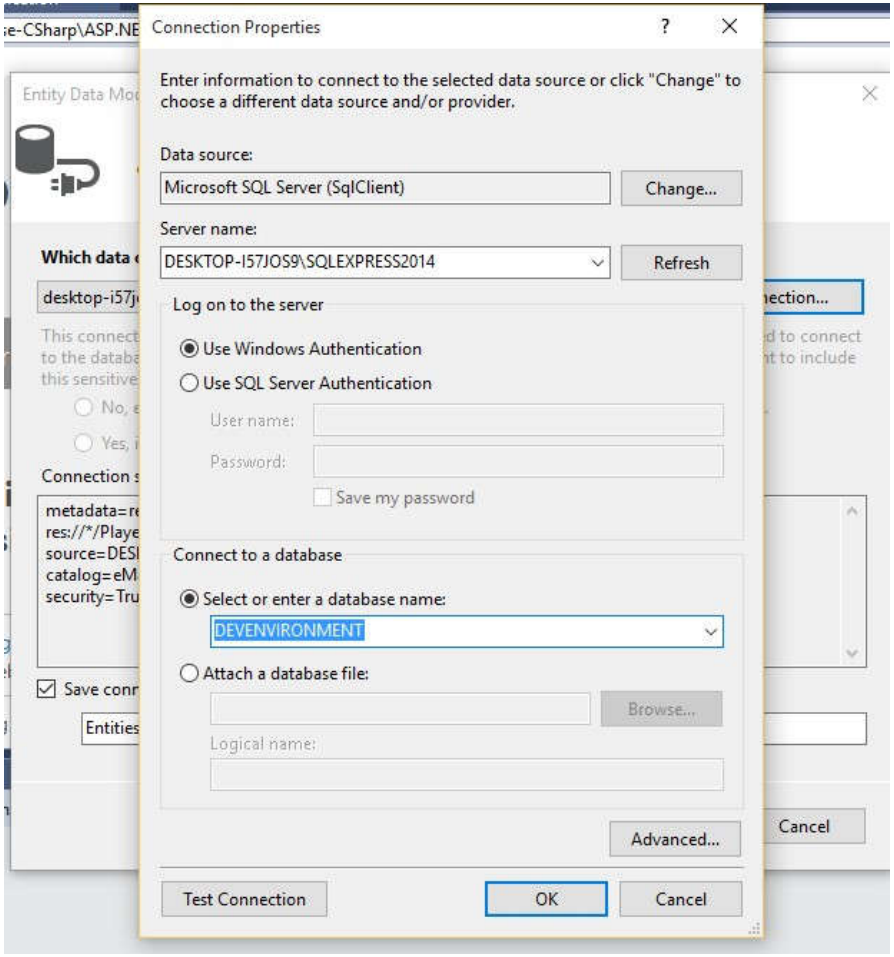
DATA LAYER EF



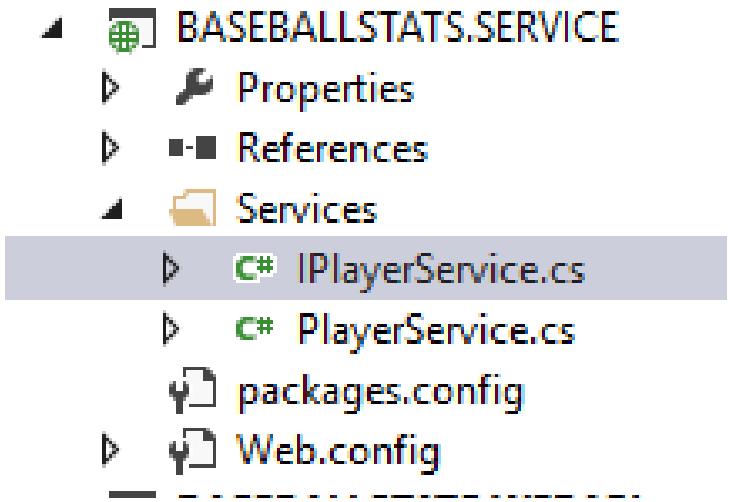
EF DB FIRST



DB Connection Settings



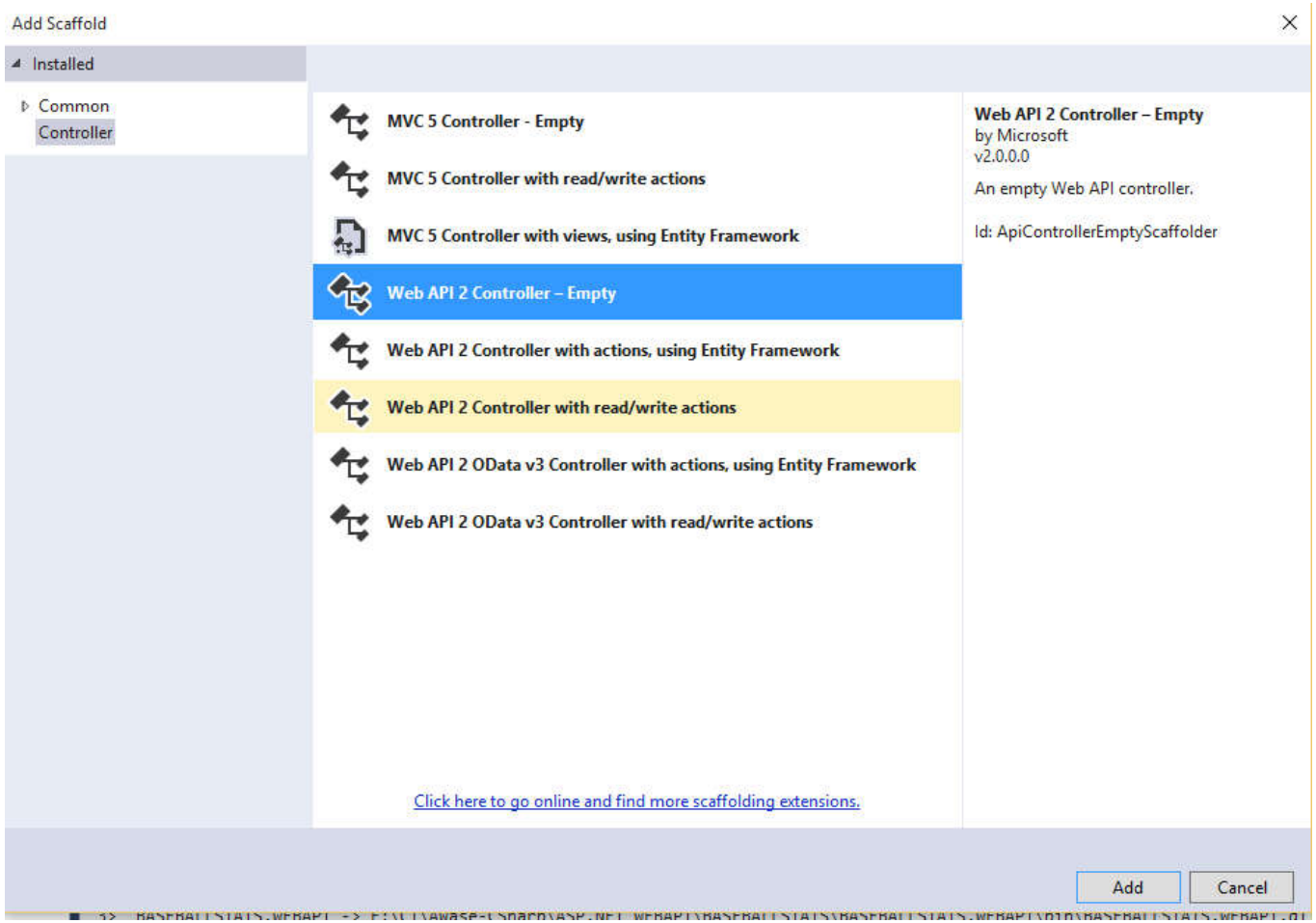
Service Layer




```
public class PlayerService: IPlayerService
{

    private PlayerContext db = new PlayerContext();
    2 references
    public List<DATA.BASEBALLPLAYER> GetPlayers()
    {
        return db.BASEBALLPLAYERs.ToList();
    }

    2 references
    public DATA.BASEBALLPLAYER GetPlayer(string pid)
    {
        return db.BASEBALLPLAYERs.Where(x => x.PlayerId ==
          pid).FirstOrDefault();
    }
}
```

```
1 reference
interface IPlayerService
{
    1 reference
    List<BASEBALLPLAYER> GetPlayers();
    1 reference
    BASEBALLPLAYER GetPlayer(string pid);
}
```

Add WebAPI Controller



C#

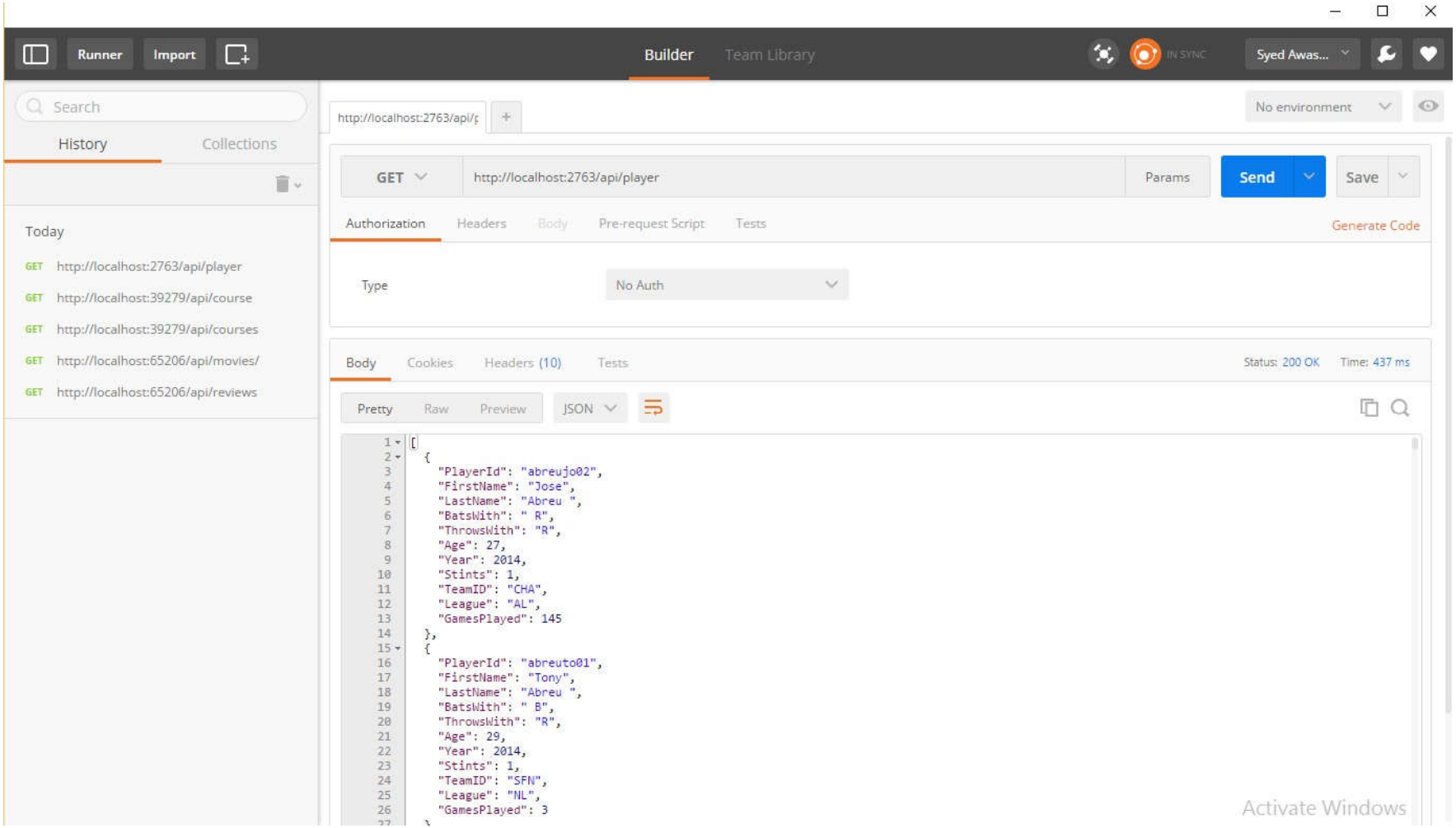
ApiController

```
0 references
public class PlayerController : ApiController
{
    private IPlayerService playerService = new PlayerService();
    0 references
    public IEnumerable<BASEBALLPLAYER> Get()
    {
        return playerService.GetPlayers();

    }

    0 references
    public IHttpActionResult Get(string id)
    {
        var player = playerService.GetPlayer(id);
        if (player == null)
        {
            return NotFound();
        } return Ok(player);
    }
}
```

Add Connection String

WebAPI -> Web.config

```
<connectionStrings>
   <add name="PlayerContext"
connectionString="metadata=res://*/PlayerModel.csdl|res://*/PlayerModel.ssdl|res://*/PlayerModel.msl;provider=System.Data.SqlClient;provider connection string=&amp;quot;data source=DESKTOP-I57JOS9\SQLEXPRESS2014;initial catalog=DEVENVIRONMENT;integrated security=True;MultipleActiveResultSets=True;App=EntityFramework&amp;quot;"
providerName="System.Data.EntityClient" />
  </connectionStrings>
```



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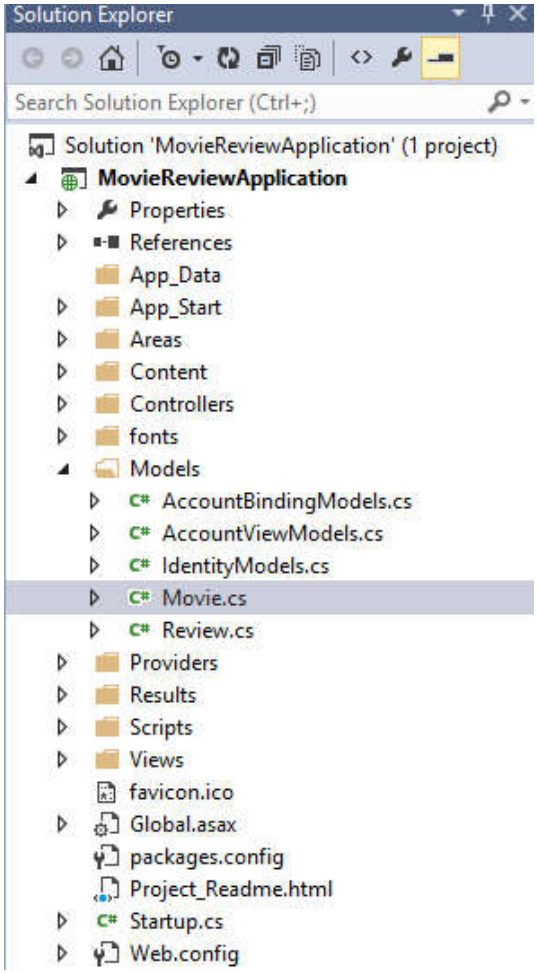
MOVIE REVIEW WEB API APPLICATION WITH CODE FIRST APPROACH

Movie and Review Classes

```
1 reference
class Review
{
    0 references
    public int ReviewId { get; set; }
    0 references
    public int MovieId { get; set; }
    0 references
    public string ReviewTitle { get; set; }
    0 references
    public String ReviewDescription { get; set; }
    //Navigation Property
    0 references
    public Movie Movie { get; set; }
}
```

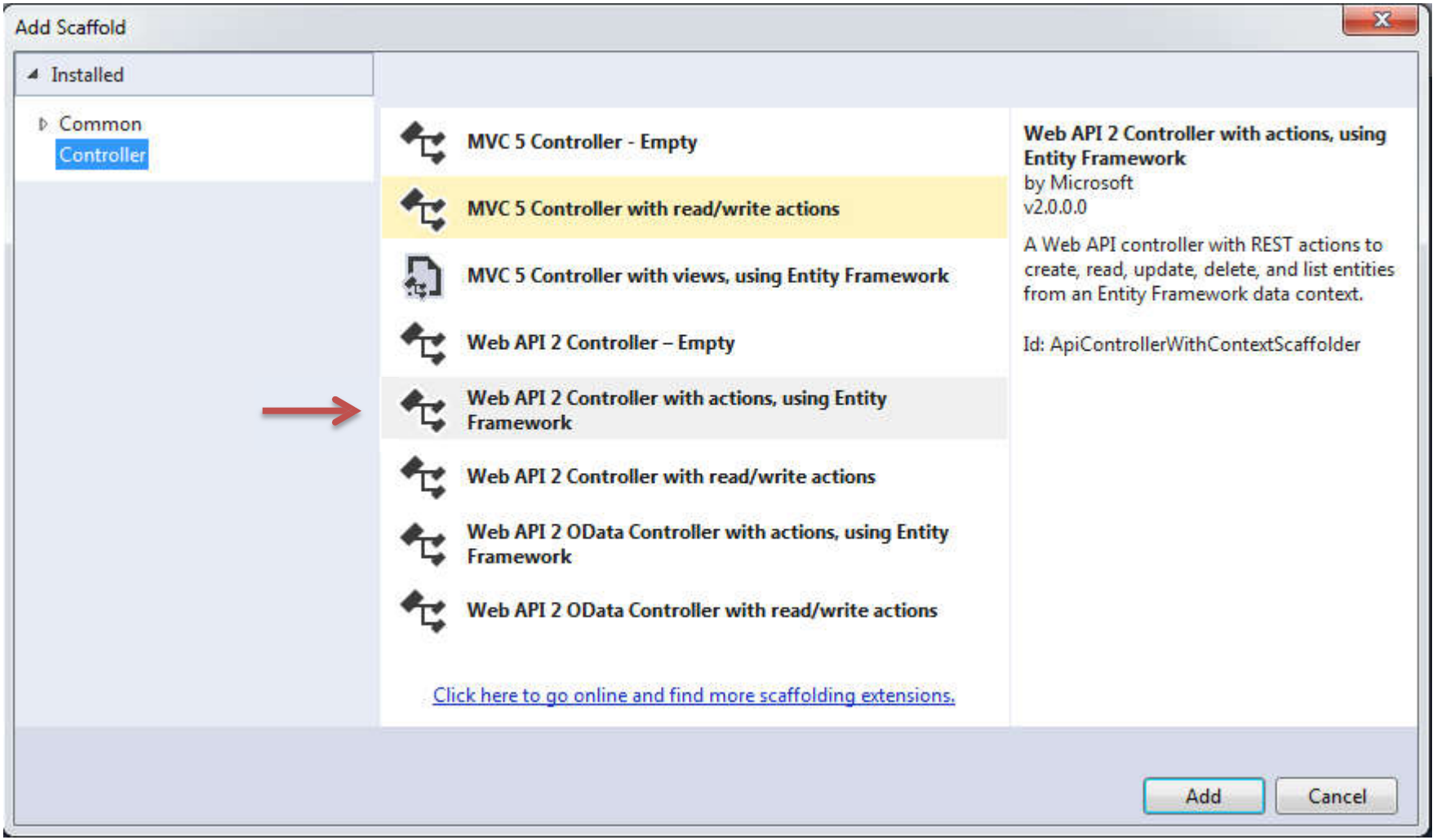
```
1 reference
public class Movie
{
    0 references
    public int MovieId { get; set; }
    0 references
    public string  MovieName { get; set; }
    0 references
    public string Category { get; set; }
    0 references
    public int Price { get; set; }

    //Navigation Property
    0 references
    public ICollection<Review> Reviews { get; set; }
}
```

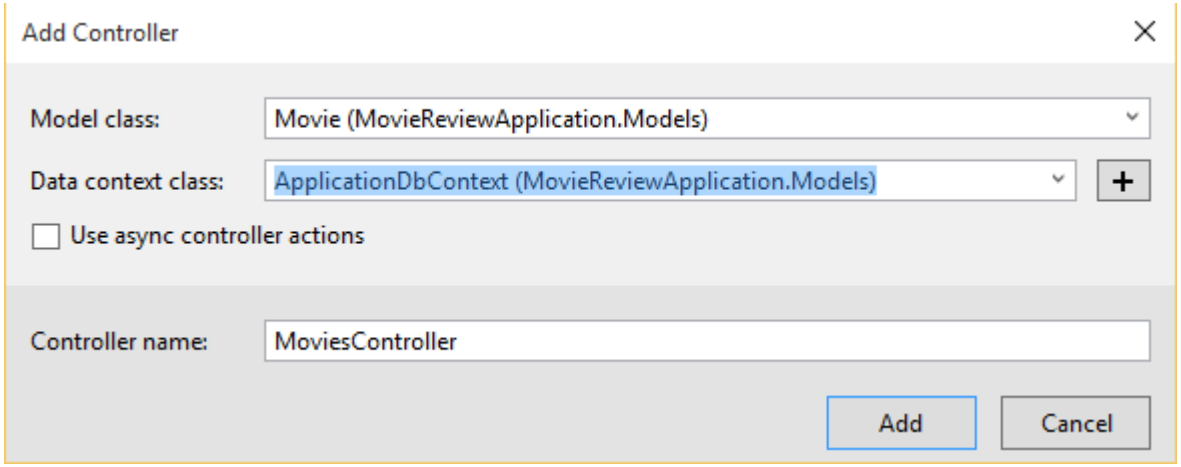


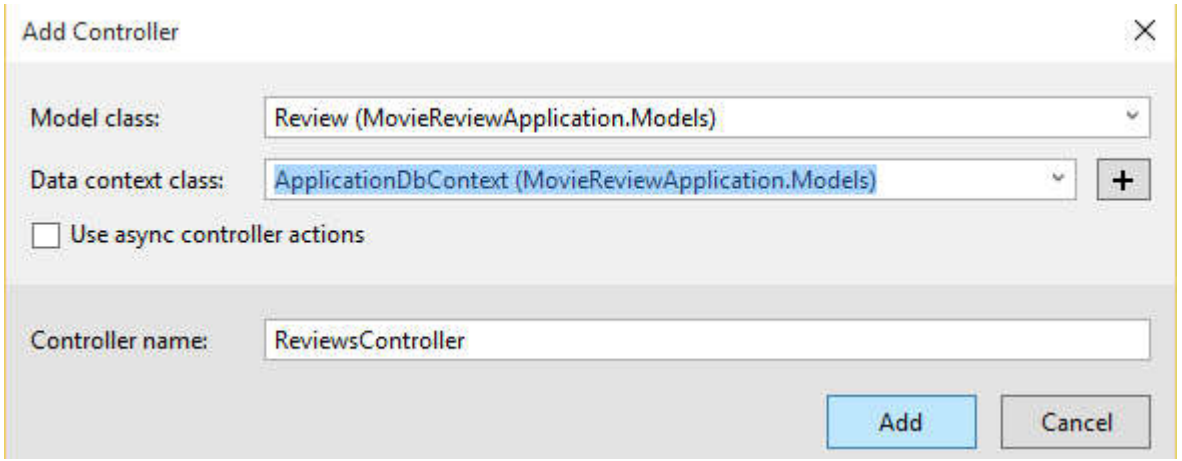
Connection String

Web.config

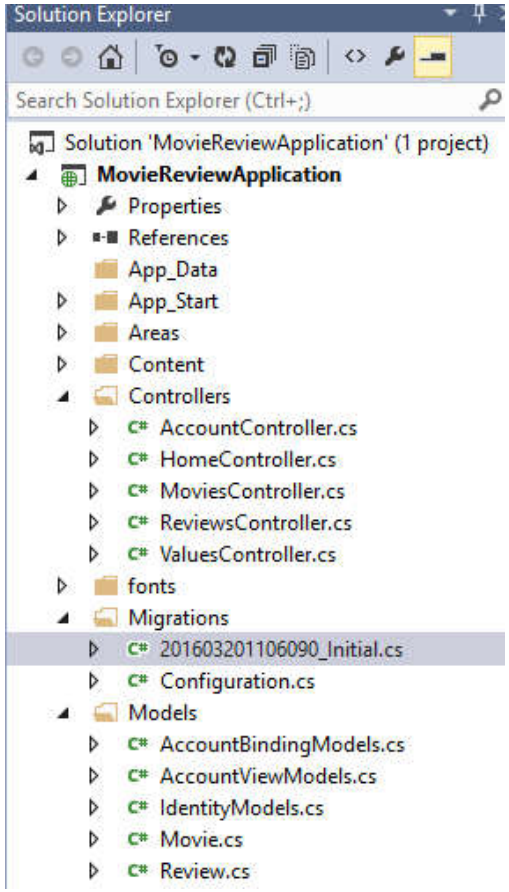
```
<connectionStrings>
<add name="DefaultConnection" connectionString="Data Source=DESKTOP-
I57JOS9\SQLEXPRESS2014;Initial Catalog=Work;Integrated Security = SSPI"
providerName="System.Data.SqlClient" />
</connectionStrings>
```







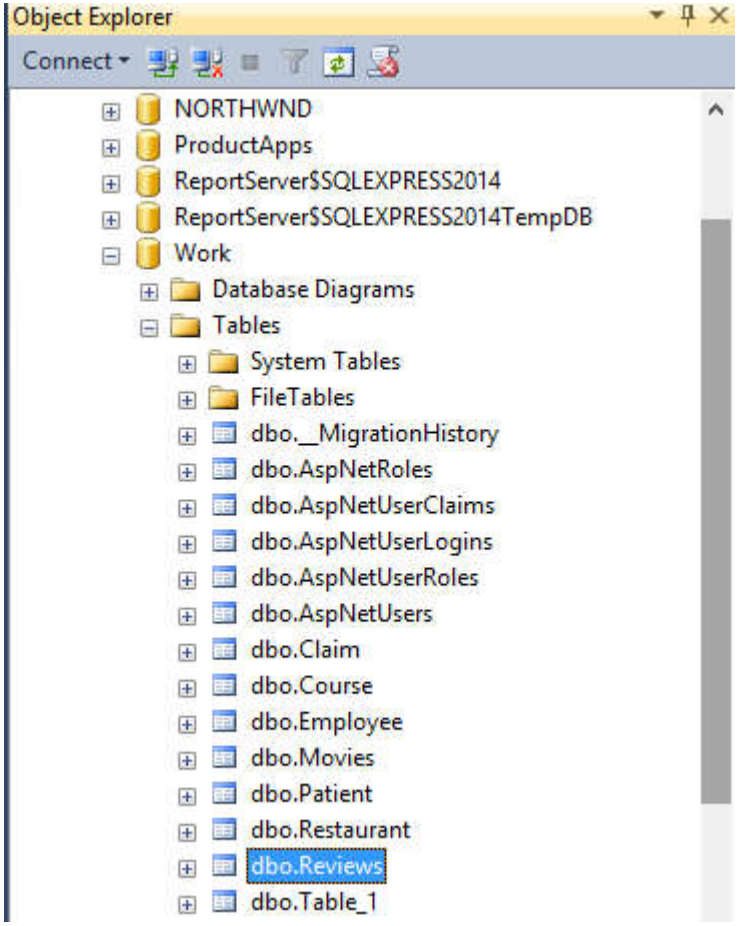
Package Manager Console



Enable-Migrations

Add-Migration Initial

Update-Database



C#

Migrations -> Configuration.cs

```
context.Movies.AddOrUpdate(m=> m.MovieId,
    new Movie { MovieId=3121, Category="Action",MovieName="Jurasic
       World", Price=20},
     new Movie { MovieId=6761,
       Category="Animation",MovieName="Inside Out", Price=20},
      new Movie { MovieId=4313, Category="Action",MovieName="Hurt
        Locker", Price=10},
       new Movie { MovieId=23423,
        Category="Action",MovieName="American Sniper", Price=16}
    );
```

```
context.Reviews.AddOrUpdate(r => r.ReviewId,
    new Review{ReviewId=123213,
      MovieId=23423,ReviewDescription="Too violent Movie",
      ReviewTitle="Extremely Violent and Disturbing Movie"},
    new Review { ReviewId = 21312, MovieId = 6761,
      ReviewDescription = "Family Entertainment", ReviewTitle =
      "Fun watching with kids" },
    new Review { ReviewId = 41212, MovieId = 3121,
      ReviewDescription = "Adventure Loved it", ReviewTitle =
      "Interesting Movie" },
    new Review { ReviewId = 523, MovieId = 4313, ReviewDescription
       = "Too violent Movie", ReviewTitle = "Extremely Violent and
       Disturbing Movie" },
    new Review{ReviewId=412, MovieId=23423,ReviewDescription="Too
      violent Movie", ReviewTitle="Extremely Violent and
      Disturbing Movie"},
    new Review{ReviewId=1756, MovieId=23423,ReviewDescription="Too
       violent Movie", ReviewTitle="Extremely Violent and
      Disturbing Movie"}
    );
```

https://msdn.microsoft.com/en-in/data/jj713564.aspx

Relationship FixUP

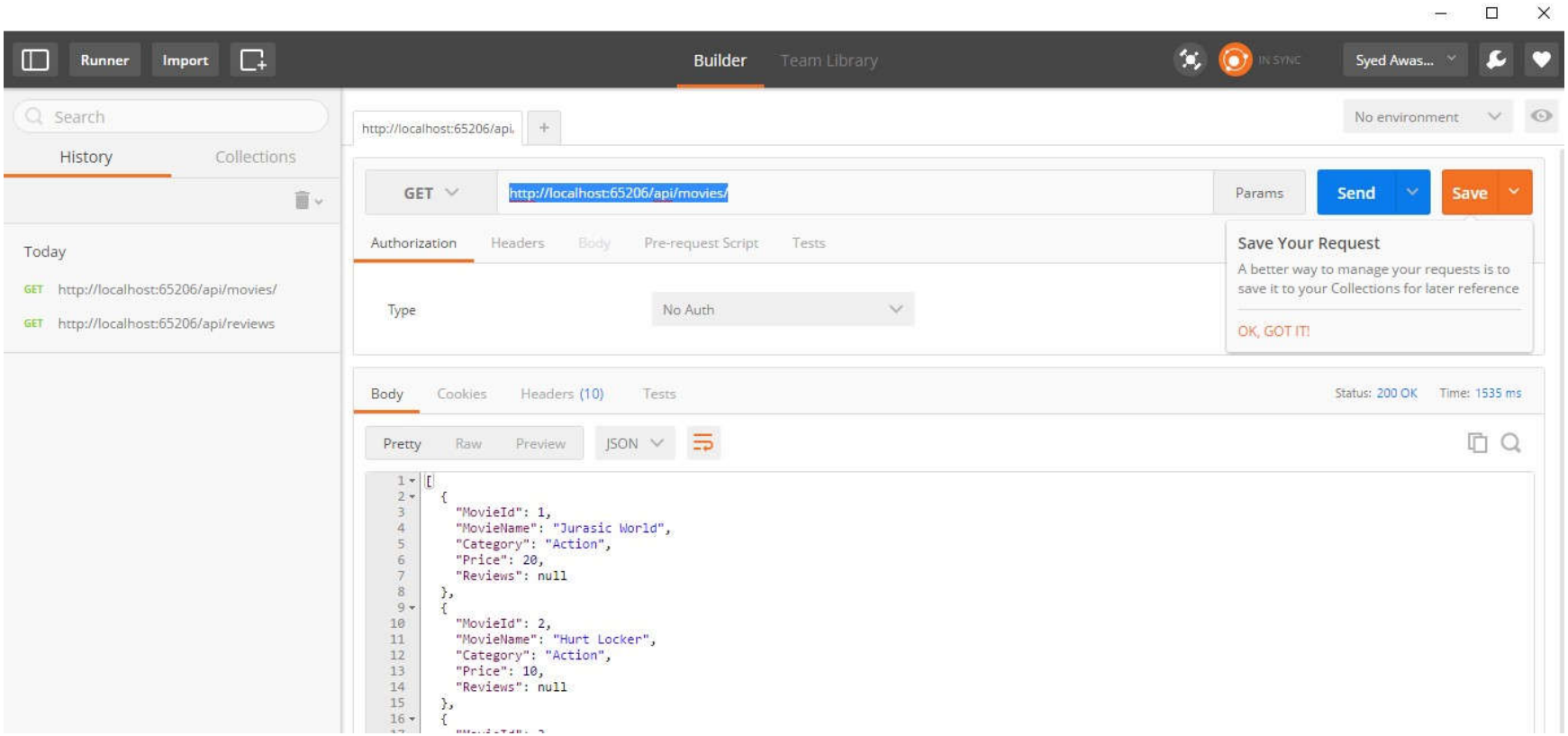
- Navigation properties are not loaded explicitly
- Cyclic Reference

.

```
0 references
public MoviesController()
{
    db.Configuration.LazyLoadingEnabled = false;
    db.Configuration.ProxyCreationEnabled = false;
}
```

```
0 references
public ReviewsController()
{
    db.Configuration.LazyLoadingEnabled = false;
    db.Configuration.ProxyCreationEnabled = false;
}
```

Run the Application



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MEDIATYPEFORMATTERS IN WEB API

SERIALIZATION

The process of translating a .NET Common Language Runtime (CLR) type into format that can be transmitted over HTTP. The default format can be either JSON or XML.

A media type formatter that is an object of type **MediaTypeFormatter** performs the serialization in the ASP.NET Web API pipeline.

MediaTypeFormatter

- To seamlessly convert HTTP data to/from .NET types.
- **media type:** refers to the value of the content-type header within an HTTP request and response.
  - Media types allow agent (client) and server to define the type of the data sent in the HTTP body (payload).
  - It is also used within the accept header in the request to allow content negotiation, i.e. client notifies the server of the media types it accepts/prefers.

Media type formatter is the bridge between the HTTP world of URI fragments, headers and body on one side, and the controller world of actions, parameters and return types.

Using MediaTypeFormatters

- Global formatters sitting in the formatters property of **HttpConfiguration.**
- **If you are using ASP.NET hosting (IIS, Cassini, etc) then you can use** GlobalConfiguration.Configuration **to access the instance of HttpConfiguration containing formatters.**

- For Self-Hosting
  - Create a HttpSelfHostConfiguration object which has formatters property.

App_Start-> WebApiConfig.cs

```
foreach (var formatter in config.Formatters)
{
    Trace.WriteLine(formatter.GetType().Name);
    Trace.WriteLine("\tCanReadType:" + formatter.CanReadType
      (typeof(BASEBALLPLAYER)));
    Trace.WriteLine("\tCanWriteType:" + formatter.CanWriteType
      (typeof(BASEBALLPLAYER)));
    Trace.WriteLine("\tBase:" + formatter.GetType
      ().BaseType.Name);
    Trace.WriteLine("\tCanReadType:" + String.Join(",",
      formatter.SupportedMediaTypes));

}
```

Result in Output window

C#

MediaTypeFormatters

```
config.Formatters.Remove(config.Formatters.XmlFormatter);
config.Formatters.JsonFormatter.SupportedMediaTypes.Add(new
  MediaTypeHeaderValue("application/json"));
```

Order of handling a request from a MediaType Formatter

- System.Net.Http.Formatting.JsonMediaTypeFormatter, based on JSON.NET
- System.Net.Http.Formatting.XmlMediaTypeFormatter, based on DataContractSerializer
- System.Net.Http.Formatting.FormUrlEncodedMediaTypeFormatter, for handling HTML form URL-encoded data
- System.Web.Http.ModelBinding.JQueryMvcFormUrlEncodedFormatter, for handling model-bound HTML form URL-encoded data