

# Thoughts on the NASA EOSDIS Common Metadata Repository API

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Element 84

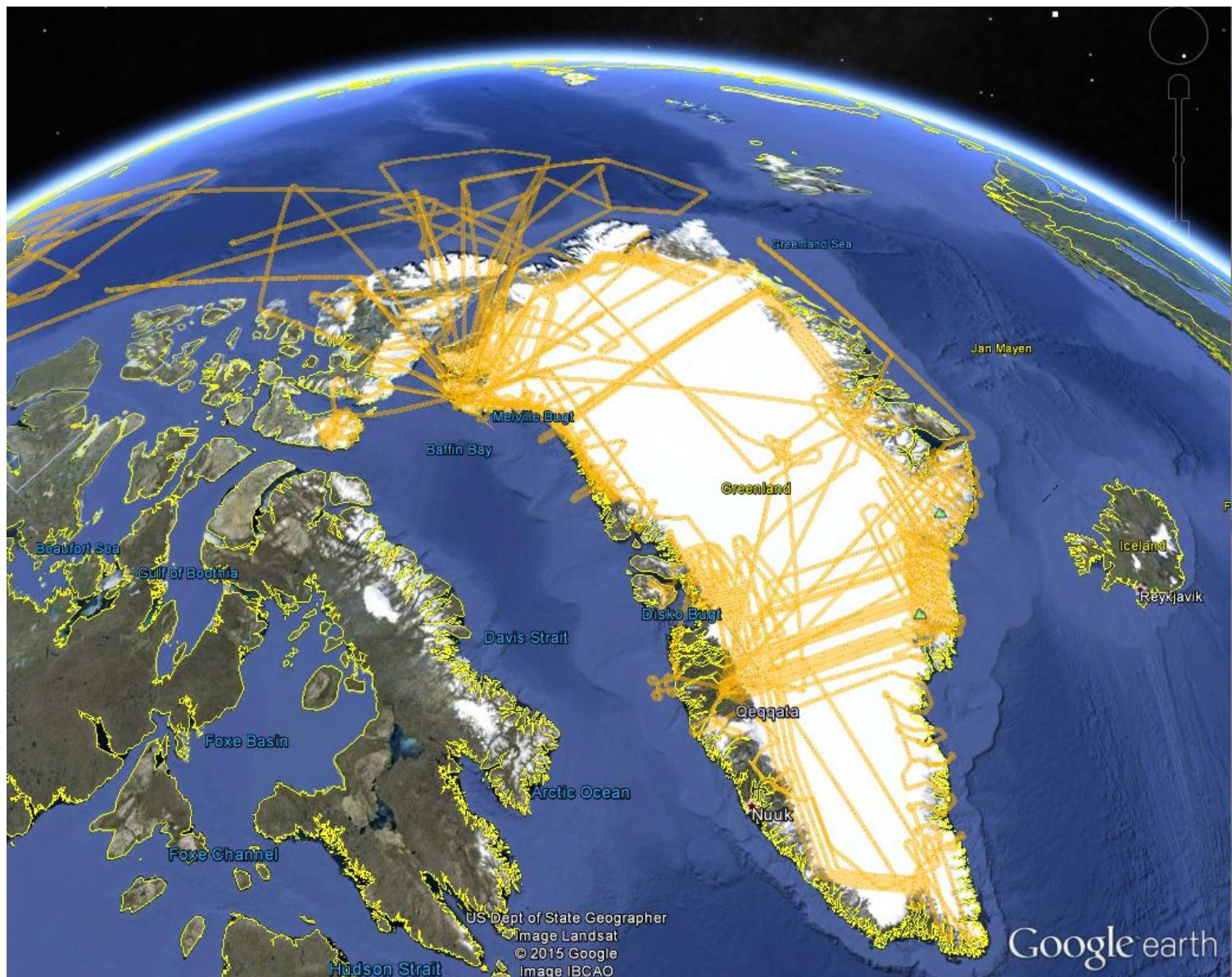
## About the CMR

- A search index for NASA EOSDIS and partner metadata.
- 30 data providers, 32K collections, 380M metadata records
- Metadata contains links to image/real data



What do I like about the API?

# Performance

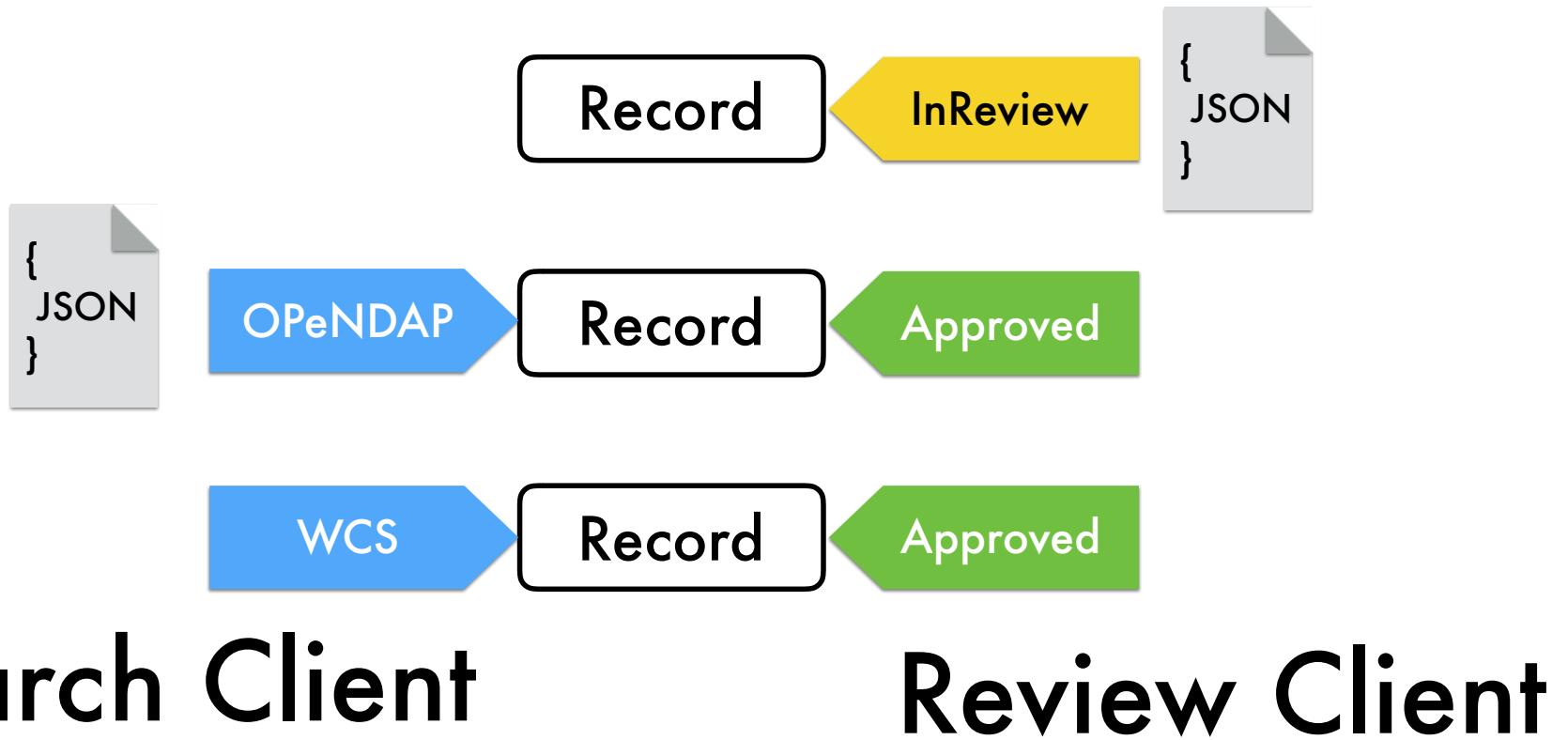


# APIs Designed with Clients

**Faceting that reduces client logic**

**(Browser Demo)**

# Client Namespaced Tags



What could be done differently?



## What could be done differently?

- Reduce impact of legacy API concerns
- Embrace standards
- Use HATEOAS
- Build a lightweight client to test API assumptions



The Most Important Thing™  
for our group to get right

# User Experience

# Client Developer Experience

- How hard is the API to use?
- What are it's limitations?
- What experiences does it enable them to build?



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# Achieving Usability Through Software Architecture

CMU/SEI-2001-TR-005  
ESC-TR-2001-005

Len Bass  
Bonnie E. John  
Jesse Kates

*March 2001*

**Architecture Tradeoff Analysis Initiative**

in the life cycle that a problem is detected, the more expensive it is to fix. Furthermore, the architectural separation of presentation from application is insufficient to achieve usability because many usability concerns reach deep into the application, beyond the presentation layer. Cost and schedule pressures, then, often prevent many modifications from being implemented.





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- Undo
- Aggregate commands
- Cancel commands
- Validations
- Information Reuse

Thank you!

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