

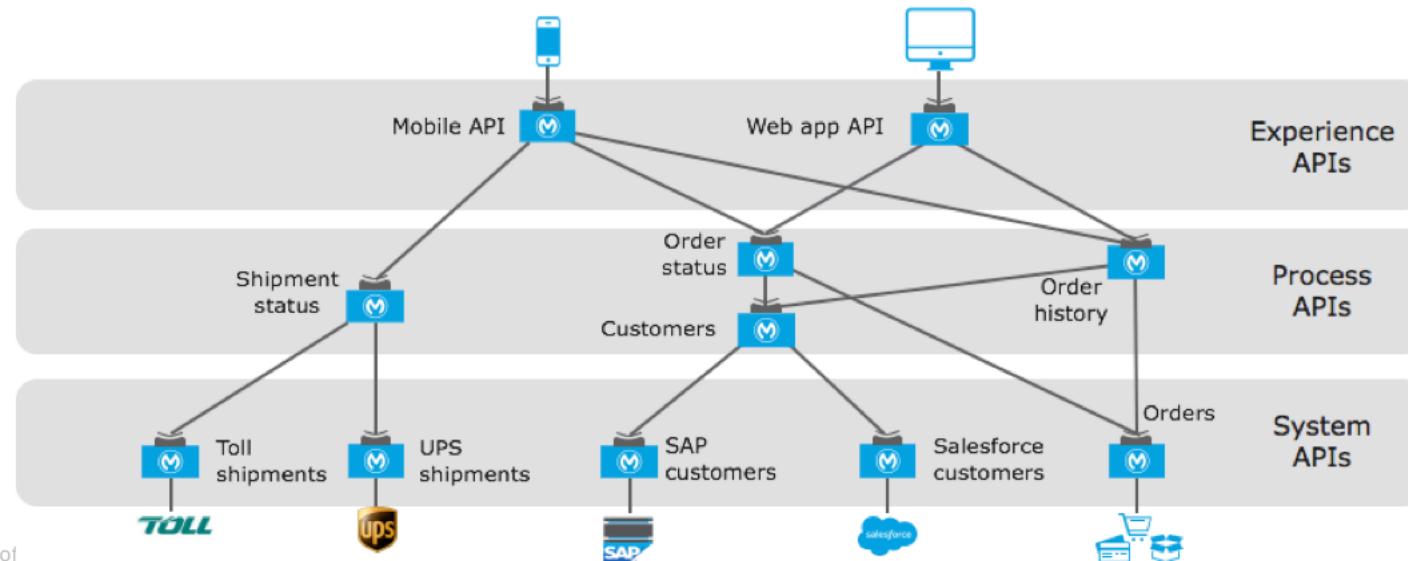


# Module 1: Introducing Application Networks and API-Led Connectivity



# At the end of this module, you should be able

- Explain what an application network is and its benefits
- Describe how to build an application network using API-led connectivity
- Explain what web services and APIs are
- Make calls to secure and unsecured APIs



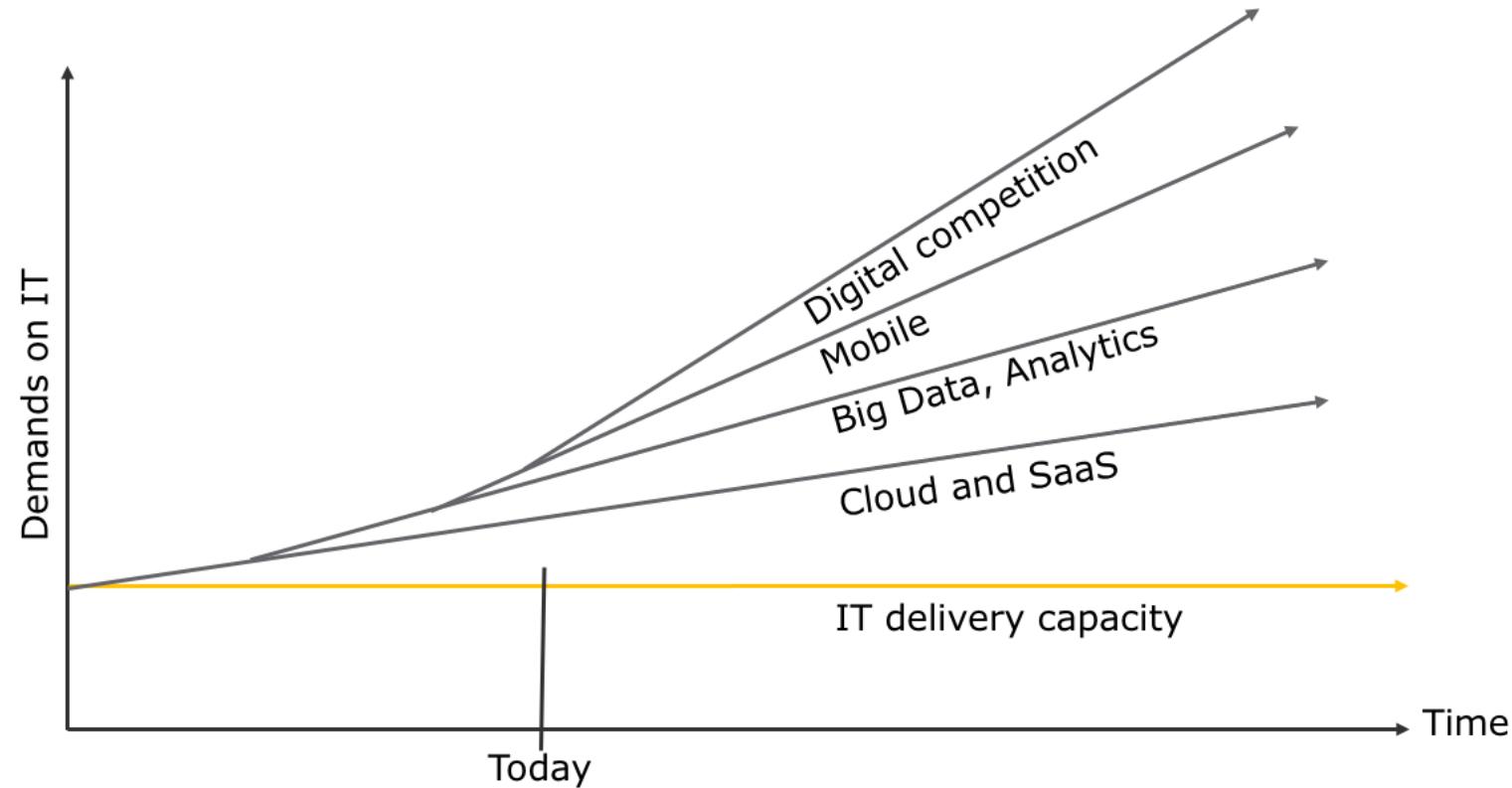
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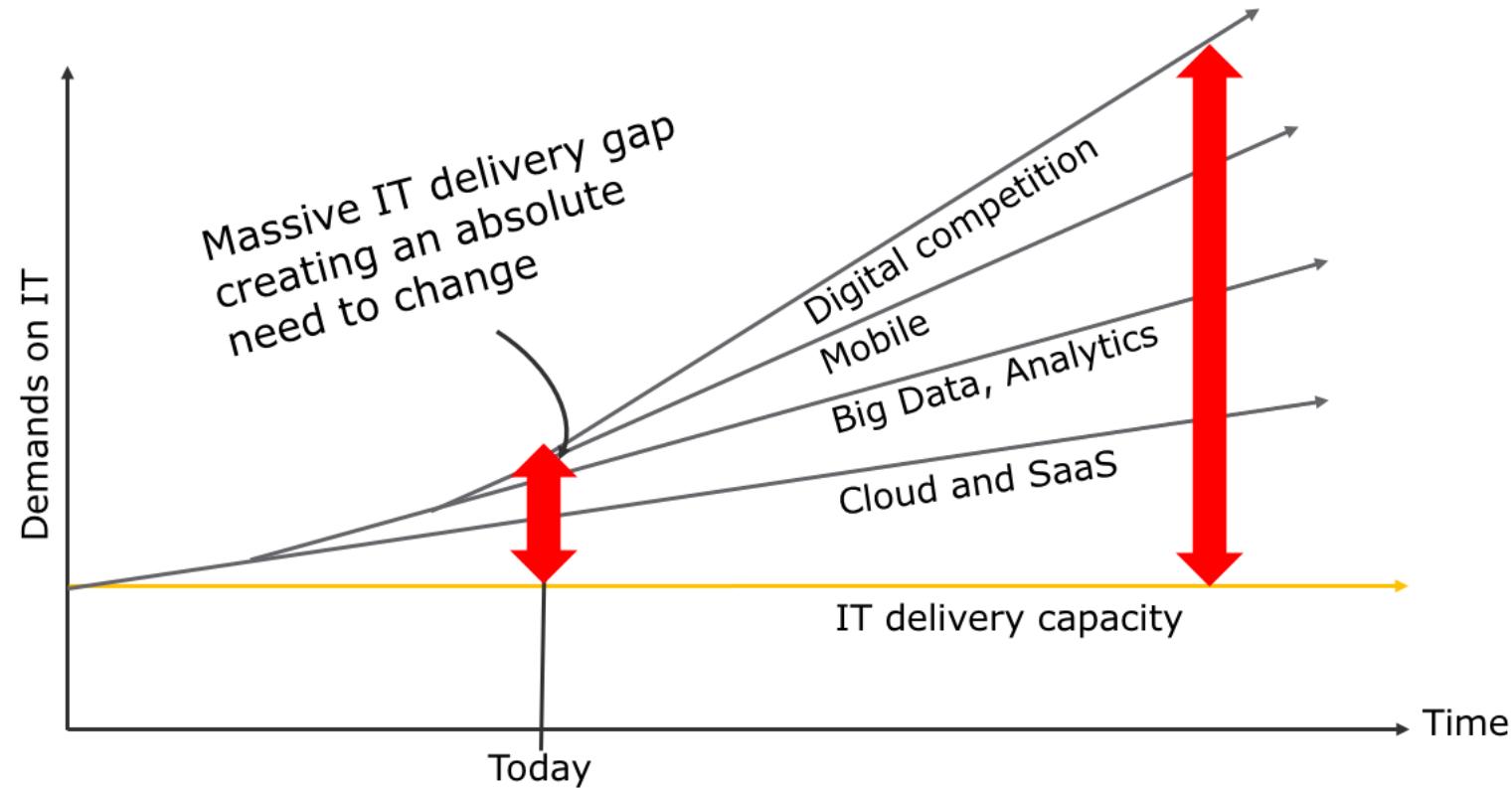
# Identifying the problems faced by IT today



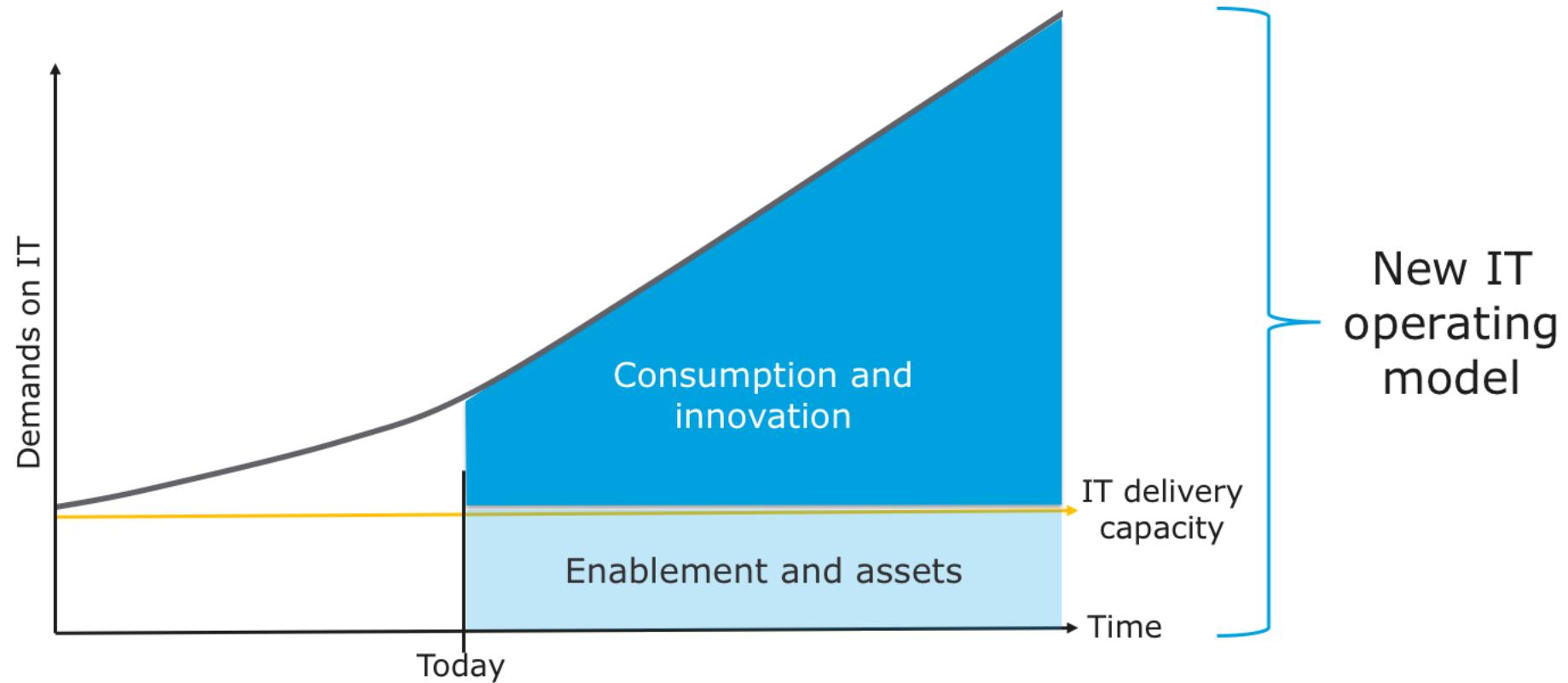
# Biggest challenge: IT cannot go fast enough



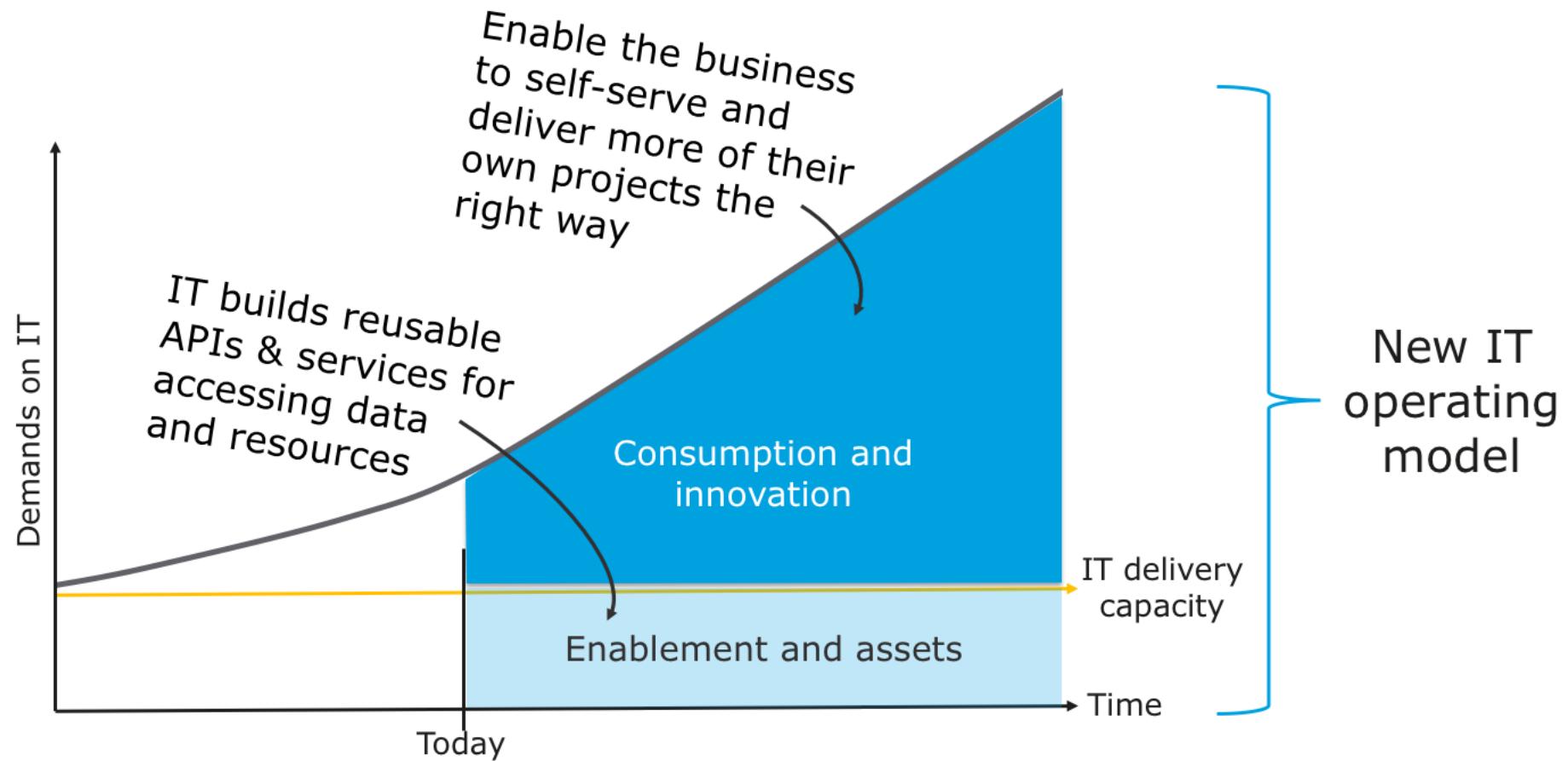
# Digital pressures create a widening IT delivery gap



# A new way of working to close the delivery gap



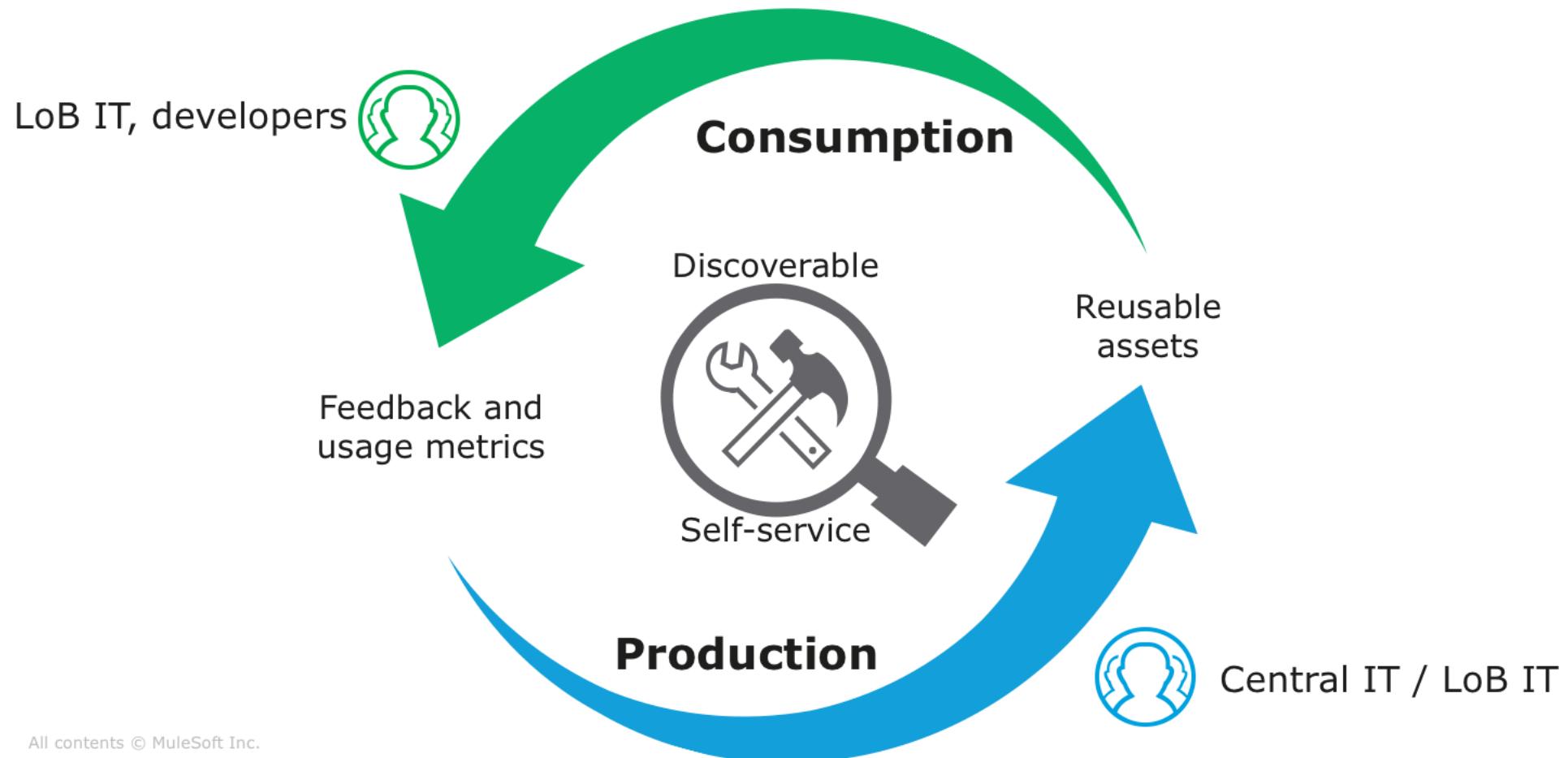
# A new way of working to close the delivery gap



# Introducing a new IT operating model



# New operating model emphasizes consumption



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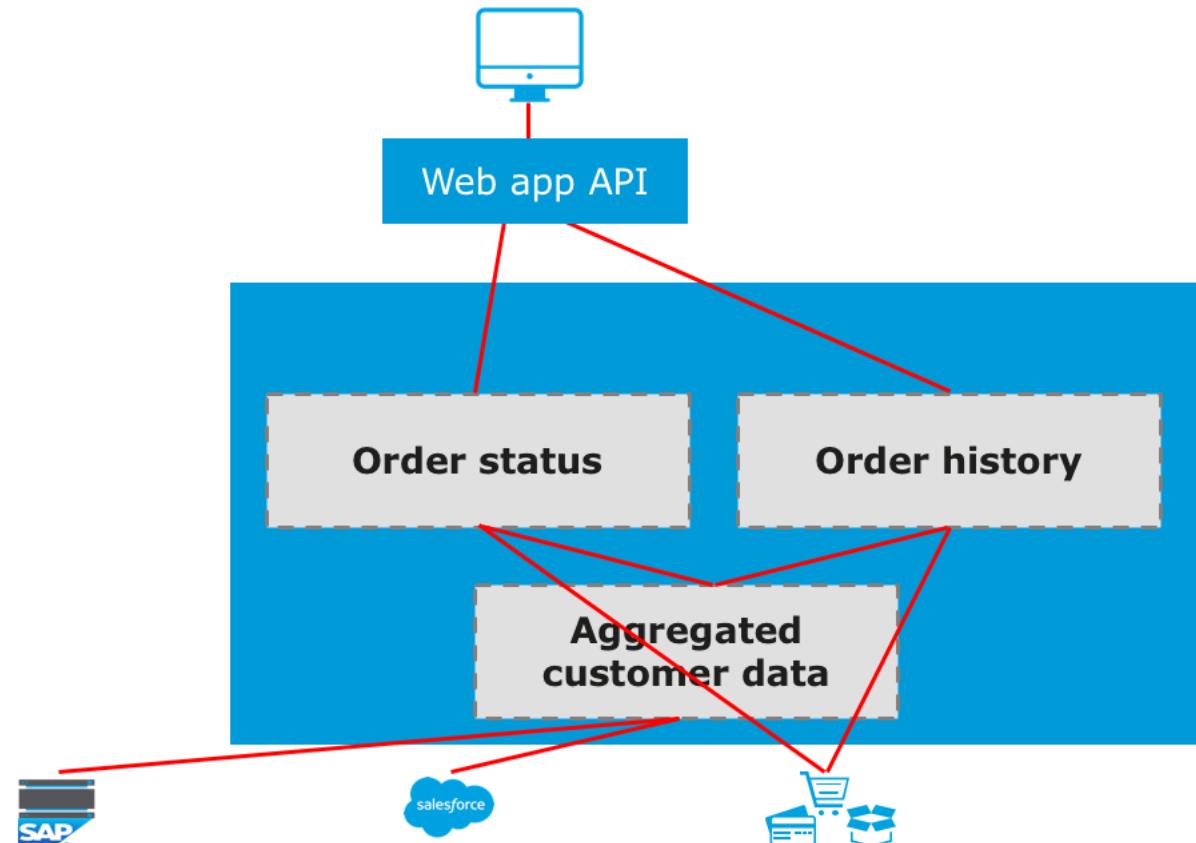
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# A common project-based approach



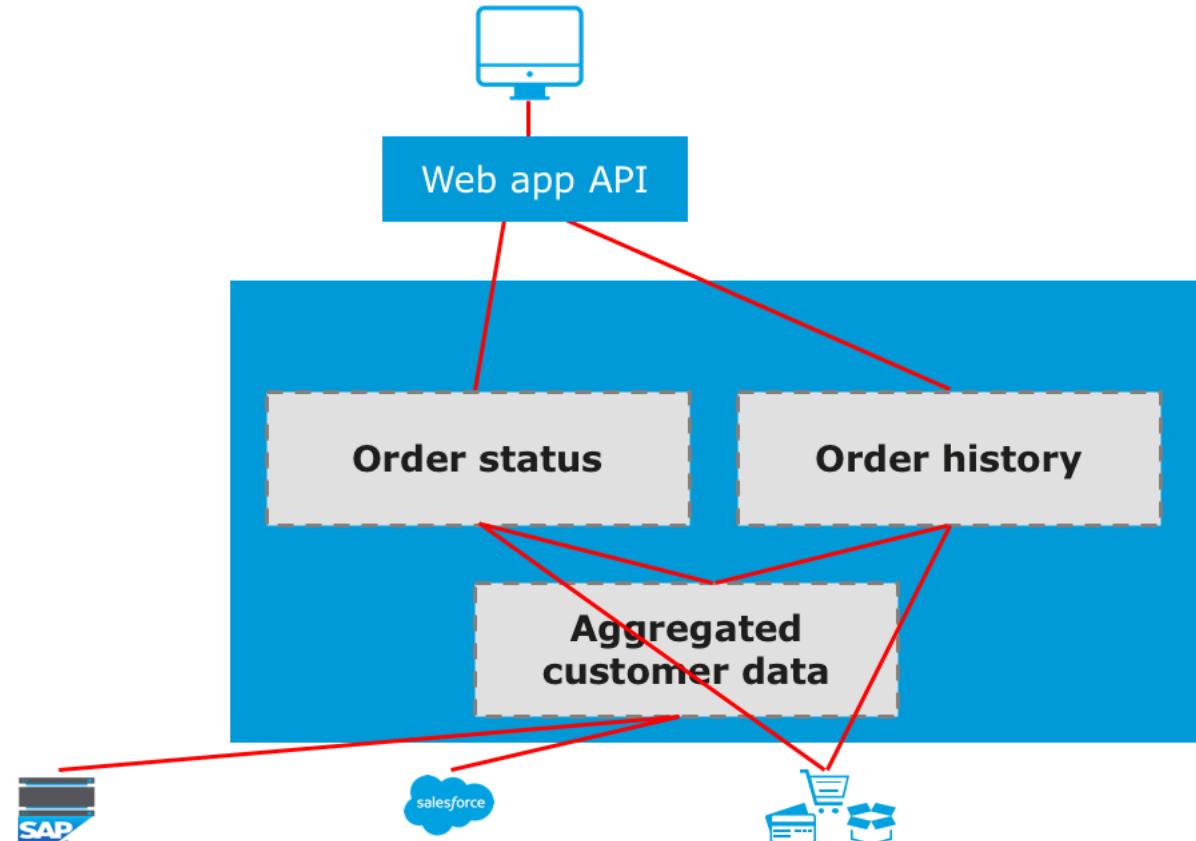
**Project objective:** Web app provides real-time order status and order history for sales team engaging with customers

- Order data in eCommerce system
- Inventory data in SAP
- Customer data in SAP, Salesforce

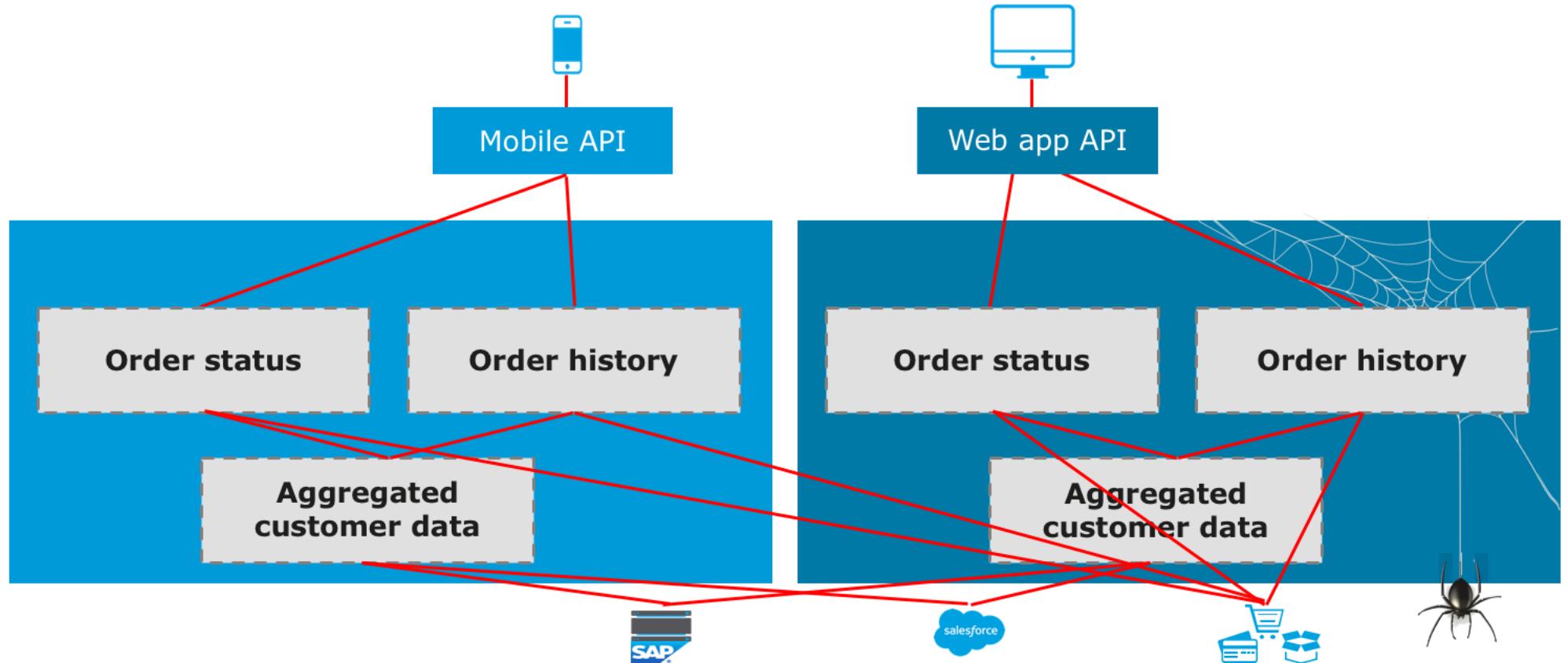


# A common project-based approach

-  On time and within budget
-  Limited opportunity for reuse
-  Tight coupling = brittleness
-  Difficult to govern
-  Meets business requirements



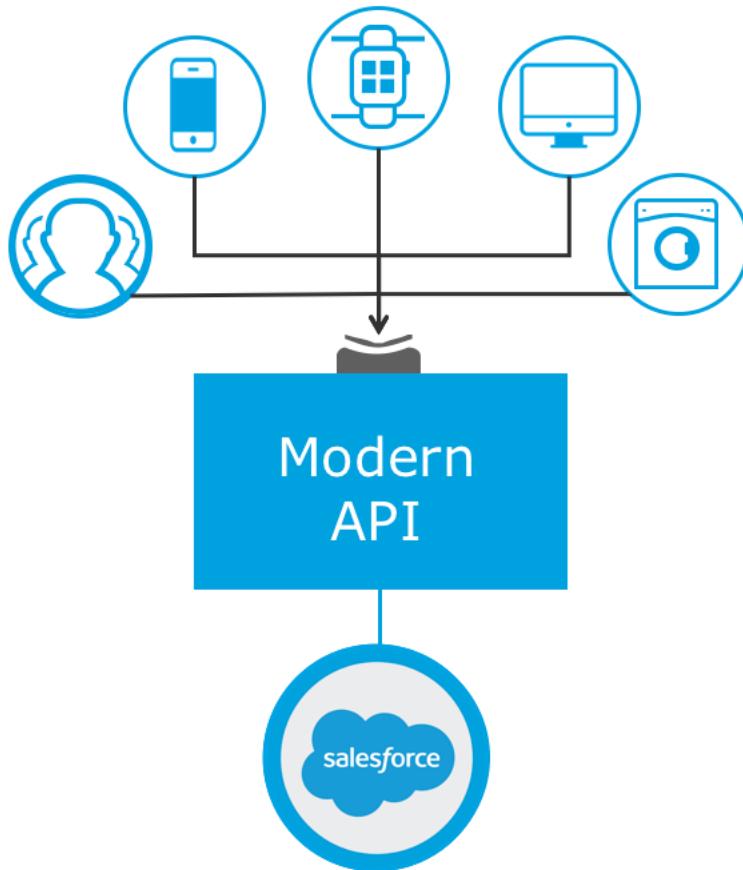
# 6 months later...



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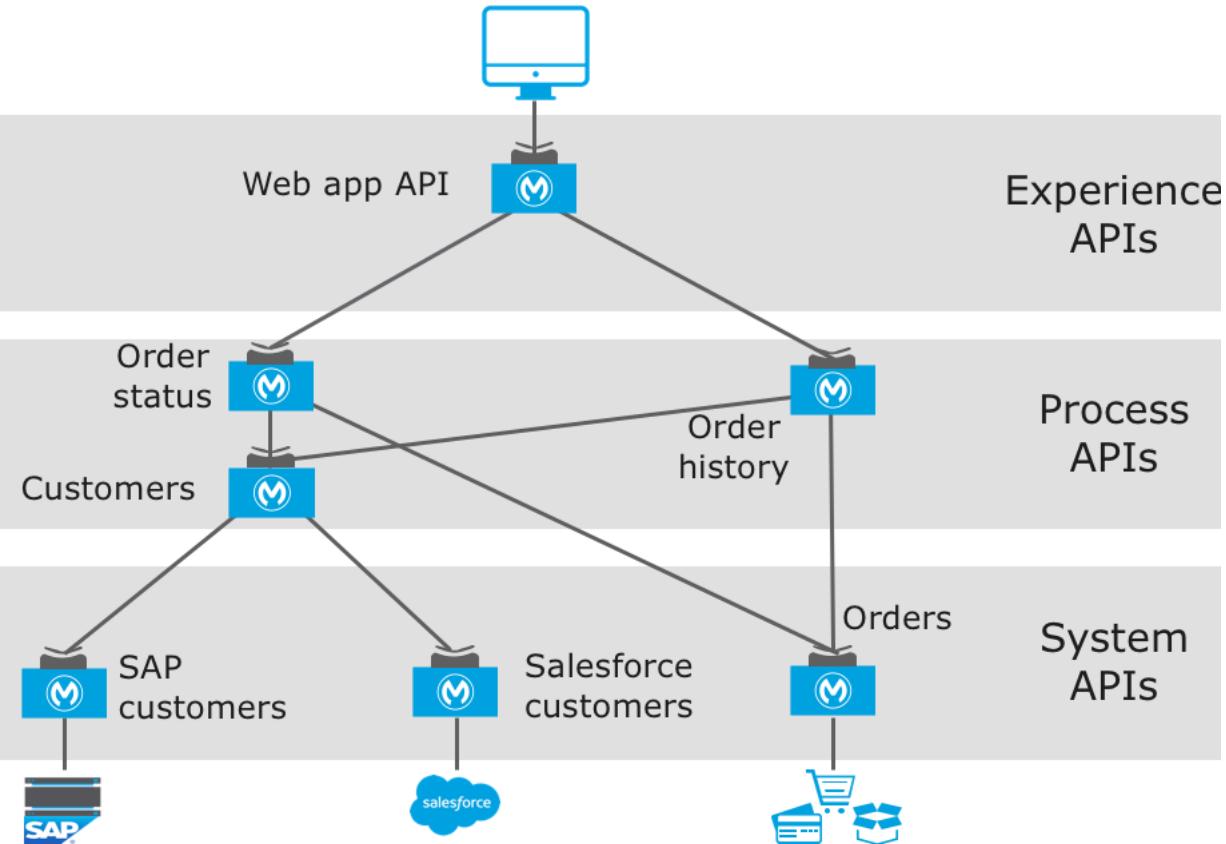
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# Modern API: The core enabler of a new operating model



- Discoverable and accessible through self-service
- Productized and designed for ease of consumption
- Easily managed for security, scalability, and performance

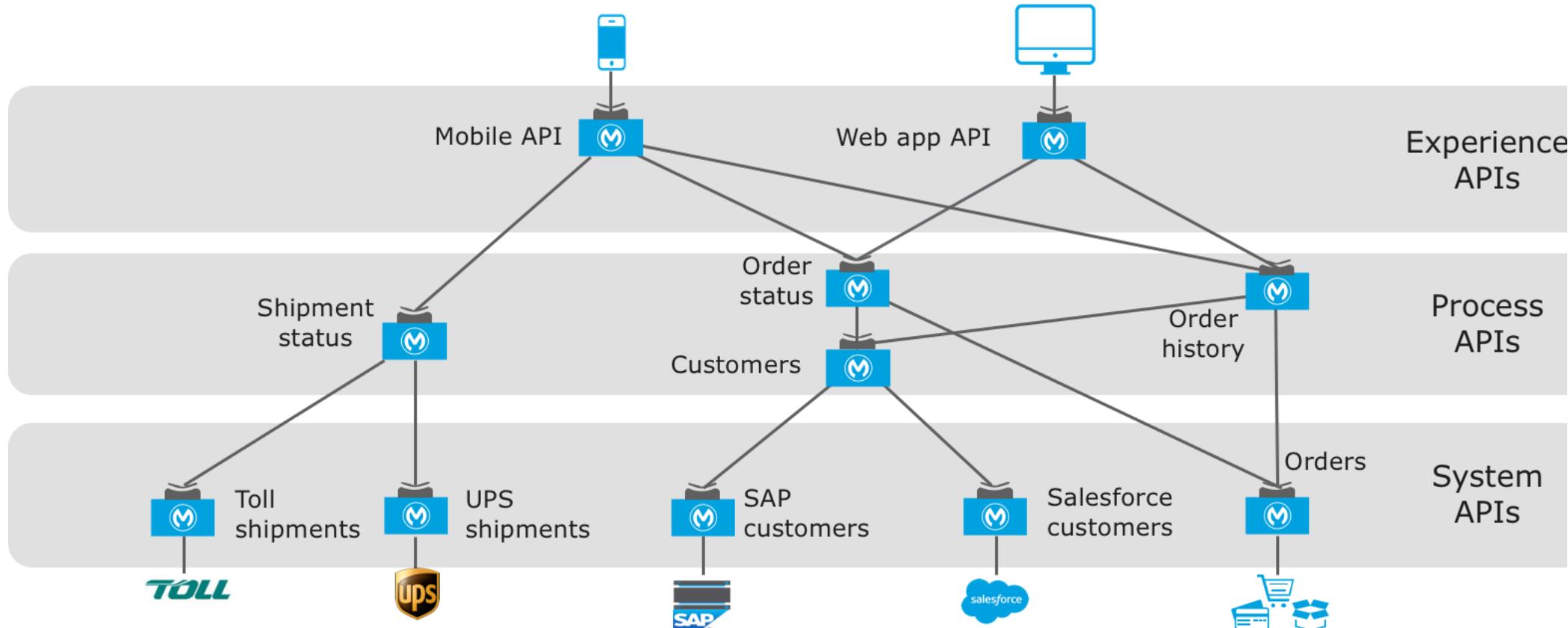
# The API-led connectivity approach



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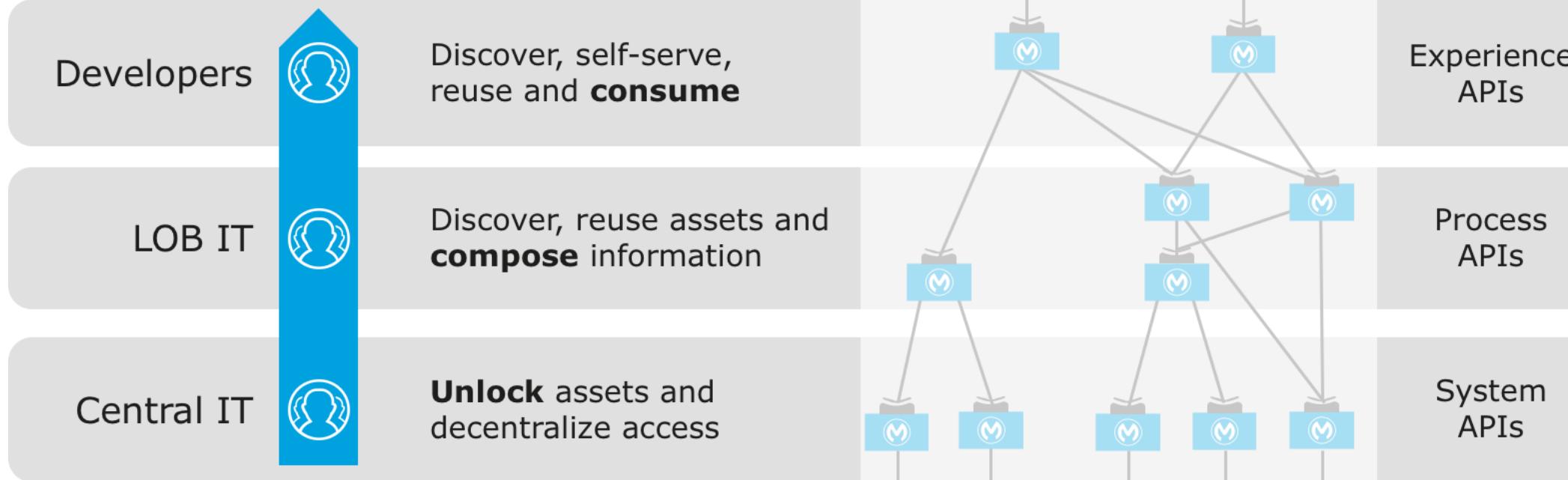
# The API-led connectivity approach



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# Enable and empower the entire organization

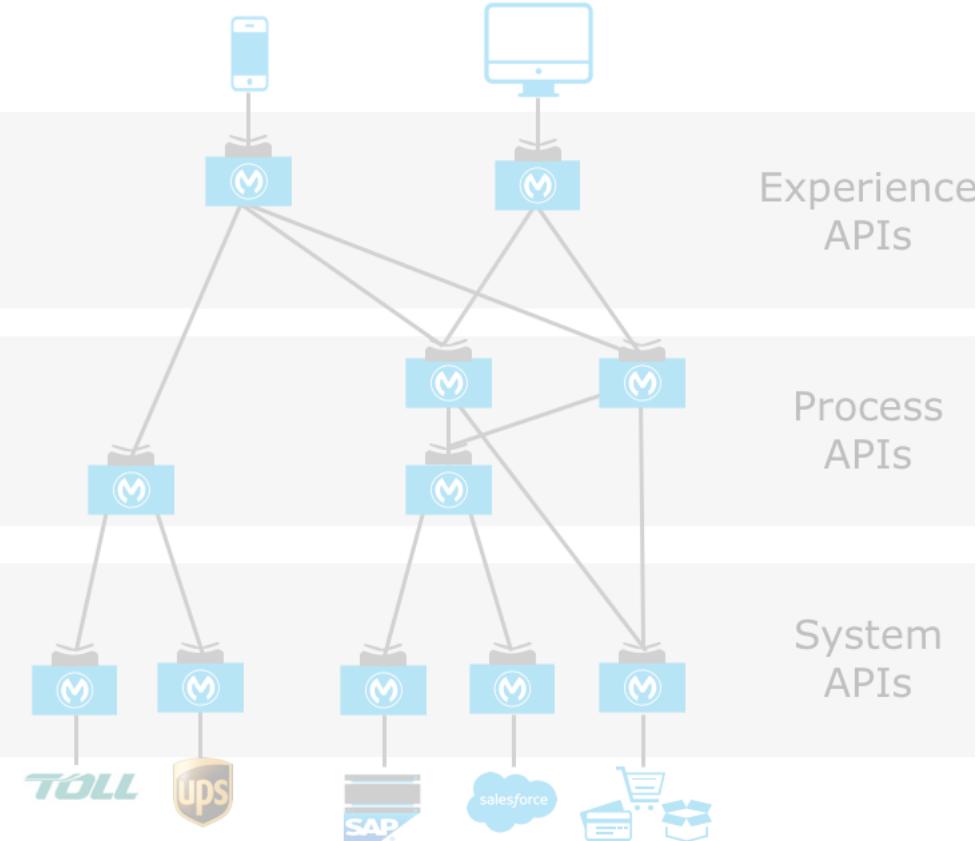


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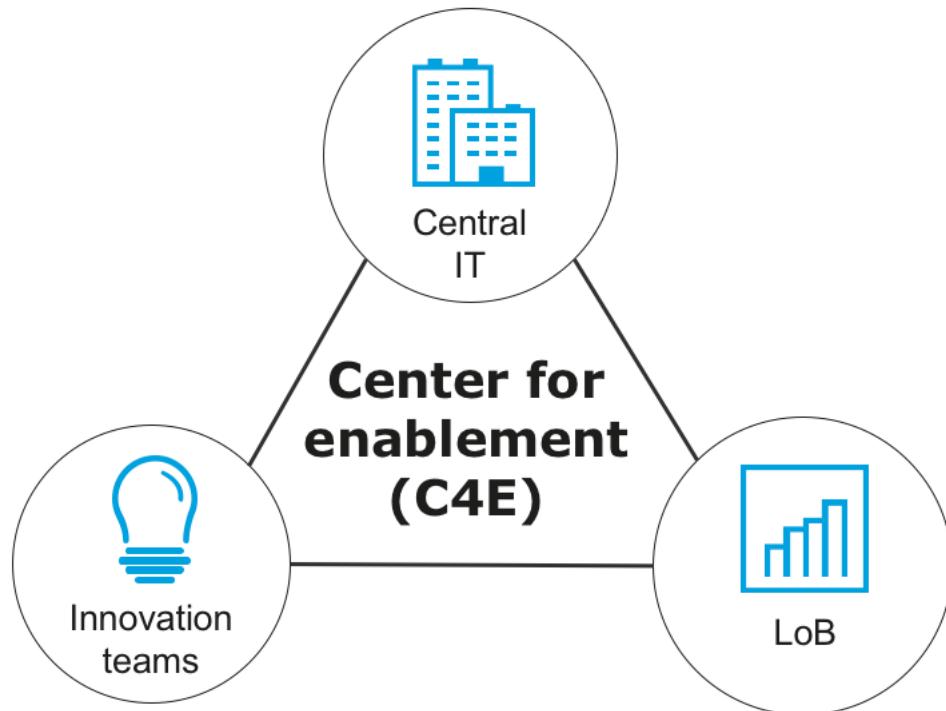
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# Drive outcomes with API-led connectivity

-  On time and within budget
-  Drives reuse vs build
-  Designs in readiness for change
-  Builds in governance, compliance, security, and scalability
-  Meets the needs of your business



# C4E: Organizing differently to drive API-led connectivity



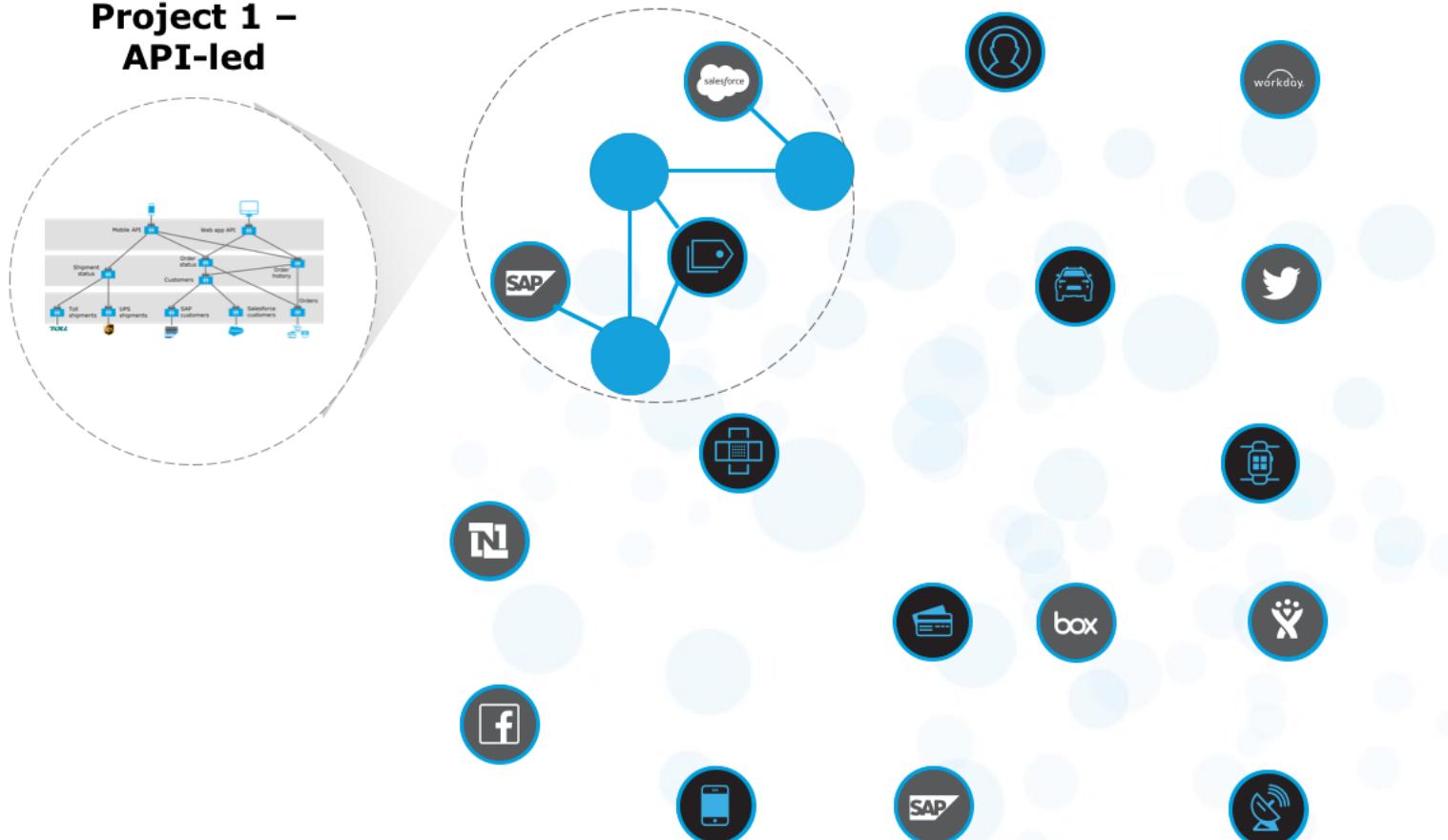
- C4E is a cross functional team
- C4E ensures that assets are
  - Productized and published
  - Consumable
  - Consumed broadly
  - Fully leveraged
- Success of C4E measured on asset consumption

# Achieving an application network



# Every project adds value to the application network

## Project 1 – API-led



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# Application landscape

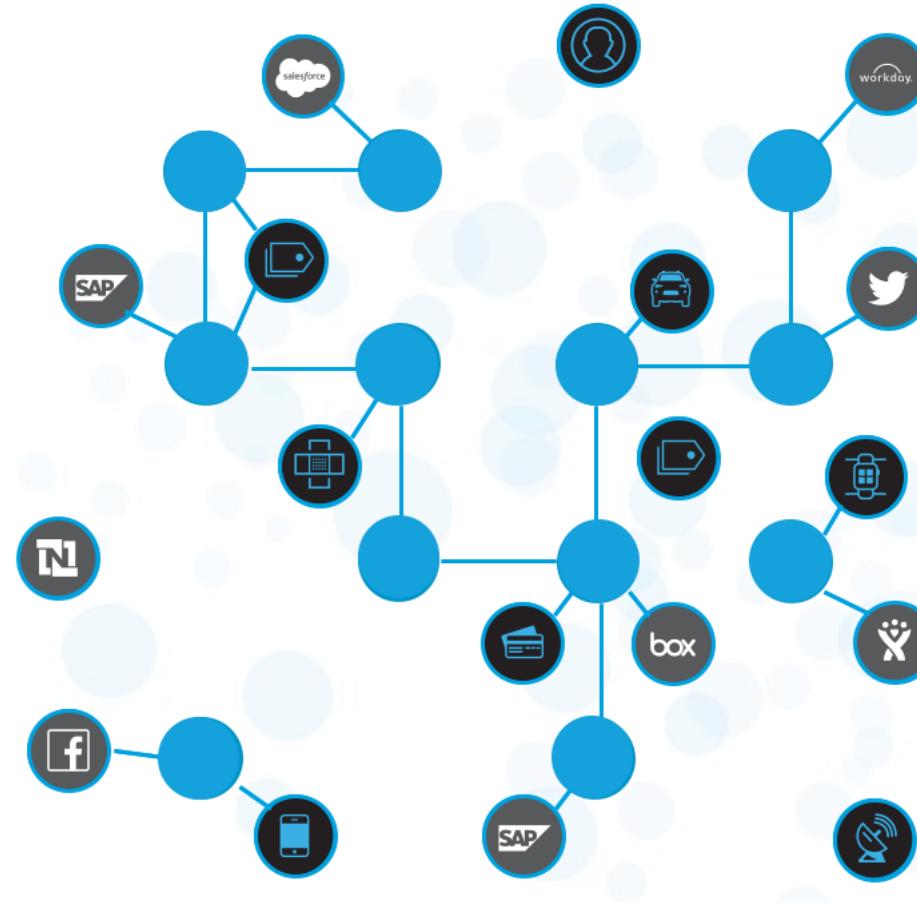
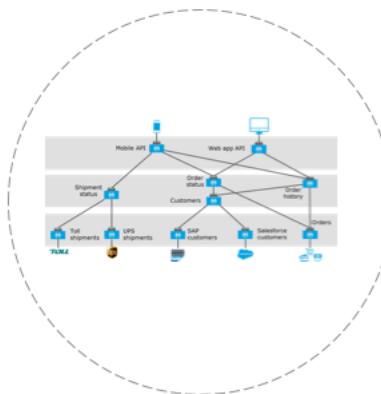


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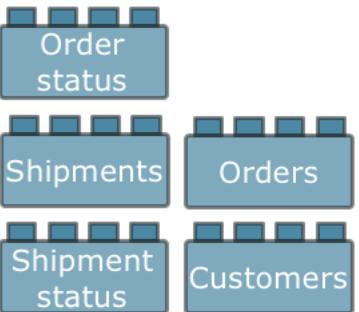
# Every project adds value to the application network

## Project 1 – API-led



C4E

Self-serve assets  
on the  
application network

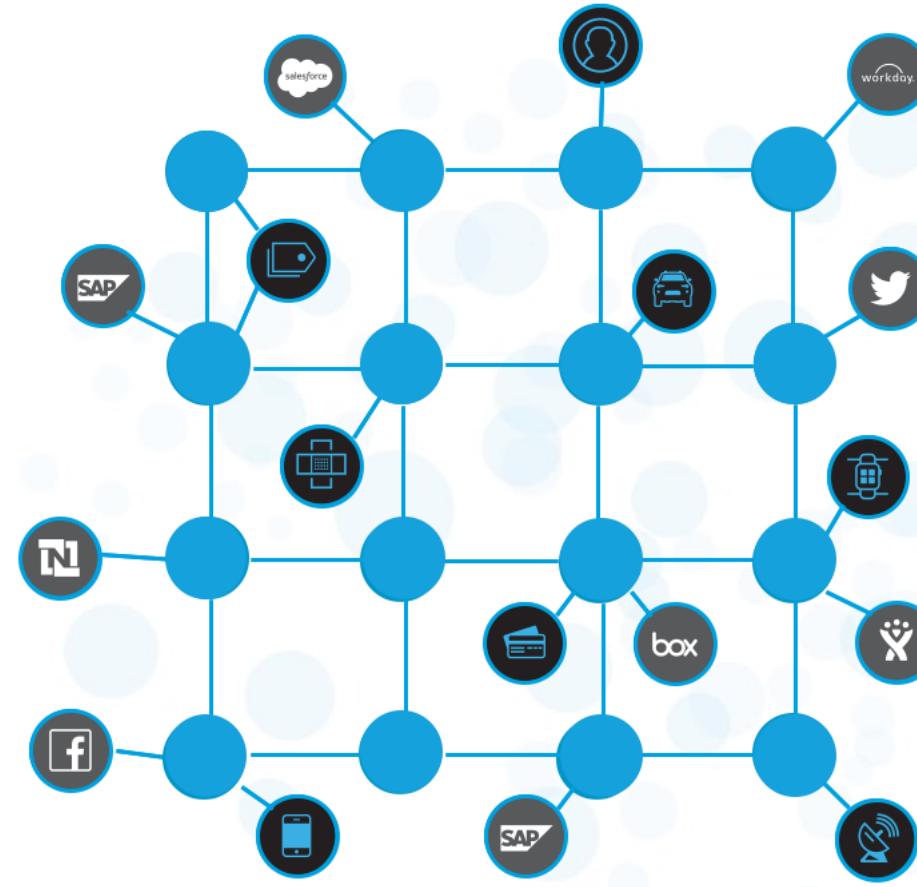
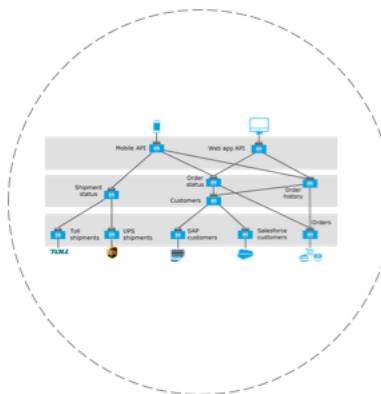


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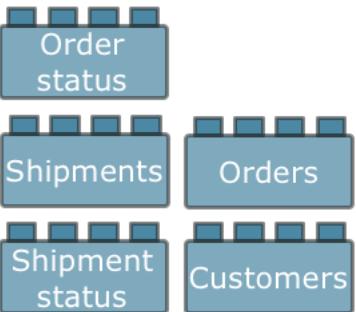
# Every project adds value to the application network

## Project 1 – API-led

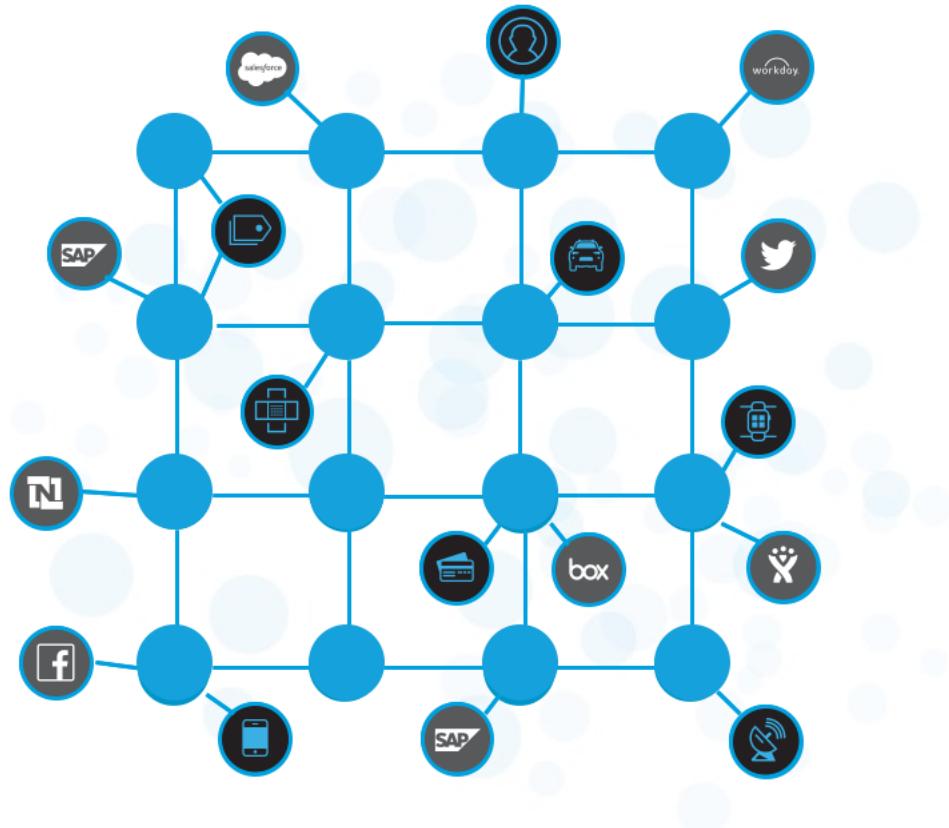


C4E

Self-serve assets  
on the  
application network



# Speed. Agility. Innovation.



## An application network

- Emerges bottoms-up via self-service
- Provides visibility, security and governability at every API node
- Is recomposable: it bends, not breaks – **built for change**

# Deconstructing APIs



# What exactly is an API?

- An **API** is an **Application Programming Interface**
- It provides the info for **how to communicate with a software component**, defining the
  - Operations (what to call)
  - Inputs (what to send with a call)
  - Outputs (what you get back from a call)
  - Underlying data types
- It defines **functionalities independent of implementations**
  - You can change what's going on behind the scenes without changing how people call it

# What do people mean when they say API?

They could be referring to a number of things...

## 1. An API interface definition file (API specification)

- Defines what you can call, what you send it, and what you get back

## 2. A web service

- The actual API implementation you can make calls to or the interface of that API implementation

## 3. An API proxy

- An application that controls access to a web service, restricting access and usage through the use of an API gateway

# Reviewing web services





# What is a web service?

- Different software systems often need to exchange data with each other
  - Bridging protocols, platforms, programming languages, and hardware architectures
- A **web service** is a method of communication that allows two software systems to exchange data over the internet
- Systems interact with the web service in a manner prescribed by some defined rules of communication
  - How one system can request data from another system, what parameters are required, the structure of the return data, and more

# The parts of a web service

- **The web service API**

- Describes how you interact with the web service
- It may or may not (though it should!) be explicitly defined in a file
- It could be any sort of text in any type of file but ideally should implement some standard API description language (or specification)

- **The web service interface implementing the API**

- Is the code providing the structure to the application so it implements the API
- This may be combined with the actual implementation code

- **The web service implementation itself**

- Is the actual code and application



# Two main types of web services

- SOAP web services
  - Traditional, more complex type
  - The communication rules are defined in an XML-based WSDL (Web Services Description Language) file
- **RESTful web services**
  - Recent, simpler type
  - Use the existing HTTP communication protocol

# Reviewing RESTful web services



# RESTful web services

- REST stands for **R**epresentational **S**tate **T**ransfer
  - An architectural style where clients and servers exchange representations of resources using standard HTTP protocol
- Other systems interact with the web service using the HTTP protocol
- The HTTP request method indicates which operation should be performed on the object identified by the URL





# Example RESTful web service calls

- Data and resources are represented using URIs
- Resources are accessed or changed using a fixed set of operations
  - (GET)/companies
  - (GET)/companies?country=France
  - (GET)/companies/3
  - (POST)/companies with JSON/XML in HTTP body
  - (DELETE)/companies/3
  - (PUT)/companies/3 with JSON/XML in HTTP body

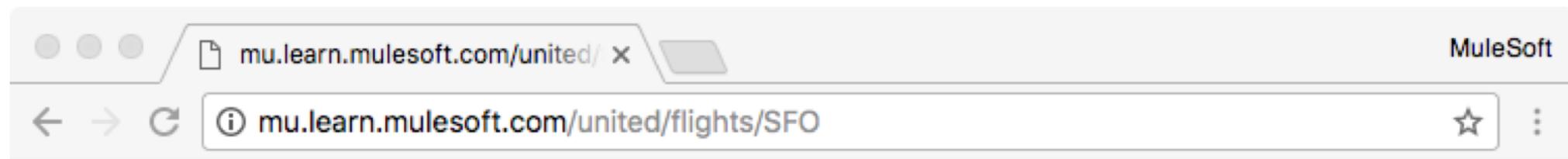
# RESTful web service request methods

- **GET** retrieves the current state of a resource in some representation (usually JSON or XML)
- **POST** creates a new resource
- **DELETE** deletes a resource
- **PUT** replaces a resource completely
  - If the resource doesn't exist, a new one is created
- **PATCH** partially updates a resource
  - Just submitted data



# Example RESTful web service response

- JSON (JavaScript Object Notation)
  - A lightweight data-interchange format (without a lot of extra XML markup )
  - Human-readable results (usually JSON or XML)
  - Supports collections and maps



```
{"flights":  
[{"code": "ER38sd", "price": 400, "origin": "MUA", "destination": "SFO", "departureDate": "2015/03/20",  
"planeType": "Boeing 737", "airlineName": "United", "emptySeats": 0},  
 {"code": "ER39rk", "price": 945, "origin": "MUA", "destination": "SFO", "departureDate": "2015/09/11",  
"planeType": "Boeing 757", "airlineName": "United", "emptySeats": 54},  
 {"code": "ER39rj", "price": 954, "origin": "MUA", "destination": "SFO", "departureDate": "2015/02/12",  
"planeType": "Boeing 777", "airlineName": "United", "emptySeats": 23}]}  
}
```

# Learning about APIs

- API documentation
  - Should include the list of all possible resources, how to get access to the API, and more
- API portals
  - Accelerate onboarding by providing developers a centralized place for discovering all the tools they need to successfully use the API, which could include
    - Documentation, tutorials, code snippets, and examples
    - A way to register applications to get access to the API
    - A way to provide feedback and make requests
    - A way to test the API by making calls to it
- Discover APIs in API directories and marketplaces
  - For example, **ProgrammableWeb**, which has over 19,000 APIs

# Walkthrough 1-1: Explore an API directory and an API portal



- Browse the ProgrammableWeb API directory
- Explore the API reference for an API (like Twitter)
- Explore the API portal for an API to be used in the course

The image shows two side-by-side screenshots of API documentation. On the left is the ProgrammableWeb API directory, which features a search bar, a 'Search APIs' button, and a table of results for the 'Google Maps' API. On the right is the MuleSoft API portal for the 'American Flights API', showing a detailed endpoint for '/flights/{ID}' with sections for 'Code examples', 'URI parameters', 'ID', 'Headers', and 'Types'.

ProgrammableWeb API DIRECTORY API NEWS

A NEW IDEA IN AUTO DEALERSHIP TECHNOLOGY: FORT LEAD

Search the Largest API Directory on the Web

Search Over 21,438 APIs SEARCH APIs

Filter APIs By Category Include Deprecated APIs

| API Name    | Description   | Category | Submitted  |
|-------------|---|----------|------------|
| Google Maps | [This API is no longer available. Google Maps' services have been split into multiple APIs, including the Static Maps API.] | Mapping  | 12.05.2005 |

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Assets list American Flights API v2

GET /flights/{ID}

Code examples Show ▾

URI parameters Hide ▾

ID

String Required

client\_id

String Required

client\_secret

Overview

GET POST

/ID

Overview

GET DELETE PUT

Types

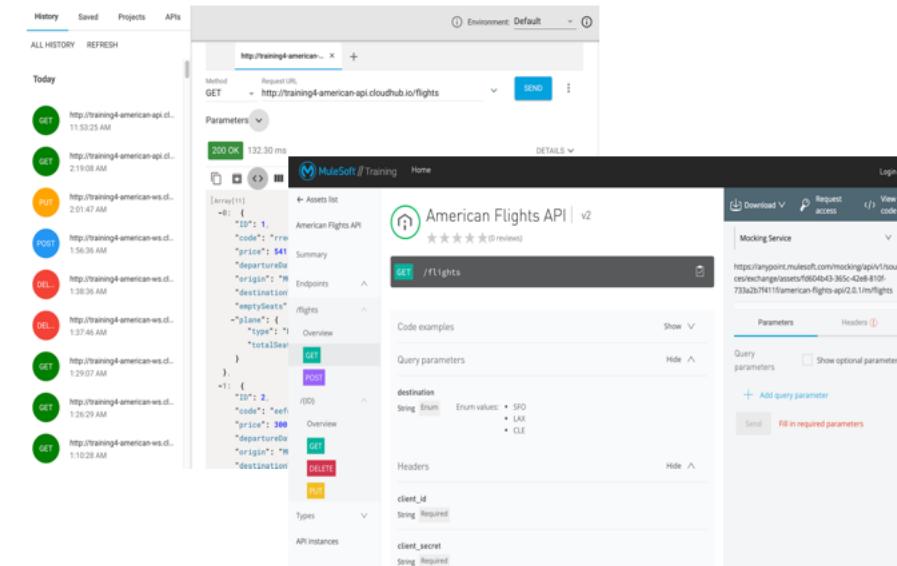
# Calling RESTful web services



# Calling RESTful web services

- To call web services, you need to write code or have a tool to make the HTTP requests
  - Need to be able to specify the HTTP method, request headers, and request body

- Example tools include
  - An API portal with an API console
  - Advanced Rest Client
  - Postman
  - A cURL command-line utility



The screenshot shows the MuleSoft API Portal interface. On the left, there's a history panel listing various API calls with icons indicating the method (GET, POST, PUT, DELETE) and status (success/failure). In the center, a detailed view of the "American Flights API" is shown. The top part shows a successful GET request to `/flights` with a response time of 132.30 ms. Below this, the API documentation for `/flights` is displayed, including the schema for the response object (an array of flight objects), query parameters (origin, destination, departureDate, sortBy), and required headers (client\_id, client\_secret). The right side of the screen shows tabs for "Mocking Service" and "Request access".

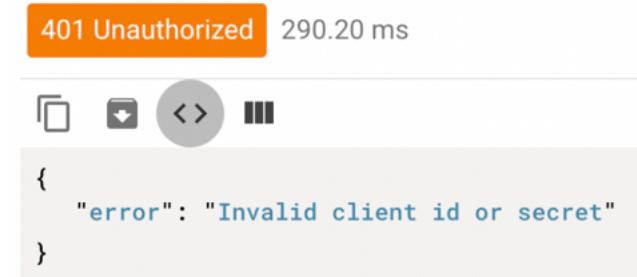
# Making calls to RESTful APIs

- **Unsecured APIs**

- The API may be public and require no authentication

- **Secured APIs**

- The API may be secured and require authentication
  - You may need to provide credentials and/or a token
  - Often a proxy is created to govern access to an API
  - We will call and then later create an API secured by credentials
  - You can also secure an API with other authentication protocols
    - OAuth, SAML, JWT, and more



# Getting responses from web service calls

- RESTful web services return an HTTP status code with the response
- The status code provides client feedback for the outcome of the operation (succeeded, failed, updated)
  - A good API should return status codes that align with the HTTP spec

```
post:  
  body:  
    application/json:  
      type: AmericanFlight  
      examples:  
        | input: !include examples/Amer  
responses:  
  201:  
    body:  
      application/json:  
        example:  
          message: Flight added (bu
```

201 Created 1161.64 ms Details ▾

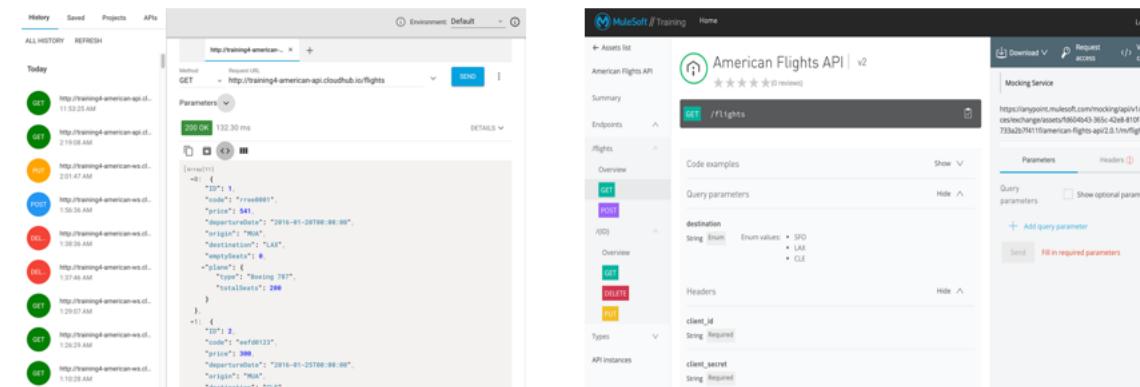
```
{  
  "message": "Flight added (but not  
  really)"  
}
```

# Common HTTP status codes

| Code | Definition  | Returned by             |
|------|---|-------------------------|
| 200  | OK – The request succeeded  | GET, DELETE, PATCH, PUT |
| 201  | Created – A new resource or object in a collection  | POST                    |
| 304  | Not modified – Nothing was modified by the request  | PATCH, PUT              |
| 400  | Bad request – The request could not be performed by the server due to bad syntax or other reason in request                   | All                     |
| 401  | Unauthorized – Authorization credentials are required or user does not have access to the resource/method they are requesting | All                     |
| 404  | Resource not found – The URI is not recognized by the server  | All                     |
| 500  | Server error – Generic something went wrong on the server side  | All                     |

# Walkthrough 1-2: Make calls to an API

- Use ARC to make calls to an unsecured API (an implementation)
- Make GET, DELETE, POST, and PUT calls
- Use ARC to make calls to a secured API (an API proxy)
- Use the API console in an API portal to make calls to a managed API using a mocking service
- Use the API console to make calls to an API proxy endpoint



The left screenshot shows the MuleSoft API CloudHub interface. It displays a history of API calls under the 'History' tab. A specific call to 'http://training4-american-ws.cf' is selected, showing a successful response (200 OK) with a duration of 132.30 ms. The right screenshot shows the MuleSoft API Mocking Service interface for the 'American Flights API' v2. It lists an endpoint '/flights' with a 'GET' method. The 'Parameters' section shows a query parameter 'destination' with enum values: SFO, LAX, and CLE. The 'Headers' section shows required headers 'client\_id' and 'client\_secret'.

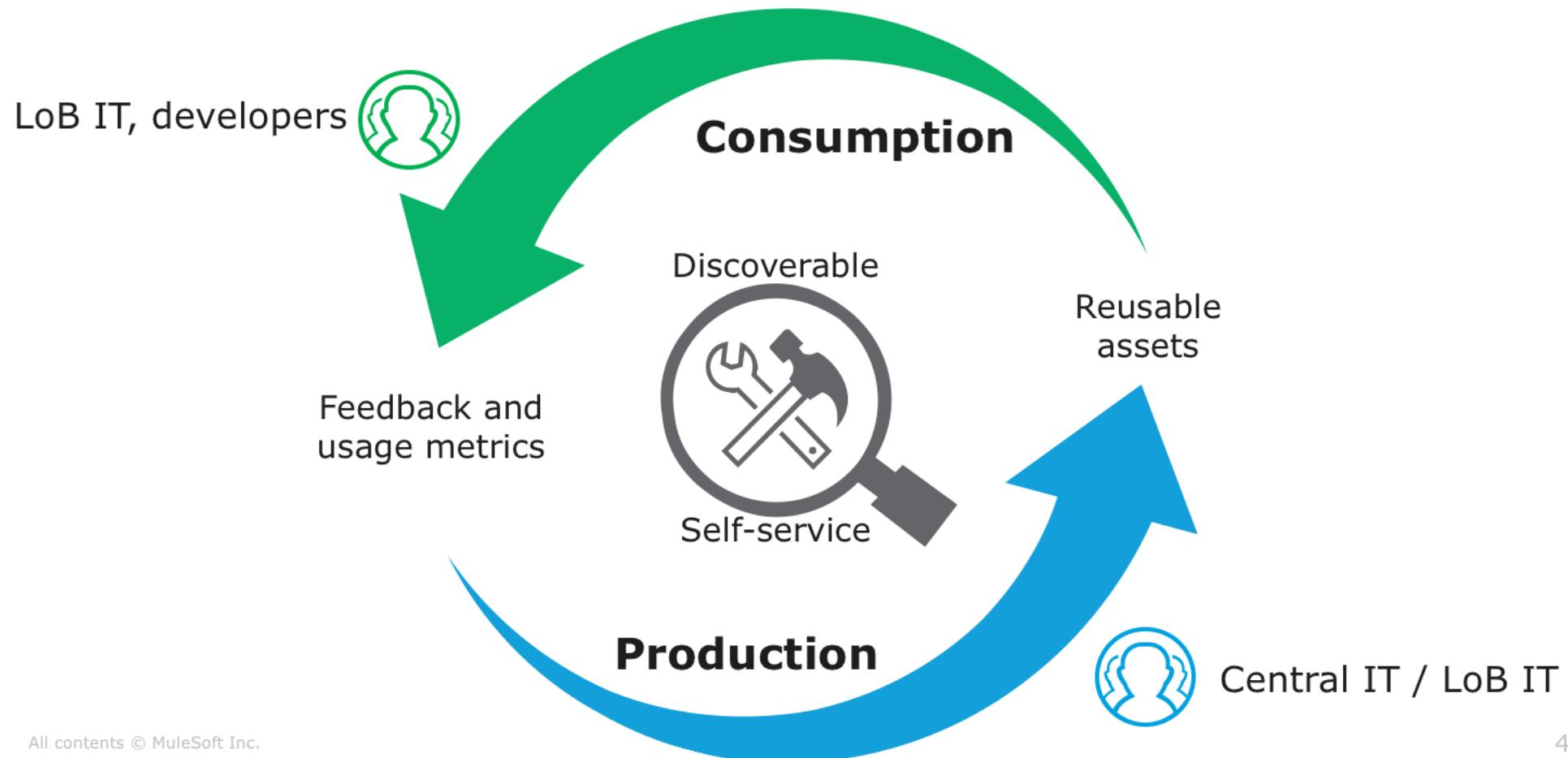
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# Successfully creating application networks using API-led connectivity



# Producing discoverable and consumable assets is key



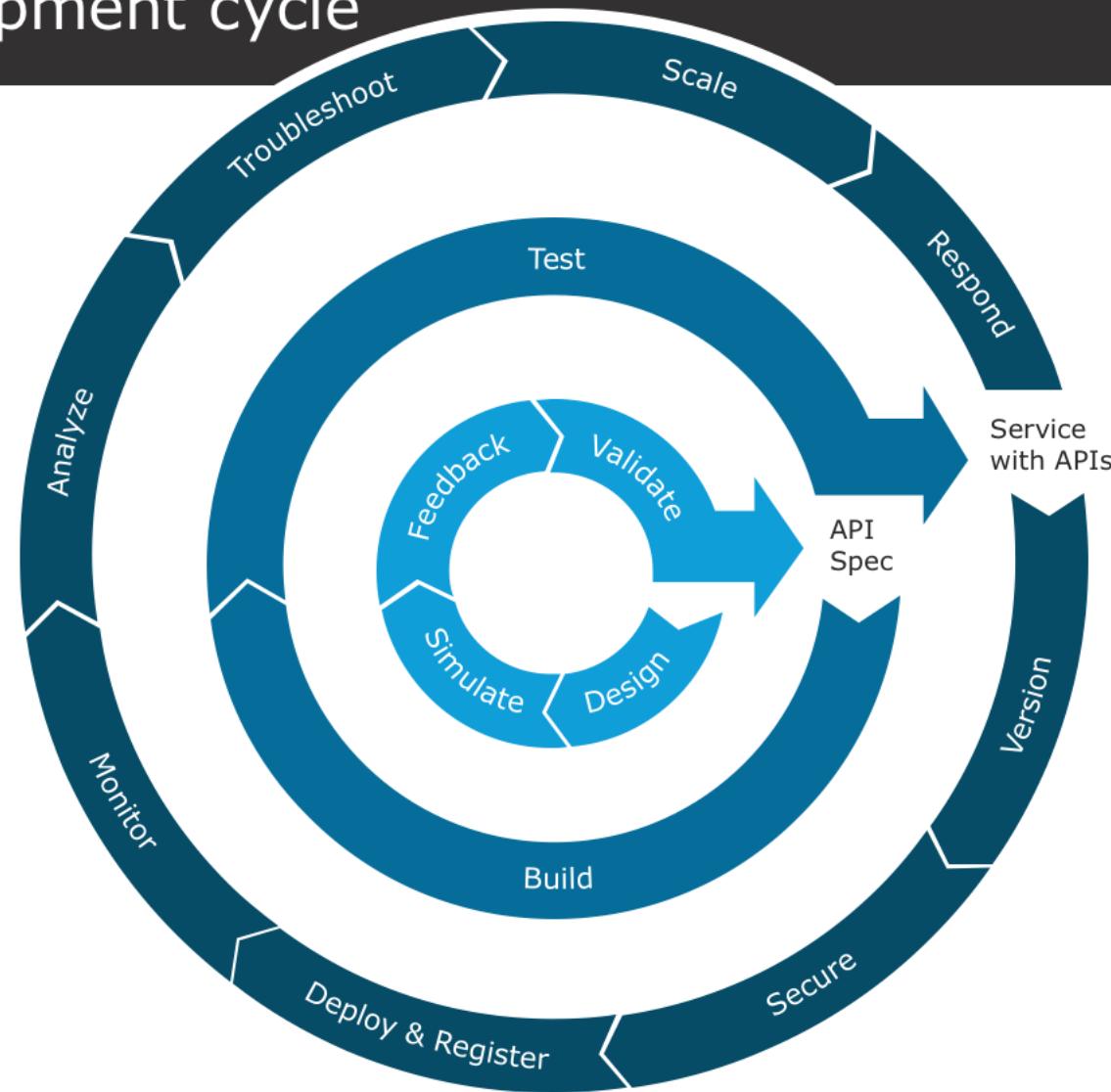
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# Designing for API success

- Create APIs that developers **can find** and **want to use** and share with others
  - Design the API for the business use cases it will fulfill, not to model the backend services or applications they expose
  - Focus on performance of client applications and user experience
- Take an **API design-first approach!**
- **Get API design right** before investing in building it
  - Define it iteratively getting feedback from developers on its usability and functionality along the way
  - Building the implementation of an API is time consuming and expensive to undo

# API development cycle



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# Summary



# Summary

- Companies today need to **rapidly adopt and develop** new technologies in order to stay relevant to customers & keep competitive
- IT needs to be able to rapidly integrate resources and make them **available for consumption**
  - An **API-led connectivity** approach can help achieve this
- To drive API-led connectivity, create a **C4E** (Center for Enablement)
  - A cross-functional team to ensure assets across the organization are productized, published, and widely consumed
- **An application network** is a network of applications, data, and devices connected with APIs to make them pluggable and to create reusable services