REST API Introduction

Topics

1) How to request and send data to a server?
2) How to design a server’s API?

HTTP

Overview

- Front-end = client-side; browser
- Back-end = server side
- Why make web-based app?
  - server to allow interaction between users
  - server to store resources or do heavy processing
  - centrally managed deployment and admin

Server Interaction

- Browser getting data from webserver
  - browser does HTTP GET on URL
  - server sends back a web page (HTML, CSS, JS)
- Font-end/Back-end Interaction
  - client-side makes requests to server's RESTful API's endpoints (URLS)
  - data transmitted in JSON (or XML)

HTTP

- HTTP:..
- URL:..
  - Ex: http://www.sfu.ca/~bfraser/answers

    <protocol>://<domain name>/<path>

    <protocol>://<domain name>:<port>/<path>
- Protocol ports
  - HTTP: 80 (or 8080 alt)
  - HTTPS: 443 (or 8443 alt)
    S = Secure

HTTP Methods

- HTTP methods:
  What is the client requesting happen at a URL?
- These are the..
  - : retrieve some information from the URL: does not change server state
  - : Submit a new entity (object?) to the URL
  - : Delete some entity (object?) at the URL
  - : Replace an entity at the URL with new value
  - ... omitting HEAD, CONNECT, OPTIONS, TRACE, PATCH

HTTP Response Status Codes

- Each request message (a GET, POST, ...) returns a response code:
  - 200:..
  - 201:..
  - 401: Unauthorized (are you who you say you are?)
  - 403: Forbidden (I know who you are, but still not allowed)
  - 404:..
  - 500: Server error
  - (... many omitted!)

Sending Data to the Server

- Front end can send data to the server via:
  - : Put data in path variables
    - Ex: GET http://my.com/api/person/5
  - : for GET only;
    no raw special characters (Ex: %20 = space)
    - Ex: https://www.google.com/search?q=hi+world
  - : All HTTP messages have header
    - Ex: authentication or apiKey
      "ApiKey:abc123"
  - : Block of data (often text such as JSON)
    - Ex: {"name":"Dr. Evil","age":95,"laugh":"Mwahah"

URL Path Variables Details

- Path Variable Idea
  - URL encodes groups or categories as though they are “folders”, and items as “files”
- Example
  https://coursys.sfu.ca/2050sp-cmpt-276-d1/students/hiwl
  - It seems like we are browsing into folders for a specific file
  - ..

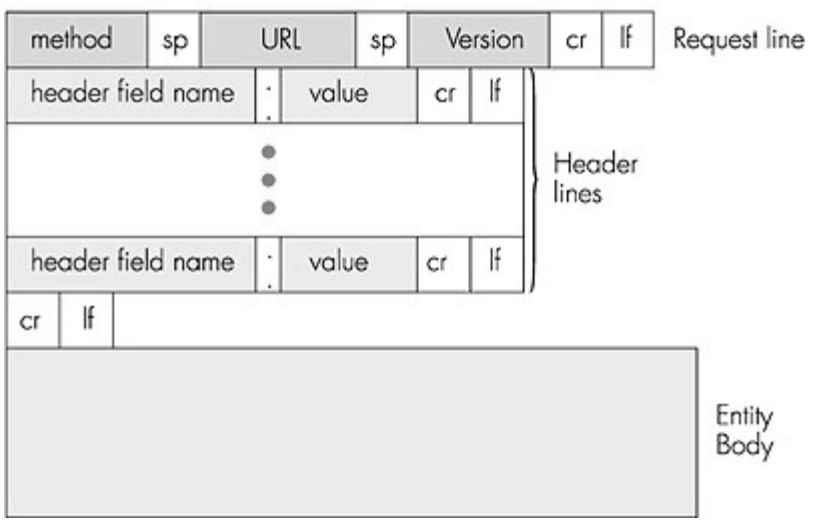
Query String Details

- Query String: the common way to send data for GET
  - Use to encode..
    - Ex: search queries
- Common Format
  http://my.com/s?key=value&otherkey=othervalue
- Demo

  curl -k -i -X GET https://www.adafruit.com/?q=wire

HTTP Body details

- HTTP messages can include a body
  - Used by POST and PUT to send data
  - Often a JSON structure or binary data



HTTP Request

```
GET   /~bfraser/    HTTP/1.1
Host: www.sfu.ca
Connection: keep-alive
Cache-Control: no-cache
User-Agent: Mozilla/5.0 ...
Accept: text/html,application/...
```

HTTP Response

```
HTTP/1.1 200 OK
Date: Mon, 02 Mar 2020 05:10:18 GMT
Server: Apache
box: b3 D=1361386 t=1583125818662494
Access-Control-Allow-Origin: *
Content-Length: 3795
Content-Type: text/html;charset=ISO-8859-

<!DOCTYPE
<html>
 <head>
  <title>Index of /~bfraser</title>...
```


Image: http://netlab.ulusofona.pt/rc/book/2-application/2_02/index.htm

REST API

API & REST

- API:..
  - How a program exposes its functionality for other programs to use.
- REST:..
  - ..
  - It works with HTTP caching and semantics to improve performance
  - REST is founded on some principles, not a strict prescription.
    So what is "RESTful" is up to interpretation
- TLA: Three Letter Acronym

REST Example

- Example: Tic-tac-toe game
  - Base URL: my.com
  - /games GET (list) POST (new)
  - /52 GET (info) POST (change info)
  - /moves GET (list) POST (new)
  - /1 GET (info) POST (change info)
- Full Example
  GET my.com/games/52/moves/1
  - In games API, retrieve info on game #52's move #1

REST Example (cont)

- Get Game Info

```
curl -X GET localhost/games/101

HTTP/1.1 200 OK
{
      "id":    101
      "user1": "Brian",
      "user2": "AI3",
      "href":  "/games/101"
}
```

- Get Moves

```
curl -X GET localhost/games/101/moves

HTTP/1.1 200 OK
[
      {
            "id":   2,
            "user": "Brian",
            "row":  1,
            "col":  1
      },
      {
            "id":   51,
            "user": "Brian",
            "row":  3,
            "col":  1
      }
]
```

REST Example (cont)

- Make a move

```
curl -X POST -d {
        "user": "Brian",
        "row":  3,
        "col":  3
} localhost/games/101/moves
```

RESTful API Design

- Design API around things and actions
  - Structure URL for the hierarchical nature of the data
- Things (nouns)
  - Data you want to expose
  - ..
- Actions (verbs)
  - C POST (or PUT)
  - R GET
  - U POST (or PUT if you are updating the whole item at once, not just part).
  - D DELETE

RESTful API Design (cont)

- GET (and PUT) must be idempotent:
  - ..
- POST is a catch all for doing anything.
- Properties of RESTful
  - Server returns self-descriptive resources
  - Server maintains nothing about state of the connection; everything comes from HTTP headers, etc
  - Cache as much as possible to reduce server load
  - <...omitted more...>

Summary

- HTTP
  - Protocol for accessing resources via URL’s
- HTTP Methods
  - GET, POST, DELETE, PUT, etc.
- Data in URL, Query String, Header, Body
- REST
  - Design URLs for Hierarchical data
  - REST properties