



REST (Representational State Transfer)

1. **Client-Server:** Separation of data, logics and presentations.
2. **Statelessness:** No client states are stored on the server side.
3. **Uniformed Interface:**
 - Resource identification in requests
 - Self-descriptive messages
 - Hypermedia / Hyperlinks to resources
 - Enables resource manipulation through representations of them
4. **Layered System:** What's between the client and server is abstract.
5. **Cacheability:** Responses specifies whether they are cacheable (can be done implicitly)
6. **Code on demand (optional):** Servers can optionally return executable code.