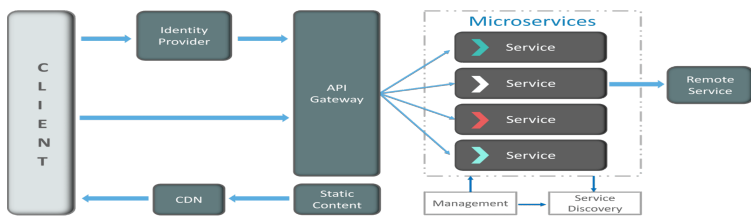


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|---|--|--|---|--|--|
| WebService  | a service that a client (a computer) can call remotely over the internet, via web protocols like HTTP.   |  | REST API Rules:<br>(7 + 5)  |  |  |
| SOAP:<br>Simple Object Access Protocol  | XML based msg format.<br>Doesn't specify how msg gets from the clnt to the web service, although most common scenario is via HTTP.   | Envelope <ul style="list-style-type: none"><li>Header</li><li>Body<ul style="list-style-type: none"><li>Message Data</li><li>Fault (optional)</li></ul></li></ul>        | Rule # 1<br>Rule # 2<br>Rule # 3<br>Rule # 4<br>Rule # 5<br>Rule # 6<br>Rule # 7  | A trailing forward slash (/) should not be included in U (/) must be used to indicate a hierarchical relationship (-) should be used to improve the readability of URIs. Underscores ( _ ) should not be used in URIs. Lowercase letters should be preferred in URI paths. File extensions should not be included in URIs. Should the end point be singular or plural? |  |
| REST:<br>REpresentati onal State Transfer   | A REST request is a simple HTTP request just like a regular browser would send to a web server.  | A REST response is typically an XML/JSON document sent back in a regular HTTP response, just as if a browser had requested it.   | Rule # 8<br>[The choice of HTTP verbs matters.]   | <div>1. GET — For returning resources</div> <div>2. POST — For creating a new resource</div> <div>3. PUT — For updating a resource</div> <div>4. PATCH — For updating a resource</div> <div>5. DELETE — For deleting a resource</div>  |  |
| WebService Interface<br><br><pre>&lt;description&gt; &lt;types&gt; &lt;/types&gt; &lt;interface&gt; &lt;/interface&gt; &lt;binding&gt; &lt;/binding&gt; &lt;service&gt; &lt;/service&gt; &lt;/description&gt;</pre> | like an interface in Java. The only extra info needed is where the service is located (IP address), and the message format used by the service. Here is what a service description should contain: <ul style="list-style-type: none"><li>Interface Name</li><li>Operation Name(s) (if the service has more than one operation).</li><li>Operation Input Parameters</li><li>Operation Return Values</li><li>Service Message Format</li><li>Service Location (IP Address / URL)</li></ul><br>SOAP WS has a standardized interface description - the Web Service Description Language ( <b>WSDL</b> ) | Rule # 9<br>Rule # 10<br>Rule # 11<br>Rule # 12  | Design API endpoints 2 be docs, don't reflect DB mod<br>Provide extra data.<br>Avoid nested variables when possible.<br>Do not fake RPC calls through URI.  |  |  |
|   |  | <b>Idempotency</b>   | an idempotent operation is the one which does not change the target state of the server.<br>-> OPTIONS, GET, HEAD, are safe idempotent operation<br>-> PUT and DELETE are non safe idempotent methods |  |  |
| SOAP<br>HEADER  | The Header child elements has a list of standard attributes you can use inside them: <ul style="list-style-type: none"><li>mustUnderstand</li><li>encodingStyle</li><li>role</li><li>relay</li></ul>   |  |   |  |  |
| WSDL  | description  | This elem is the root elem of the WSDL 2.0 file. All oth WSDL elem r nested inside this elem.  |   |  |  |
|   | types  | This elem contains a spec of the data types exchanged b/w the clnt and the web service. By default the data types are described using XML Schema.                        |   |  |  |
|   | interface  | This elem describes what operations the web service has, and what messages are exchanged for each operation (input / output). It also describes possible fault messages. |   |  |  |
|   | binding  | This elem describes <b>how</b> the web service is accessed over the network. Typically the binding element binds the web service to the HTTP protocol.                   |   |  |  |
|   | service  | This elem describes <b>where</b> the web service can be accessed on the network. Typically the service elem contains a URL to the service.                               |   |  |  |
|   | documentation  | This element is optional and may contain a humanly readable description of the web service.  |   |  |  |
|   | import   | This element is optional and may be used to import XML Schemas or other WSDL files.  |   |  |  |
| Differences between<br><b>HTTP</b> and <b>HTTPS</b>   | In HTTP, URL begins with “http://” whereas URL starts with “https://”<br>HTTP uses port number 80 for communication and HTTPS uses 443<br>HTTP is considered to be unsecure and HTTPS is secure<br>HTTP Works at Application Layer and HTTPS works at Transport Layer<br>In HTTP, Encryption is absent and Encryption is present in HTTPS as discussed above<br>HTTP does not require any certificates and HTTPS needs SSL Certificates  |  |   |  |  |
| HTTP Session  | HTTP is a stateless protocol. A stateless protocol does  | MicroService   | is an architectural style that  | Independent DEV  |  |

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|---|--|--|---|--|--|
|   | not require the server to retain information or status about each user for the duration of multiple requests. A common solution is the use of HTTP cookies. Other methods include server side sessions, hidden variables in a form, and URL-rewriting. | <b>&amp; Advantages</b>  | structures an application as a collection of small autonomous services, modeled around a business domain.   | Independent Deployment<br>Fault Isolation<br>Mixed Tech stack<br>Granular scaling                    |  |
|   |  | <b>Features</b>  | 1 . Decoupling<br>2 . Componentization<br>3 . Business capabilities<br>4 . Autonomy   | 5 . Cont.. delivery<br>6 . Responsibility<br>7 . Decentralized governance<br>8 . Agility             |  |
|   |  | <b>Best practices</b>  | 1 . Separate DB/Service<br>2 . Separate build/service   | 3 . Deploy into Containers<br>4 . Servers as stateless   |  |
| <b>Clients</b>  | Different users from various devices send requests.  | <b>Disadvantage</b>  | 1. Increased Troubleshooting<br>2. Increased delay due to remote calls<br>3. Increased effort of configuration/operation  | 5. Difficult to maintain traceability<br>6. Tough to track data<br>7. Difficult to code b/w services |  |
| <b>IDP</b>  | Authenticate user/clients, identities & issues security tokens.  |  |   |  |  |
| <b>API Gateway</b>  | Handles client requests.   | <b>Cohesion</b>  | The degree to which the elements inside a module belong together is said to be cohesion.  |  |  |
| <b>Static Content</b>   | Houses all the content of the system.  | <b>Coupling</b>  | The measure of the strength of the dependencies between components is said to be coupling.  |  |  |
| <b>Management</b>   | Balances services on nodes and identifies failures.  | <b>Spring Boot</b>   | Using spring boot you can avoid all the boilerplate code and configurations.  |  |  |
| <b>Service Discovery</b>  | A guide to find the route of communication b/w microservices.  | <b>Actuator</b>  | Spring Boot actuator provides RESTful web services to access the current state of running an application in the production environment. With the help of actuator, you can check various metrics and monitor your application.  |  |  |
| <b>CDN</b>  | Distributed network of proxy servers & their data centers.   | <b>Spring Cloud</b>  | Spring Cloud provides tools for developers to quickly build some of the common patterns in distributed systems (e.g. configuration management, service discovery, circuit breakers, intelligent routing, leader election, distributed sessions, cluster state).   |  |  |
| <b>Remote Service</b>   | Enables the remote access information that resides on a network of IT devices.   |  |   |  |  |
| <b>Bounded Context</b>  | DDD deals with large models by dividing them into different Bounded Contexts and being explicit about their inter-relationships.   | <b>Prob. Solved</b>  | <ul style="list-style-type: none"><li>● complexity associated with distributed systems</li><li>● Ability to handle Service Discovery</li><li>● redundancy issues</li><li>● Load balancing</li><li>● Reduces performance issues</li></ul>  |  |  |
| <b>SOA</b>  |  | <b>MicroServices</b>   |   |  |  |
| <ul style="list-style-type: none"><li>● Share as much as possible</li><li>● Business function reuse</li><li>● Common governance and standards</li><li>● ESB for communication</li><li>● Multi message protocols</li><li>● Maximize application reuse</li><li>● CI/CD is popular, but not mainstream</li></ul> |  | <ul style="list-style-type: none"><li>● Share as little as possible</li><li>● Bounded context</li><li>● People collaboration</li><li>● Simple messaging system</li><li>● Light weight protocols like HTTP/REST</li><li>● Focus on decoupling</li><li>● Strong focus on CI/CD</li></ul> |   |  |  |
| <b>Certificates</b>   | A type of digital certificate that is used by client systems to make authenticated requests to a remote server is known as the client certificate.   | <b>Containers:</b>   | Containers are a good way to manage microservice based application to develop and deploy them individually. You can encapsulate your microservice in a container image along with its dependencies, which then can be used to roll on-demand instances of microservice without any additional efforts required. |  |  |
|   |  |  |   |  |  |
| <b>OAuth [open authorization protocol]</b>  | This allows accessing the resources of the resource owner by enabling the client applications on HTTP services such as third-party providers.  | <b>DRY: Don't Repeat Yourself</b>  |   |  |  |

Note: Information gathered in this document has been collected from various sources on the Internet.