

#### **REST API**

Michał Tęczyński michal.teczynski@gmail.com

## Introduction Michał Tęczyński



- JS and PHP developer at Home.pl
- Studied at ZUT in Szczecin
- Email: <u>michal.teczynski@gmail.com</u>
- Github: <a href="https://github.com/michalv8">https://github.com/michalv8</a>
- LinkedIn: <a href="https://www.linkedin.com/in/michalteczynski/">https://www.linkedin.com/in/michalteczynski/</a>

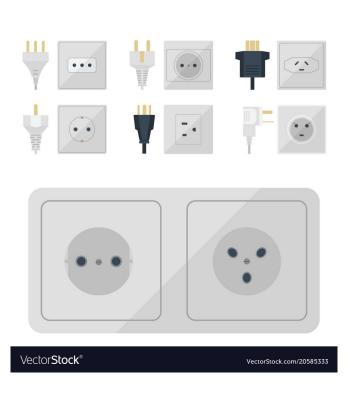


### What is API?

Set of clearly defined methods of communication between various software components.



#### What is API?







#### What is WEB API?

An Application Programming Interface for either a web server or a web browser.



### **URL** structure

Uniform Resource Locator



# **URL structure Uniform Resource Locator**





# **URL structure Uniform Resource Locator**

#### Required

- Protocol (https://)
- Host (example.com)
- Resource (/users)

#### Optional

- Authentication (user:ZYZ)
- Query (?param=ABC&t=s)
- Port (:3000)



### Task #1

Install Chrome Advanced Rest Client



# Task #1 Install Chrome Advanced Rest Client

https://goo.gl/9uBc2A



### Task #2

Make few simple REST requests

#### Task #2

## info **Share** A C A D E M Y

## Make few simple REST requests

- HOST: <a href="http://api.openweathermap.org">http://api.openweathermap.org</a>
- Method: GET
- Resource: /data/2.5/weather
- Query
  - q: Szczecin
  - APPID:
    - Ob3d75e5a49f2a267f054a0a60bed6f3
- Result:

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#### Task #2

### Make few simple REST requests

- HOST: <a href="http://api.openweathermap.org">http://api.openweathermap.org</a>
- Method: GET
- Resource: /data/2.5/weather
- Query
  - q: Szczecin
  - APPID:
     0b3d75e5a49f2a267f054a0a60bed6f3
- Result:
  - http://api.openweathermap.org/data/2.5/w
     eather?q=Szczecin&APPID=0b3d75e5a49f
     2a267f054a0a60bed6f3



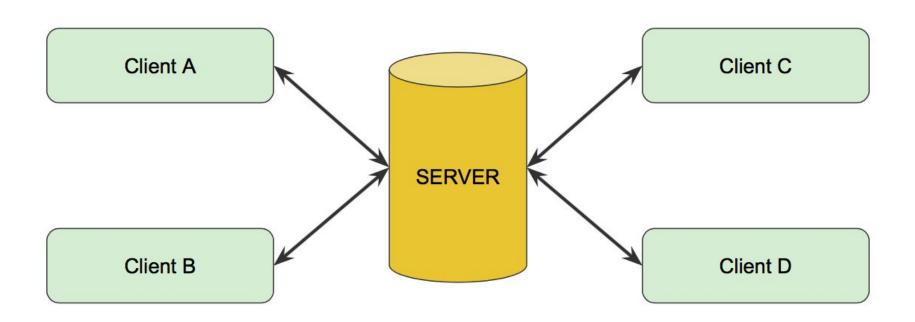
Representational State Transfer (REST) is an architectural style that defines a set of constraints and properties based on HTTP



- Client–server architecture
- Statelessness
- Uniform interface
- Hypermedia as the engine of application state (HATEOAS)



#### **Client-server architecture**





#### **Statelessness**

- Each request from client to server must contain all of the information necessary to understand the request, and cannot take advantage of any stored context on the server.
- Session state is therefore kept entirely on the client

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#### **Uniform interface**

- Resource identification in requests
- Resource manipulation through representations
- Self-descriptive messages
- Hypermedia as the engine of application state



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#### **Uniform interface**

#### **Resource identification in requests**

- GET /users
- GET /users/123
- GET /users/123/posts
- POST /users/123/posts
- POST /users/123/posts/456/comments
- PUT /users/123/posts/456/comments/789
- DELETE /users/123/posts/456/comments/789



# What is REST API? Uniform interface

#### Resource manipulation through representations

```
GET /users/123
{
    "id": 123,
    "name": "Chuck Norris",
    "city": "New York"
}
```

```
PUT /users/123
{
    "id": 123,
    "name": "Chuck Norris",
    "city": "Szczecin"
}
```



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### **Uniform interface**

#### **Self-descriptive messages**

 Each message includes enough information to describe how to process the message.



# What is REST API? Uniform interface

#### Hypermedia as the engine of application state (HATEOS)

```
GET /api/users/123
     "id": 123,
     "name": "Chuck Norris",
     "city": "New York",
     "_links": {
          "_self": "https://example.com/api/users/123",
          "posts": "https://example.com/api/users/123/posts",
          "comments": "https://example.com/api/users/123/comments"
```

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### Versioning

- Backward compatibility when backend is under active development
- Can be a part of URL
  - GET /api/v2/users/123
- Or as a header

#### GET /api/users/123

Accept: application/json; version=2.4

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### **Status codes**

- Describing what has happened to resource
- Clients should check them



### **Status codes**

Method	Status codes
GET	200, 400, 5xx
POST	201, 400, 404, 5xx
PUT	204, 400, 404, 5xx
PATCH	204, 400, 404, 5xx
DELETE	204, 404, 5xx



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**Common methods** 

- Basic auth
- Api key
- OAuth (1/2)

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#### **Basic auth**

- Simple user and password data
- Used mostly in backend-to-backend communication
- Sent as base 64 encoded string in request headers

GET /api/users/123 Host: example.com

Authorization: Basic QWxhZGRpbjpPcGVuU2VzYW1l

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## Api key

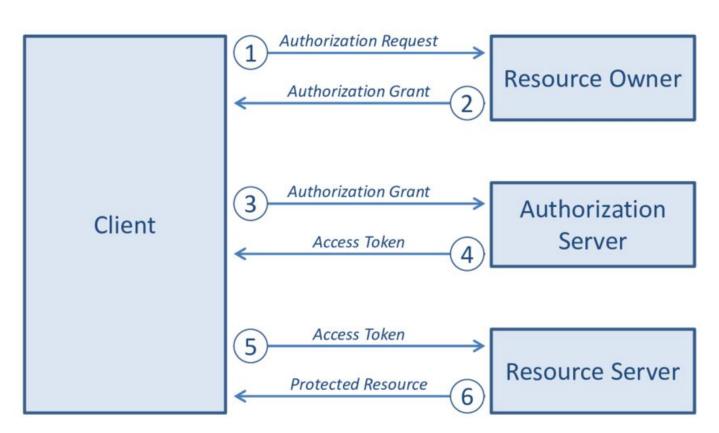
- Sign is generated on the server side
- Client is signing requests by this value
- Sent usually as query parameter or custom header

```
GET /api/users/123?apikey=QWxhZGRpbjpPcGVuU2VzYW1l
Host: example.com
```

GET /api/users/123
Host: example.com
Api-Key: QWxhZGRpbjpPcGVuU2VzYW1l



#### OAuth2





## **JSON**

JavaScript Object Notation

#### **JSON**



## **Javascript Object Notation**

- Simpler and more readable than its main "contender" - XML
- Has enough complexity to fulfil REST needs
- Is widely used in REST APIs
- Can be put straight through JS code



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#### **Structure**

```
"id": 123,
"name": "John Doe",
"middle_name": null,
"balance": 456.45,
"active": true,
"address": {
     "city": "Szczecin",
     "street": "Cyfrowa 6"
"transactions": [
          "amount": -123.45
     },
],
```



## **Request methods**

GET, POST, PUT, PATCH, DELETE, OPTIONS

#### **Request methods**



#### **GET**

- Used for retrieving particular resource or list of resources
- No body
- Can be combined with query parameters

```
GET /api/users
GET /api/users/123
```

### **Request methods**

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#### **POST**

- Used for creating new resources
- Has body
- Can be combined with query parameters

```
POST /api/users
{
     "name": "Luke Skywalker",
     "planet": "Tatooine"
}
```



#### **PUT**

- Used for modifying existing resources
- Identifying resource to edit by its unique ID
- Has body
- Whole resource is modified

```
PUT /api/users/123
{
    "id": 123,
    "name": "Luke Skywalker",
    "planet": "Dagobah"
}
```

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#### **PATCH**

- Used for modifying properties of existing resources
- Identifying resource to edit by its unique ID
- Has body
- Only properties existing in body are modified

```
PATCH /api/users/123
{
    "planet": "Ahch-To"
}
```

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#### **DELETE**

- Used for deleting particular resource
- Resource is identified by its unique ID
- Request with no body

DELETE /api/users/123



# Request methods Idempotent and safe methods

- Safe methods does not change resources
- Safe methods are cachable
- Idempotent methods can change resource
- Idempotent methods can be called with the same arguments many times without repercussions



# **Idempotent and safe methods**

Method	Idempotent	Safe
GET	Yes	Yes
POST	No	No
PUT	Yes	No
PATCH	No	No
DELETE	Yes	No



Make more advanced REST requests





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#### Task #3

### Make more advanced REST requests

- https://coinmarketcap.com/api/
- https://exchangeratesapi.io/
- https://jobs.github.com/api
- Public API list:
  - https://github.com/toddmotto/public-apis



# https://coinmarketcap.com/api/

- Get list of all cryptocurrencies
- Get list of ticker data limited to 10 entries and sorted by rank
- Get ticker data of Polcoin (PLC) with prices in PLN



# https://coinmarketcap.com/api/

- Get list of all cryptocurrencies
  - https://api.coinmarketcap.com/v2/listings/
- Get list of ticker data limited to 10 entries and sorted by rank
  - https://api.coinmarketcap.com/v2/ticker/?limit=10&sort=rank
- Get ticker data of Polcoin (PLC) with prices in PLN
  - https://api.coinmarketcap.com/v2/ticker/257/?convert=PLN



## https://exchangeratesapi.io/

- Get list of latest exchange rates for PLN
- Get list of exchange rates at 2008-06-08 for USD limited to only PLN, USD and EUR



# https://exchangeratesapi.io/

- Get list of latest exchange rates for PLN
  - https://exchangeratesapi.io/api/latest?base=PLN
- Get list of exchange rates at 2008-06-08 for USD limited to only PLN, USD and EUR
  - https://exchangeratesapi.io/api/2008-06-08?symbols=USD,GB



https://jobs.github.com/api

 Find full time job positions for C++ programmer in Barcelona



# https://jobs.github.com/api

- Find full time job positions for C++ programmer in Barcelona
  - https://jobs.github.com/positions.json?description=c++&location=Barcelona&full\_time=true



## **Firebase**

https://firebase.google.com/





#### **Firebase**

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### What is this?

- Serverless (cloud) service architecture
- Lots of services which can be accessed by their Web APIs or programming libraries
- Main (free) services
  - Hosting
  - Database
  - Authorization

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### Firebase Realtime database

- Located in Google Cloud
- NoSQL (not relational) structure (basically it's just a big JSON file)
- Quite advanced permissions settings
- Can be accessed in real time by multiple clients
- Can also be accessed through REST API
  - https://firebase.google.com/docs/reference/rest/d atabase/



Create Google account and open Firebase Console



## Create Google account and open Firebase Console

- Create Google account <a href="https://goo.gl/5Fstza">https://goo.gl/5Fstza</a>
- Open Firebase console https://console.firebase.google.com



Create team projects and setup permissions



Setup database permissions



## Setup database permissions

- Set full read and write permission for learning purposes
- !!! Never do it on live, production projects !!!

```
{
    "rules": {
        ".read": true,
        ".write": true
    }
}
```





- Native API, available in modern browsers
   (<a href="https://caniuse.com/#search=fetch">https://caniuse.com/#search=fetch</a>) to provide ability to make HTTP requests
- Low-level API
- Based on promises
- Official docs <a href="https://goo.gl/vNPYZA">https://goo.gl/vNPYZA</a>
- Polyfill for older browsers https://github.com/github/fetch



```
fetch('https://api.ipify.org?format=json')
   .then(function(response) {
       return response.json();
   })
   .then(function(myJson) {
       console.log(myJson);
   });
```



```
fetch('https://jsonplaceholder.typicode.com/posts', {
      method: 'POST',
       body: JSON.stringify({
           title: 'foo',
           body: 'bar'
      }),
      headers: {
           "Content-type": "application/json; charset=UTF-8"
   })
   .then(function(response) {
       return response.json();
   })
   .then(function(json) {
       console.log(json);
   });
```



# **JS Tasks**



# Thank you