Photo credit - <https://mlsdev.com/blog/81-a-beginner-s-tutorial-for-understanding-restful-api>

<https://stackoverflow.com/questions/25172600/rest-what-exactly-is-meant-by-uniform-interface>

http request- verb, header (meta data), content -> elaborate in detail

http response – status code, header, content -> elaborate in detail

Headers – name/value pair

Header examples

* Content type – format of content
* Content length – size of content
* Authorization – the party’s details used to verify permission
* Accept – supported format
* Cookies – information about user saved by browsers

Content examples

* HTML, CSS, JavaScript
* JSON, XML
* Binary, blobs

Error codes

Characteristics of REST

* Uniform interface
* Client/server separation
* Stateless requests - The communication is stateless, i.e. the request is short-lived, and the server doesn’t remember the state of past requests in contrast to say game or database programming.

When defining endpoints, using nouns is the rule of thumb instead of verbs. The http verb will indicate the action to performed and there is no need to make the resource URI descriptive of the change.

Query strings can be used for. They define how the resource is displayed but not how it is defined or stored

* Sorting
* Pagination
* Formatting