



API Development and Operations on Google Cloud's Apigee API Platform

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Welcome to API Development and Operations, the third course in the Developing APIs with Google Cloud's Apigee API platform series.

Topics

- API mediation
- Traffic management
- API publishing
- Analytics
- Apigee offline development
- Apigee deployment options

In this course you will learn about API mediation topics, including payload transformation, calling multiple services, and using custom code. You will learn how to share API proxy logic between proxies, handle errors in your proxies, and use extensions to streamline the access of cloud services from your API proxies.

We will also talk about traffic management, and how we can control traffic using rate limiting and caching.

You'll learn about publishing your APIs to a developer portal, where app developers can discover and try out your APIs.

We'll show you how you can use analytics to gain insights into your APIs and API traffic.

We'll learn about offline development of your APIs, and how you can include Apigee in your continuous integration and continuous delivery pipelines.

And we'll discuss the different Apigee deployment options, and how you choose between them.

Topics

- API mediation
- Traffic management
- API publishing
- Analytics
- Apigee offline development
- Apigee deployment options
- Labs

As with the previous two courses in this series, you will use several labs to explore these topics.

You will continue to add functionality to a lab that was built during the API Design and Fundamentals and API Security courses. If you have not yet taken those courses, we recommend you take them before you take this one. We'll provide a starting API proxy for you if you do not have the proxy from the last course.

You will add XML support, traffic management, caching, and fault handling to your retail API proxy, and use a Google geocoding service to add functionality to your retail API.

You will also complete labs to create a REST API for a SOAP service, create a node.js service using Hosted Targets, and create an API proxy that calls services in parallel.

Finally, you will create a developer portal and publish your retail API, using the OpenAPI specification to provide live documentation in the developer portal.