Client creation for DPOST

Client of DPOST

{

}

Dpost client is simple HTTP client, able to sent JSON formatted strings

So ANY programming language is suitable to become a language of DPOST client!

Example clients: PHP, .Net, Java, Scala are in <DPOST>/clients directory

If you need create your own client, just know the request format, which is following:

```
JSON_OVER_HTTP( template, toMail, lang, subjMap, bodyMap )
```

If you look at it as on JSON String, it is like this(example):

```
"subjMap":

{

"username": "Peter"

},

"bodyMap":

{

"username": "Peter",

"product": "Samsung Note II",

"salesemail": "peter@peter.com"

},

"toMail": "client@yahoo.com",

"template": "welcome",

"lang": "en-US"
```

This request will match template welcome-en-US.dpt.html, which(template) should contain 1 variable parameter in a subject line and 3 variable parameters in a body.

HTTP Client best practice

Better, if HTTP client is a singleton in your WebSite. Or has limited number of instances, if you send extreeme number of e-mails. Do not create new client instance for each e-mail, if you send great number of emails. Reuse the singleton.

HTTP client should specify content type:

'Content-Type: application/json; charset=UTF-8'

in the HTTP headers

See one of our examples to see, how we do that. Different languages provide similar approach how to form HTTP request.

Security

If your WebSite resides on separate host, DPOST Server must be guarded by Firewall rules. DPOST is not providing any security capabilies, except, you can configure DPOST to use SSL and HTTPS instead HTTP.

(see start-script-ssl.pdf)

But access to DPOST host from the WebSite host must be filtered/guarded by the firewall, by IP or by Mac Address of the DPOST client.

We are considering to create better autentication protocol for that matter in the future, meanwhile it is OK for most of situations, where DPOST and WEBSITE both reside in the internal sub-network and IP spoofing is complex.

We DO NOT recommend separate DPOST client and DPOST server by the WWW at this point.