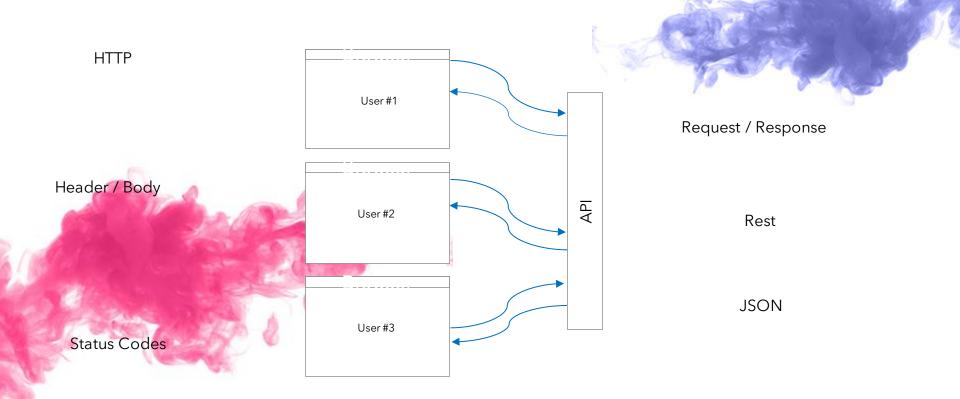


Frontend v Backend



What is HTTP?

Hypertext Transfer Protocol

- Messaging Protocol that allows devices to communicate over the network
- Standard for formatting TCP messages that is understood by browsers

HTTP Messages

Components of an HTTP Message:

- Method
 - POST
- **URL** (Uniform Resource Locator)
 - o https://www.test.com
- Headers
 - Authorization=Bearer my-token
 - Content-type=application/json
- Body
 - { "message": "Hello, World! }

HTTP Commonly Used Methods

- GET
 - Get record/s from source
 - Should **not** have a body
- POST
 - Save new record in source
- PATCH
 - Save partial data for existing record in source
- PUT
 - Rewrite or write data in source
- DELETE
 - Delete record from source

HTTP Commonly Used Status Codes

Success Statuses (2xx):

- **200** => **Ok** (used with GET)
- **201** => **Created** (used with POST and PUT)
- **202** => **Accepted** (used with POST, PATCH, PUT, DELETE)
- 204 => No Content (used with POST, PATCH, PUT, DELETE)

Client Error Statuses (4xx):

- 400 => Bad request (The server will not accept request format)
- **401** => **Unauthorized** (The client does not have permission)
- **403** => **Forbidden** (Resource is not accessible)
- 404 => Not found (The record can not be found)

Server Error Statuses (5xx):

500 => Internal Server Error (Server bugs / crashes)





What is REST?



Representational State Transfer

 A standard for creating stateless APIs on top of HTTP

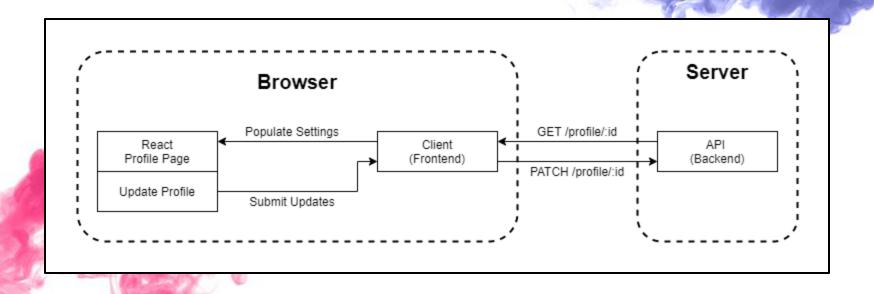
Example RESTful Resource

Customer API

- GET /customers
 - List customer records
- GET /customers/:customer_id
 - Find customer record by id
- POST /customers
 - Create a new customer record
- PUT /customers/:customer_id
 - o Create or replace a customer record
- PATCH /customers/:customer_id
 - Modify existing customer record
- DELETE /customers/:customer_id
 - Delete a customer record



Basic Client-API Architecture



Why do we host APIs?



- **Authorization**: We can restrict access to resources
- Security: We can hide proprietary logic (business secrets, IP)
- Portability: Most devices will support TCP and therefore will be able to use an HTTP/TCP API