

CS 4530: Fundamentals of Software Engineering

Module 10.5 Communication Patterns

Adeel Bhutta, Joydeep Mitra, Mitch Wand
Khoury College of Computer Sciences

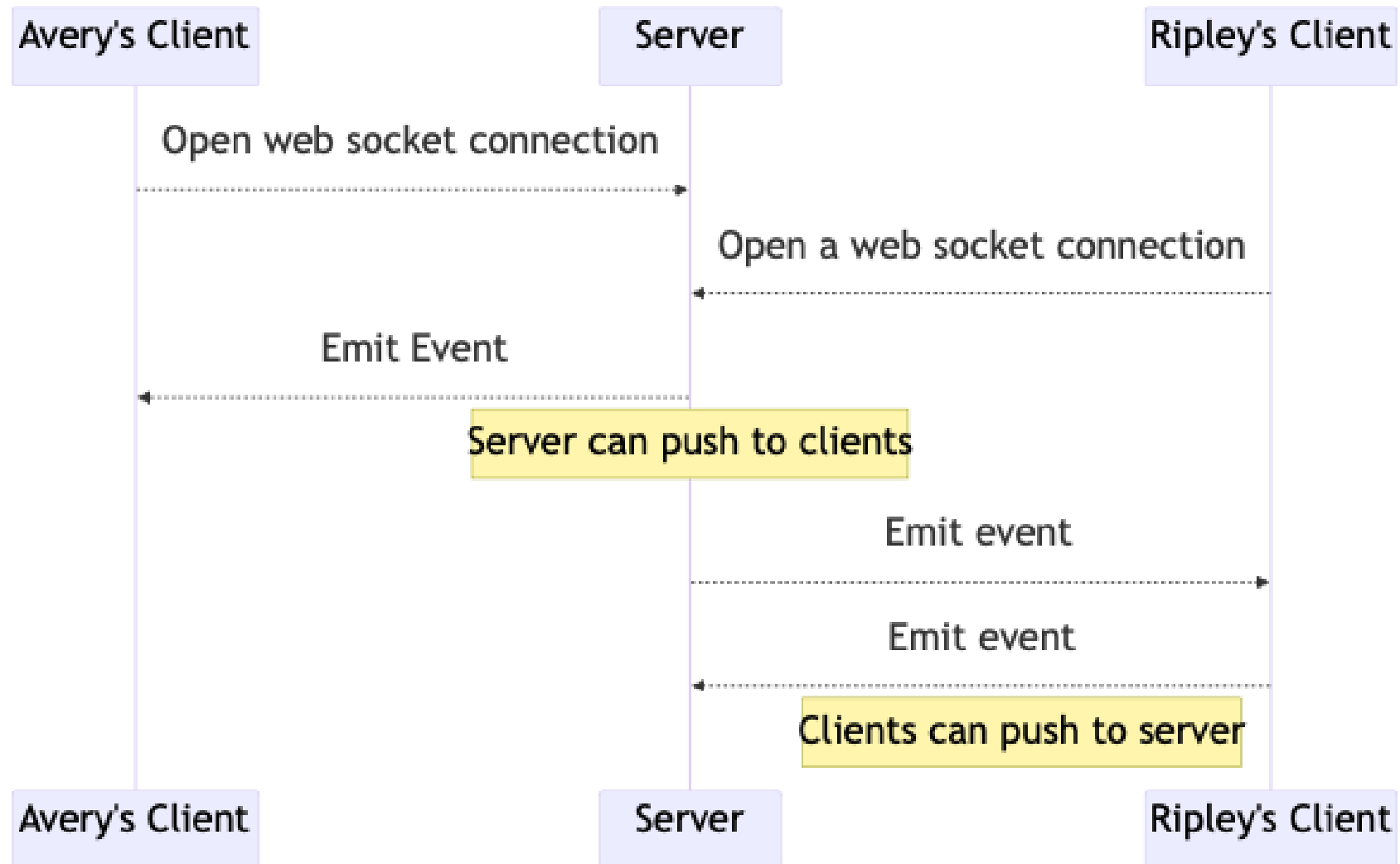
Learning Goals for this Lesson

- At the end of this lesson you should be able to
 - Explain the basic principles of the REST and WebSocket communication patterns
 - Compare the tradeoffs between REST and WebSockets
 - Construct a simple REST server using TSOA

WebSocket Basics

- Like the typed-emitter model, but clients may be remote processes.
- Event-based model. Not a request/response model
- Server maintains stateful connections to all clients
- Clients only know about the server, not other clients
- Server can broadcast to all clients, or push to a single one
- Client can push to server, server can push to client
- Can use this to implement more complex communication protocols

WebSockets



Socket.io provides a useful API for websockets.

- "WebSocket" is a low-level standard protocol
- [Socket.io](#) provides: automatic reconnection, broadcast rooms, typed emitters
- Hello world example with Socket.io (creating client and server not shown):

```
// Server side - when a connection comes in, we are passed a pointer to our side of the client's socket  
io.on('connection', (socket) => {  
  // Register an event listener when we receive a "hello" event from this client  
  socket.on('hello', (arg) => {  
    console.log(arg); // Will print 'world'  
  });  
});
```

```
// Client side - Once establishing a connection to the server, emit a "hello" event with the argument "world"  
socket.emit('hello', 'world');
```

Socket.IO uses the Typed Emitter Pattern

```
export type CoveyTownSocket = Socket<ServerToClientEvents, ClientToServerEvents>;
export interface ServerToClientEvents {
  playerMoved: (movedPlayer: Player) => void;
  playerDisconnect: (disconnectedPlayer: Player) => void;
  playerJoined: (newPlayer: Player) => void;
  initialize: (initialData: TownJoinResponse) => void;
  townSettingsUpdated: (update: TownSettingsUpdate) => void;
  townClosing: () => void;
  chatMessage: (message: ChatMessage) => void;
  interactableUpdate: (interactable: Interactable) => void;
  commandResponse: (response: InteractableCommandResponse) => void;
}

export interface ClientToServerEvents {
  chatMessage: (message: ChatMessage) => void;
  playerMovement: (movementData: PlayerLocation) => void;
  interactableUpdate: (update: Interactable) => void;
  interactableCommand: (command: InteractableCommand & InteractableCommandBase) => void;
}
```

CoveyTownSocket.d.ts

Listen for and emit events on client and server

```
//Client-side: register a listener for a "playerDisconnect" event  
this._socket.on('playerDisconnect', disconnectedPlayer => {  
  this._players = this.players.filter(eachPlayer => eachPlayer.id !== disconnectedPlayer.id);  
});
```

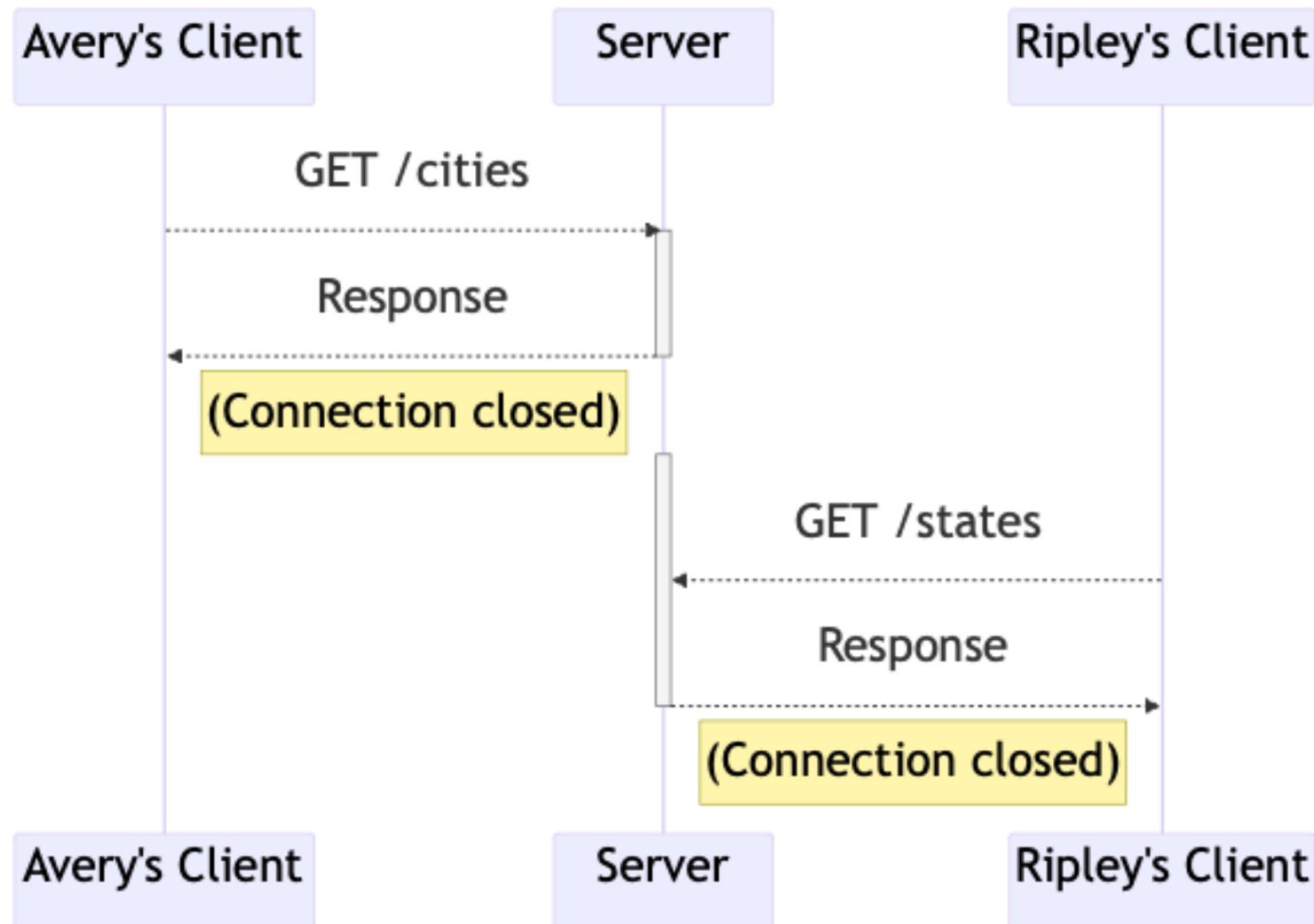
```
//Client-side: emit a chat message  
public emitChatMessage(message: ChatMessage) {  
  this._socket.emit('chatMessage', message);  
}
```

frontend/.../TownController.ts

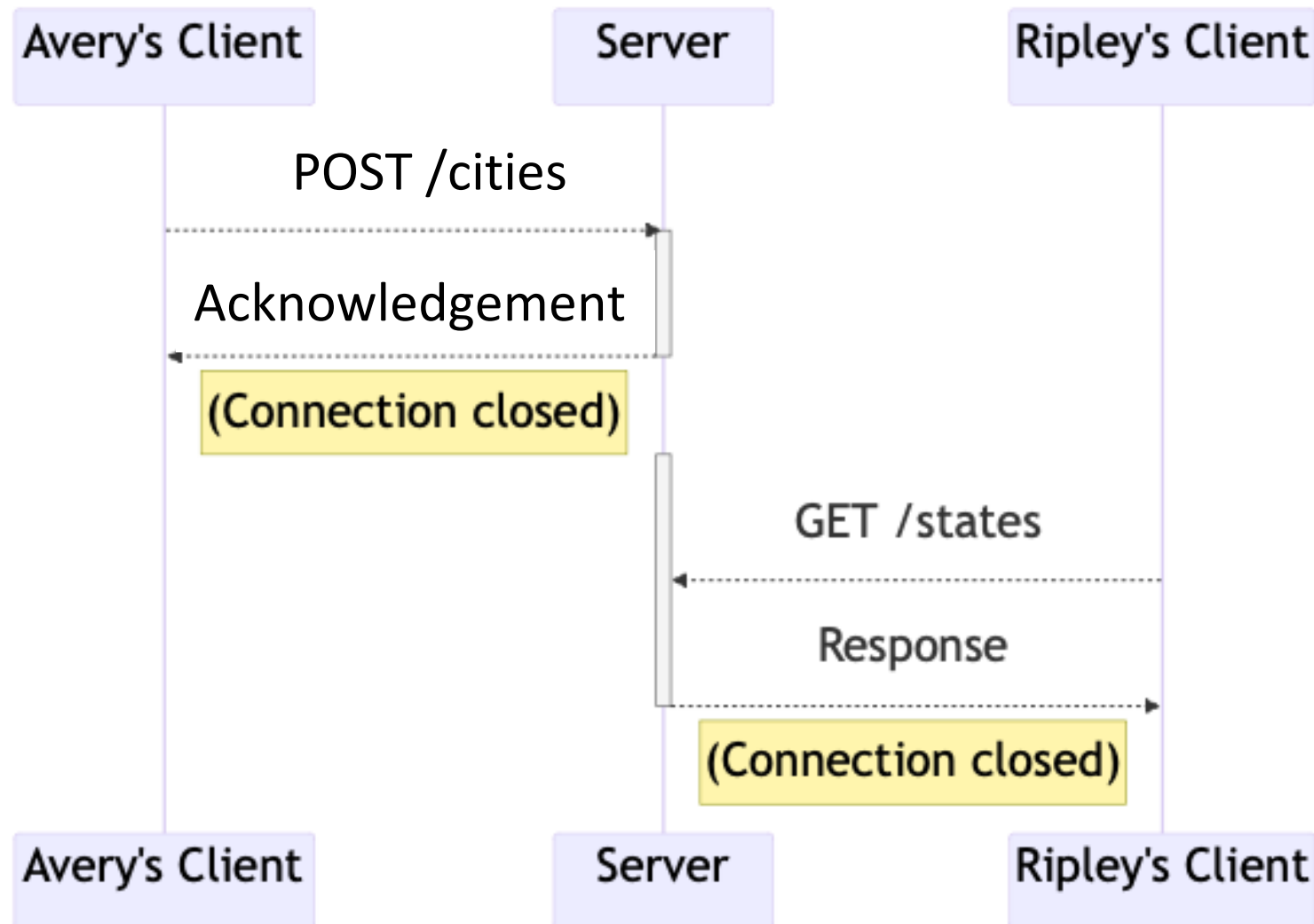
```
// Server-side, register a listener for "chatMessage" from a single player's socket.  
After receiving it, emit a chat message to every player in the town  
socket.on('chatMessage', (message: ChatMessage) => {  
  this._broadcastEmitter.emit('chatMessage', message);  
  this._chatMessages.push(message);  
  if (this._chatMessages.length > 200) {  
    this._chatMessages.shift();  
  }  
});
```

townService/.../Towns.ts

REST Can Implement Pull Pattern

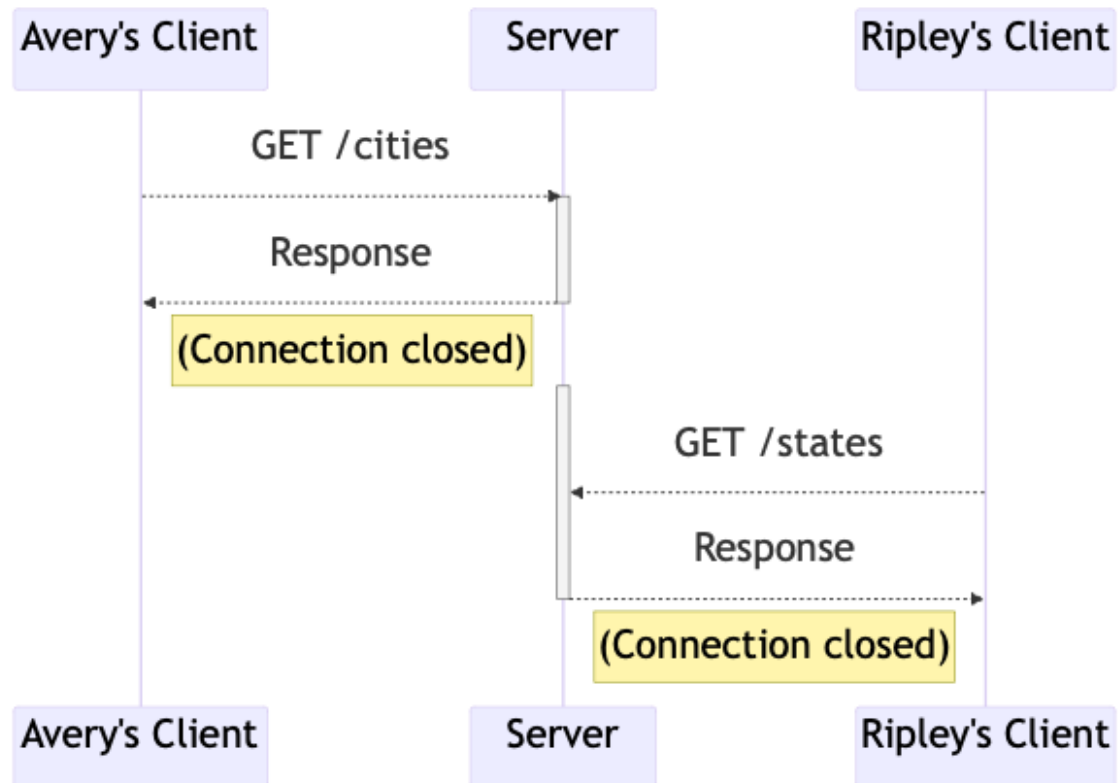


In REST, client can also push to server

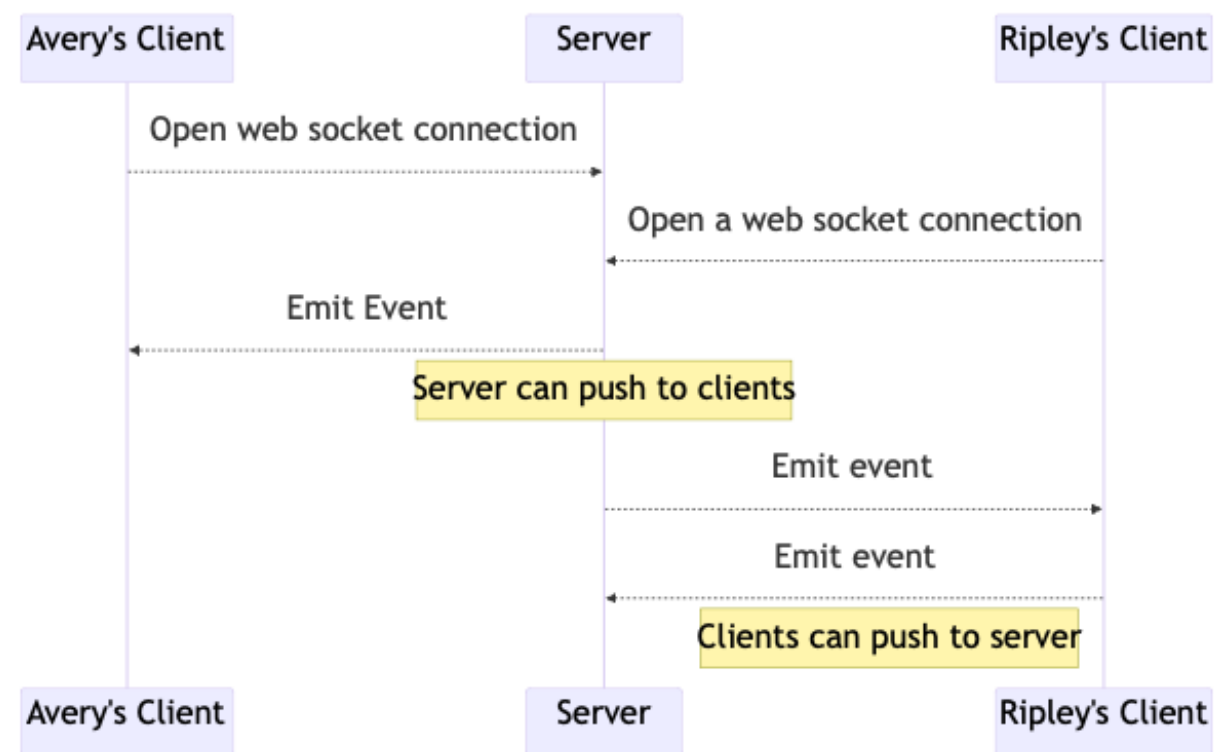


Compare REST and Web Sockets

REST

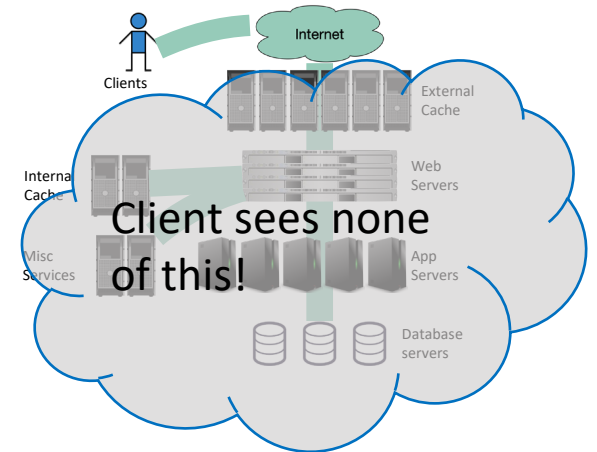


Web Sockets



REST Principles

- Single Server - As far as the client knows, there's just one
- Stateless - Each request contains enough information that a different server could process it
- Uniform Interface - Standard way to specify interface



Uniform Interface: URIs are nouns

- In a RESTful system, the server is visualized as a store of named resources (nouns), each of which has some data associated with it.
- A URI is a name for such a resource.

Examples

- Examples:

- `/cities/losangeles`
- `/transcripts/00345/graduate` (student 00345 has several transcripts in the system; this is the graduate one)

- Anti-examples:

- `/getCity/losangeles`
- `/getCitybyID/50654`
- `/Cities.php?id=50654`

We prefer plural nouns for toplevel resources, as you see here.

Useful heuristic: if you were keeping this data in a bunch of files, what would the directory structure look like? But you don't have to actually keep the data in that way.

Path parameters specify portions of the path to the resource

For example, your REST protocol might allow a path like

`/transcripts/00345/graduate`

In a REST protocol, this API might be described as

`/transcripts/:studentid/graduate`

`:studentid` is a path parameter, which is replaced by the value of the parameter

Query parameters allow named parameters

Example:

`/transcripts/graduate?lastname=covey&firstname=avery`

These are typically used to specify more flexible queries, or to embed information about the sender's state, eg

<https://calendar.google.com/calendar/u/0/r/month/2023/2/1?tab=mc&pli=1>

This URI combines path parameters for the month and date, and query parameters for the format (tab and pli).

You can also put parameters in the body.

- You can put additional parameters or information in the body, using any coding that you like. (We'll usually use JSON)
- You can also put parameters in the headers.
- TSOA gives tools for extracting all of these parameters
- Choose where to put parameters based on readability/copyability:
 - Path parameters provide a link to a resource
 - Query parameters modify how that resource is viewed/acted upon
 - Headers are transparent to users
 - Body parameters have unrestricted length

Uniform Interface:

Verbs are represented as http methods

- In REST, there are exactly four things you can do with a resource
- POST: requests that the server create a resource with a given value.
- GET: requests that the server respond with a representation of the resource
- PUT: requests that the server replace the value of the resource by the given value
- DELETE: requests that the server delete the resource

Example interface #1: a todo-list manager

- Resource: /todos
 - GET /todos - get list all of my todo items
 - POST /todos - create a new todo item (data in body; returns ID number of the new item)
- Resource: /todos/:todoItemID
 - :todoItemID is a path parameter
 - GET /todos/:todoItemID - fetch a single item by id
 - PUT /todos/:todoItemID - update a single item (new data in body)
 - DELETE /todos/:todoItemID - delete a single item

Example interface #2: the transcript database

POST /transcripts

- adds a new student to the database,
- returns an ID for this student.
- requires a body parameter 'name', url-encoded (eg name=avery)
- Multiple students may have the same name.

GET /transcripts/:ID

- returns transcript for student with given ID. Fails if no such student

DELETE /transcripts/:ID

- deletes transcript for student with the given ID, fails if no such student

POST /transcripts/:studentID/:courseNumber

- adds an entry in this student's transcript with given name and course.
- Requires a body parameter 'grade'.
- Fails if there is already an entry for this course in the student's transcript

GET /transcripts/:studentID/:courseNumber

- returns the student's grade in the specified course.
- Fails if student or course is missing.

GET /studentids?name=string

- returns list of IDs for student with the given name

Remember the heuristic:
if you were keeping this
data in a bunch of files,
what would the directory
structure look like?

Didn't seem to fit
the model, sorry

It would be better to have a machine-readable specification

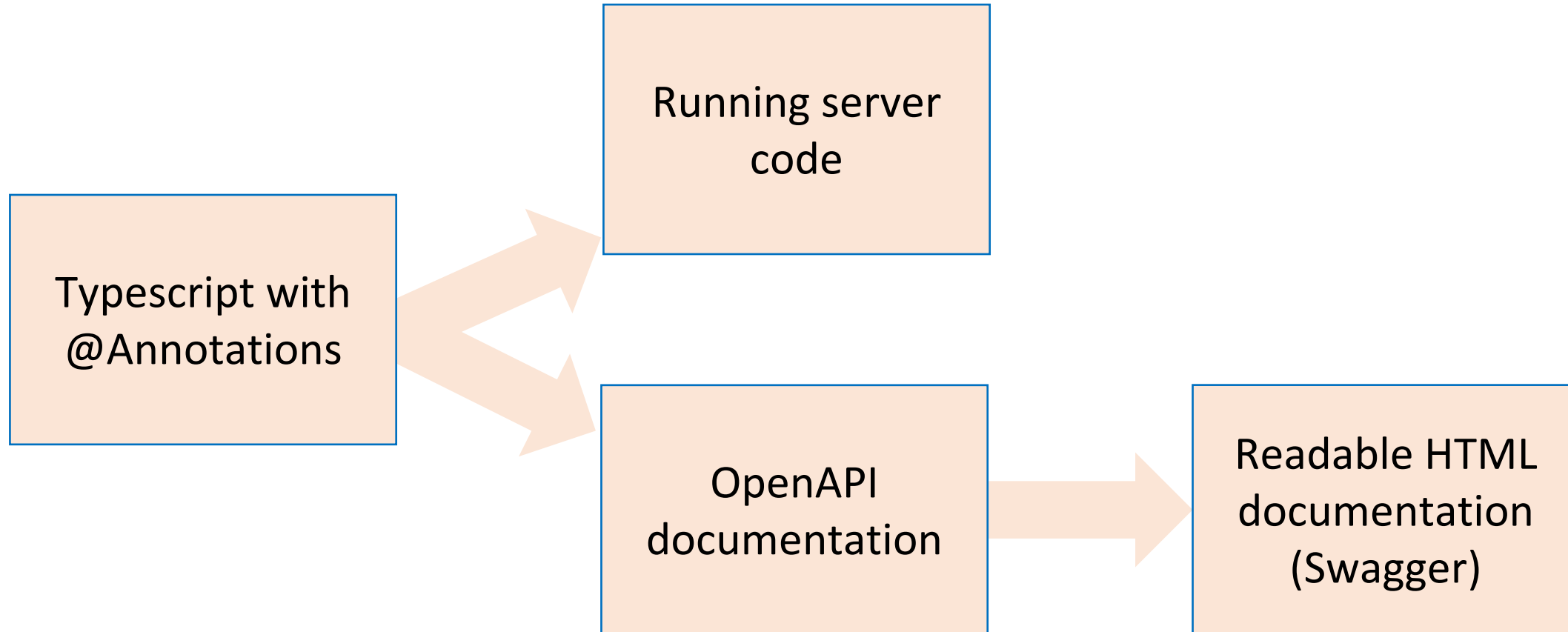
- The specification of the transcript API on the last slide is RESTful, but is not machine-readable
- A machine-readable specification is useful for:
 - Automatically generating client and server boilerplate, documentation, examples
 - Tracking how an API evolves over time
 - Ensuring that there are no misunderstandings

OpenAPI is a machine-readable specification language for REST

- Written in YAML
- Not really convenient for human use
- Better: use a tool!

```
/towns/{townID}/viewingArea:
post:
  operationId: CreateViewingArea
responses:
  '204':
    description: No content
  '400':
    description: Invalid values specified
content:
  application/json:
schema:
  $ref: '#/components/schemas/InvalidParametersError'
description: Creates a viewing area in a given town
tags:
  - towns
security: []
parameters:
  - description: ID of the town in which to create the new viewing area
in: path
name: townID
required: true
schema:
  type: string
  - description: |-
    session token of the player making the request, must
    match the session token returned when the player joined the town
in: header
name: X-Session-Token
required: true
schema:
  type: string
requestBody:
  description: The new viewing area to create
required: true
content:
  application/json:
schema:
  $ref: '#/components/schemas/ViewingArea'
description: The new viewing area to create
```

TSOA uses TS annotations to generate all the needed pieces



Sample annotated typescript (1)

```
@Route('towns')  
export class TownsController extends
```

This class defines methods that can be invoked on the base route /towns

```
/**  
 * Creates a viewing area in a given town  
 *  
 * @param townID ID of the town in which  
 * @param sessionToken session token of the user  
 * match the session token returned  
 * @param requestBody The new viewing area  
 *  
 * @throws InvalidParametersError if the  
 * viewing area could not be created  
 */
```

This method can be invoked by making a POST request to /towns/{townID}/viewingArea - where /towns was the base route for the class. {townID} is a path parameter

```
@Post('{townID}/viewingArea')  
@Response<InvalidParametersError>(400, 'Invalid values specified')  
public async createViewingArea(  
    @Path() townID: string,  
    @Header('X-Session-Token') sessionToken: string,  
    @Body() requestBody: ViewingArea,  
) { /** method body goes here */ }
```

In the event of an InvalidParametersError, the HTTP response will have the error status code "400"

Sample annotated typescript (2)

```
@Route('towns')  
export class TownsController extends
```

This class defines methods that can be invoked on the base route /towns

```
/**  
 * Creates a viewing area in a given town  
 *  
 * @param townID ID of the town in which  
 * @param sessionToken session token of the user  
 * match the session token returned by the server  
 * @param requestBody The new viewing area  
 *  
 * @throws InvalidParametersError if the  
 * viewing area could not be created  
 */
```

This method can be invoked by making a POST request to /towns/{townID}/viewingArea - where /towns was the base route for the controller and {townID} is a path parameter

```
@Post('{townID}/viewingArea')  
@Response<InvalidParametersError>(400, 'Invalid values specified')  
public async createViewingArea(  
    @Path() townID: string,  
    @Header('X-Session-Token') sessionToken: string,  
    @Body() requestBody: ViewingArea,  
) { /** method body goes here */ }
```

The townID parameter to the method will come from the corresponding Path parameter of the URI.

The "sessionToken" parameter will come from an HTTP header called "X-Session-Token"

The requestBody parameter will come from the body of the HTTP request

Sample generated HTML (“Swagger”)

POST

/towns/{townID}
/viewingArea

^

Creates a viewing area in a given town

Parameters

Try it out

Name	Description
townID <small>★ required</small> string (path)	ID of the town in which to create the new viewing area
X-Session-Token <small>★ required</small> string (header)	session token of the player making the request, must match the session token returned when the player joined the town

Request body required

application/json ▼

The new viewing area to create

Example Value | Schema

```
{  
  "id": "string",  
  "video": "string",  
  "isPlaying": true,  
  "elapsedTimeSec": 0  
}
```

Swagger in the wild

National Park Service

[Base URL: `developer.nps.gov/api/v1`]

This API is designed to provide authoritative National Park Service (NPS) data and content about parks and their facilities, events, news, alerts, and more. Explore the NPS API below and even try to make API calls. In order to try an API call, you'll need to click on the "Authorize" button below and add your API key. If you don't have an API key yet, visit our [Get Started page](#).

Schemes

HTTPS ▾

Authorize 

activities Retrieve categories of activities (astronomy, hiking, wildlife watching, etc.) possible in national parks. ▾

GET

/activities



activities/parks Retrieve national parks that are related to particular categories of activity (astronomy, hiking, wildlife watching, etc.). ▾

GET

/activities/parks



alerts Retrieve alerts (danger, closure, caution, and information) posted by parks. ▾

GET

/alerts



Learning Goals for this Lesson

- At the end of this lesson you should be able to
 - Explain the basic principles of the REST and WebSocket communication patterns
 - Compare the tradeoffs between REST and WebSockets
 - Construct a simple REST server using TSOA