

Ph.D. Dissertation







Why talk about REST?

Because

REST

has become a

BUZZWORD

There's nothing particularly wrong with that... unless you happen to be me... or working with me



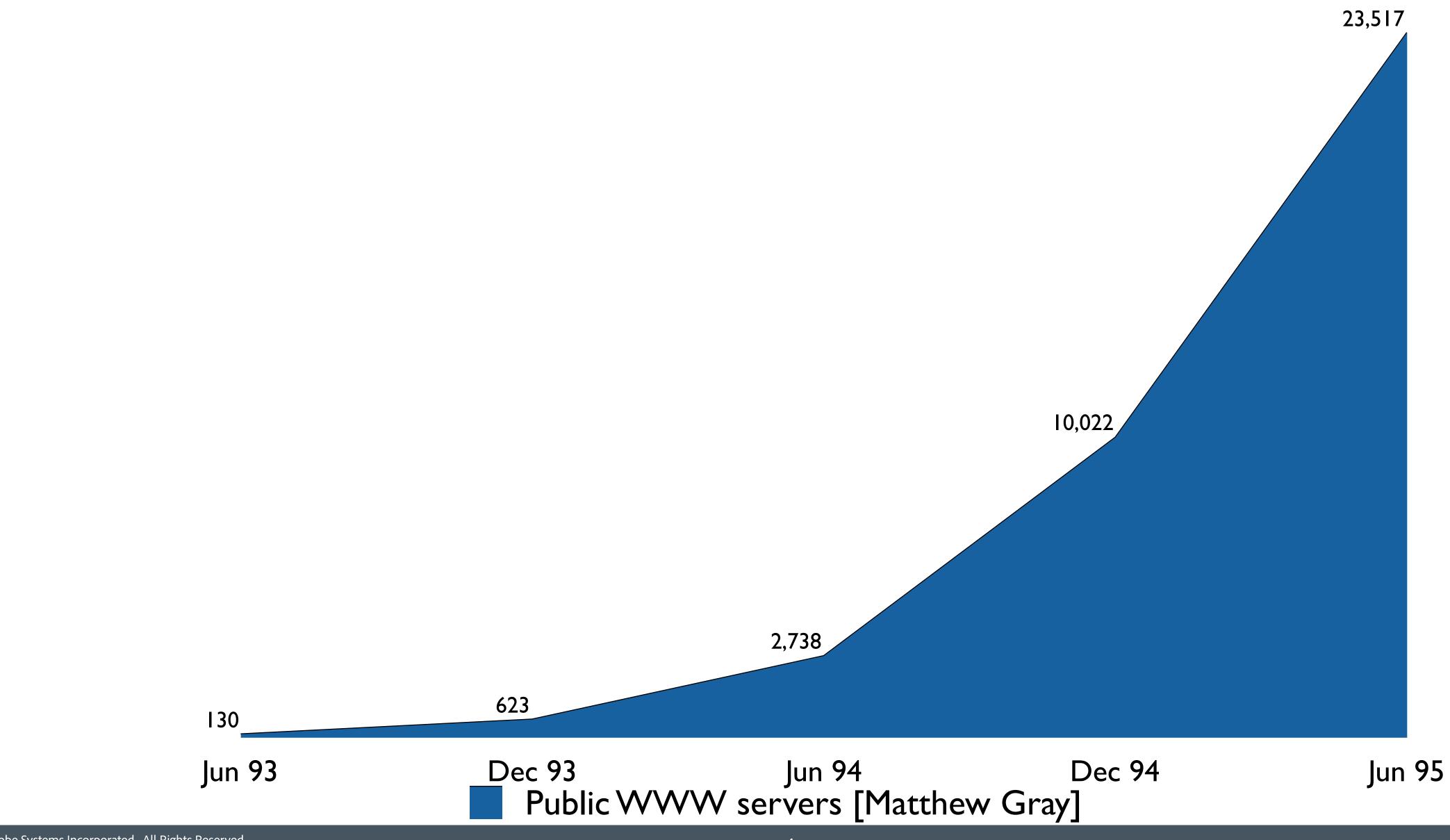
 Roy Fielding looked at the Web and saw that it was good

Representational State Transfer (REST) is a style of software architecture for distributed hypermedia systems such as the World Wide Web

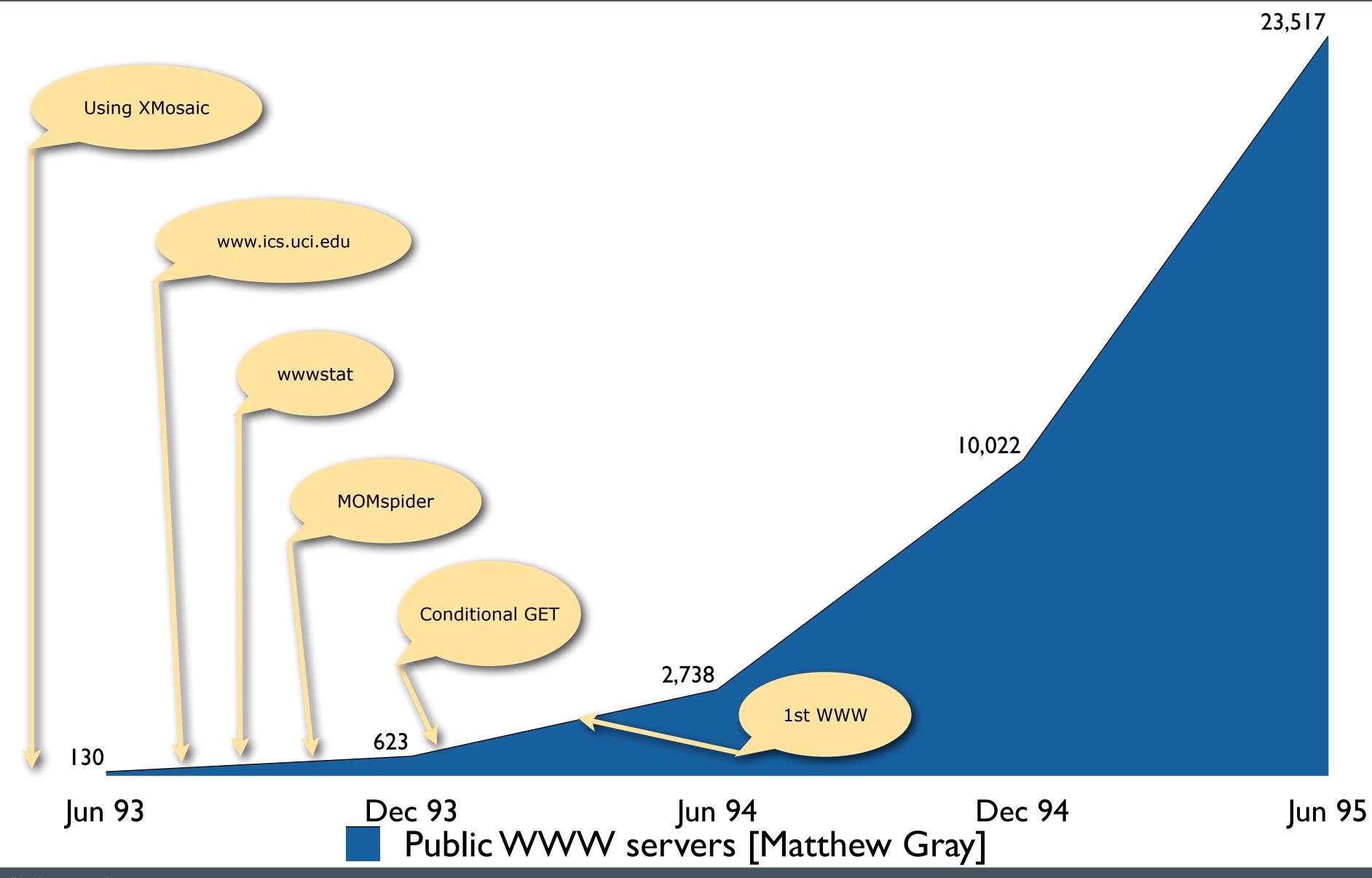
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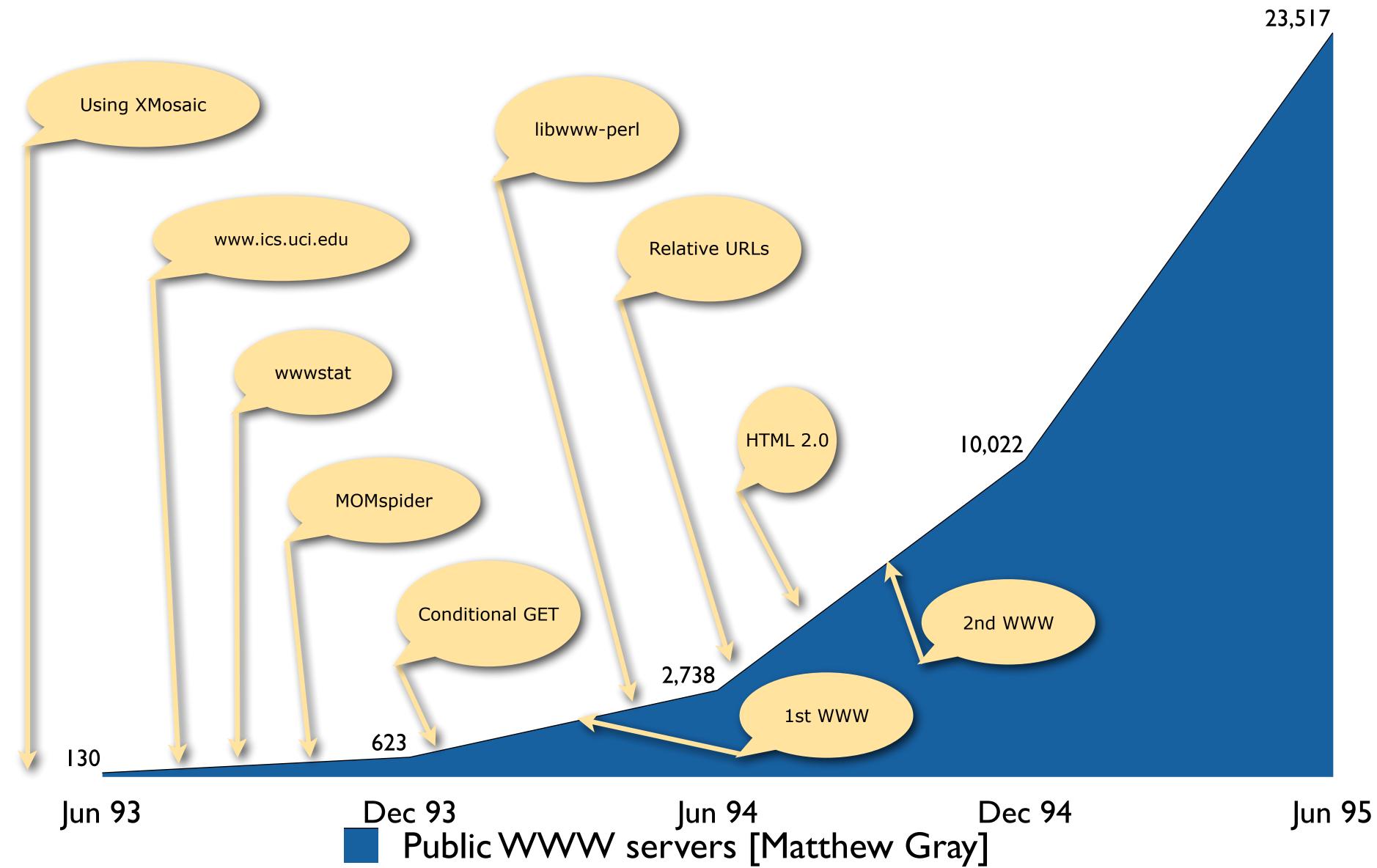






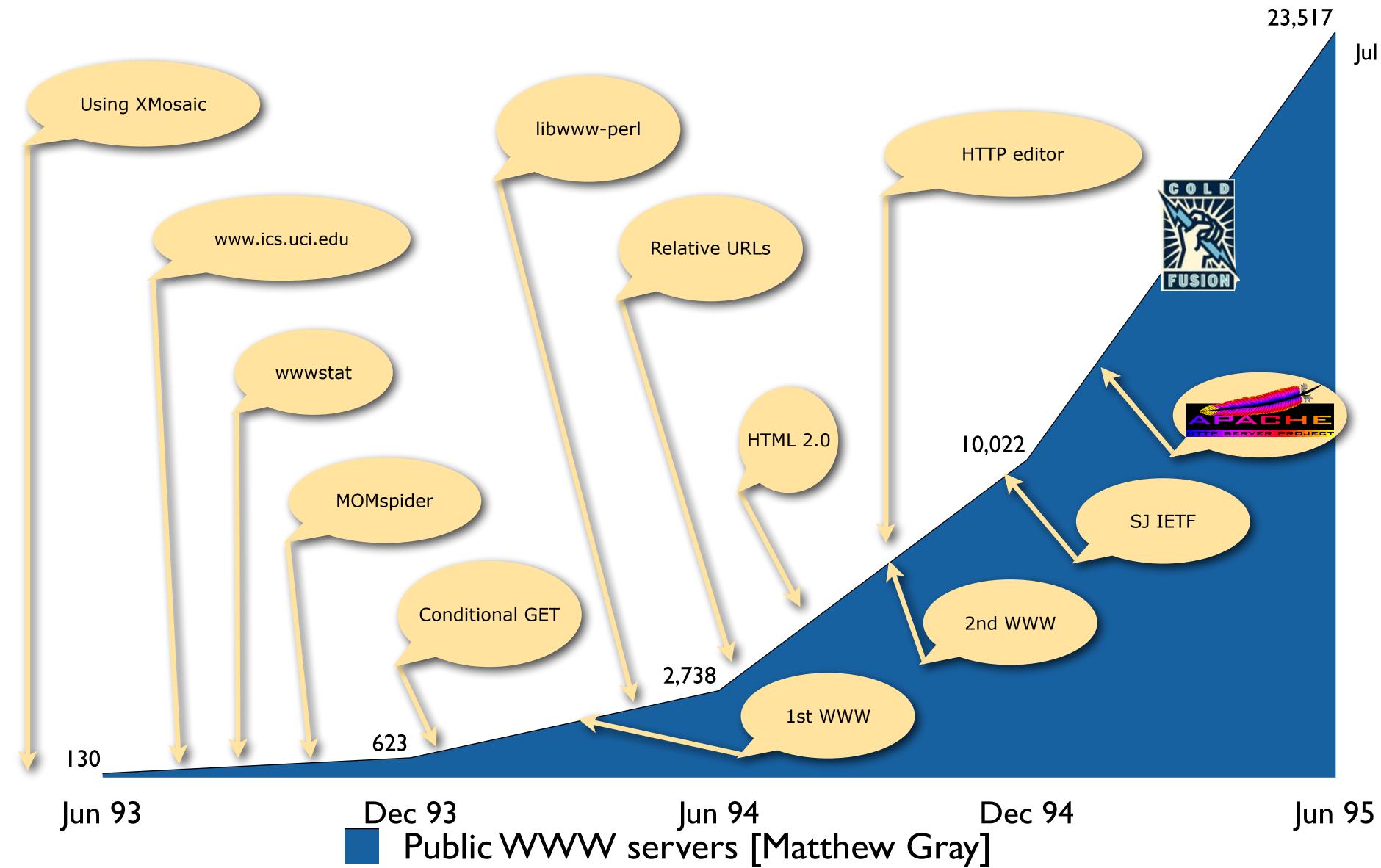


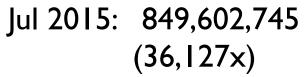














We all know about REST in ColdFusion, right?

Adobe ColdFusion Documentation [Sep 2014]:

ColdFusion 10 lets you create and publish REST (Representational State Transfer) services that can be consumed by clients over HTTP/HTTPS request.

What is REST

The following URL takes you to the Java Tutorial that provides conceptual information on REST: http://download.oracle.com/javaee/6/tutorial/doc/gijqy.html







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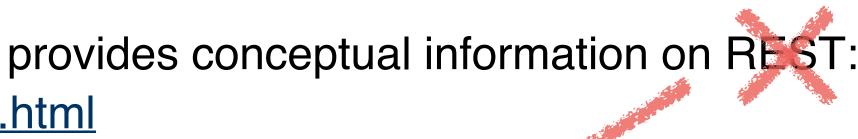
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JAX-RS (Jersey) Java API for RESTful Web Services







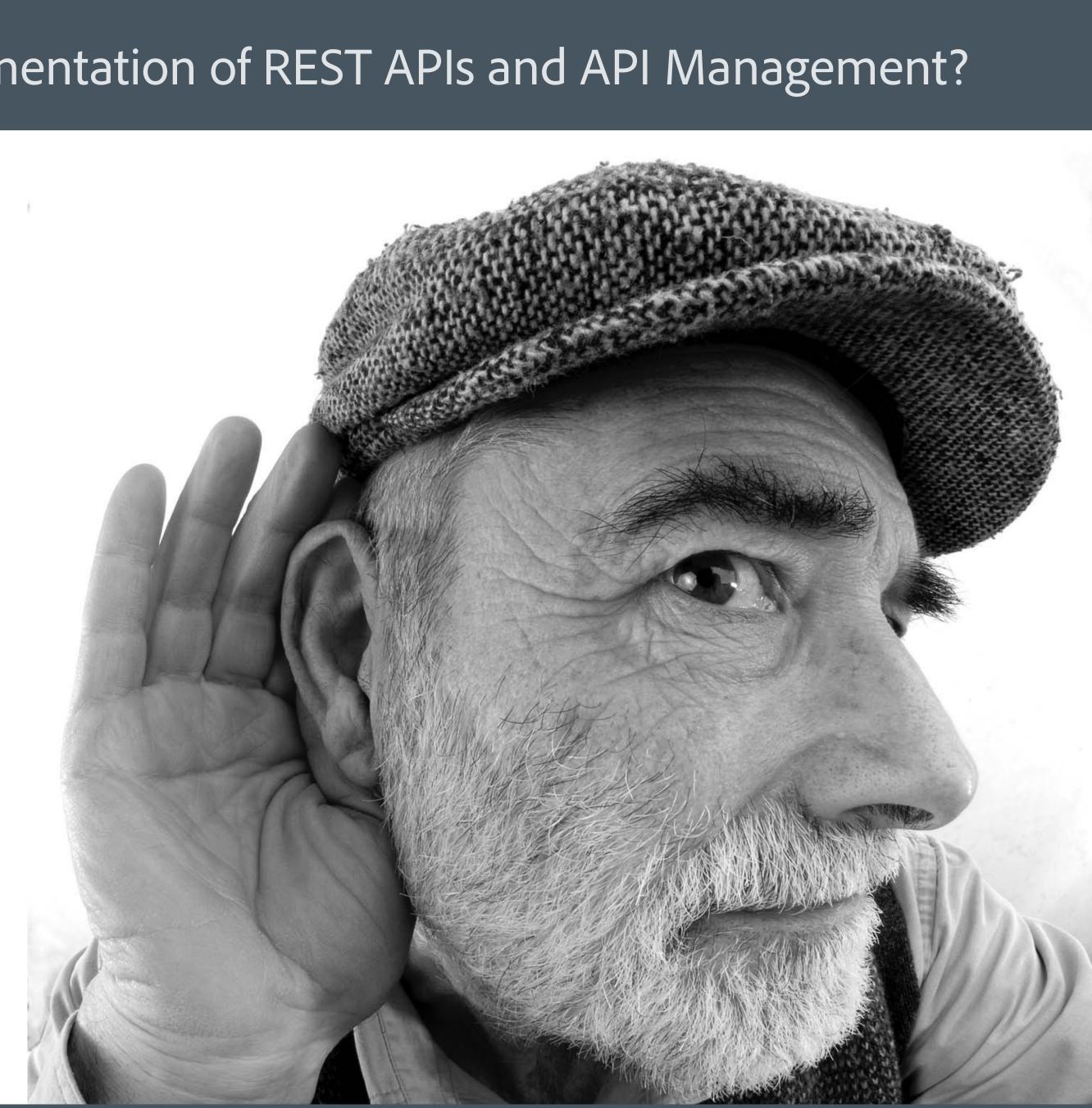




Am I going to talk about ColdFusion's implementation of REST APIs and API Management?

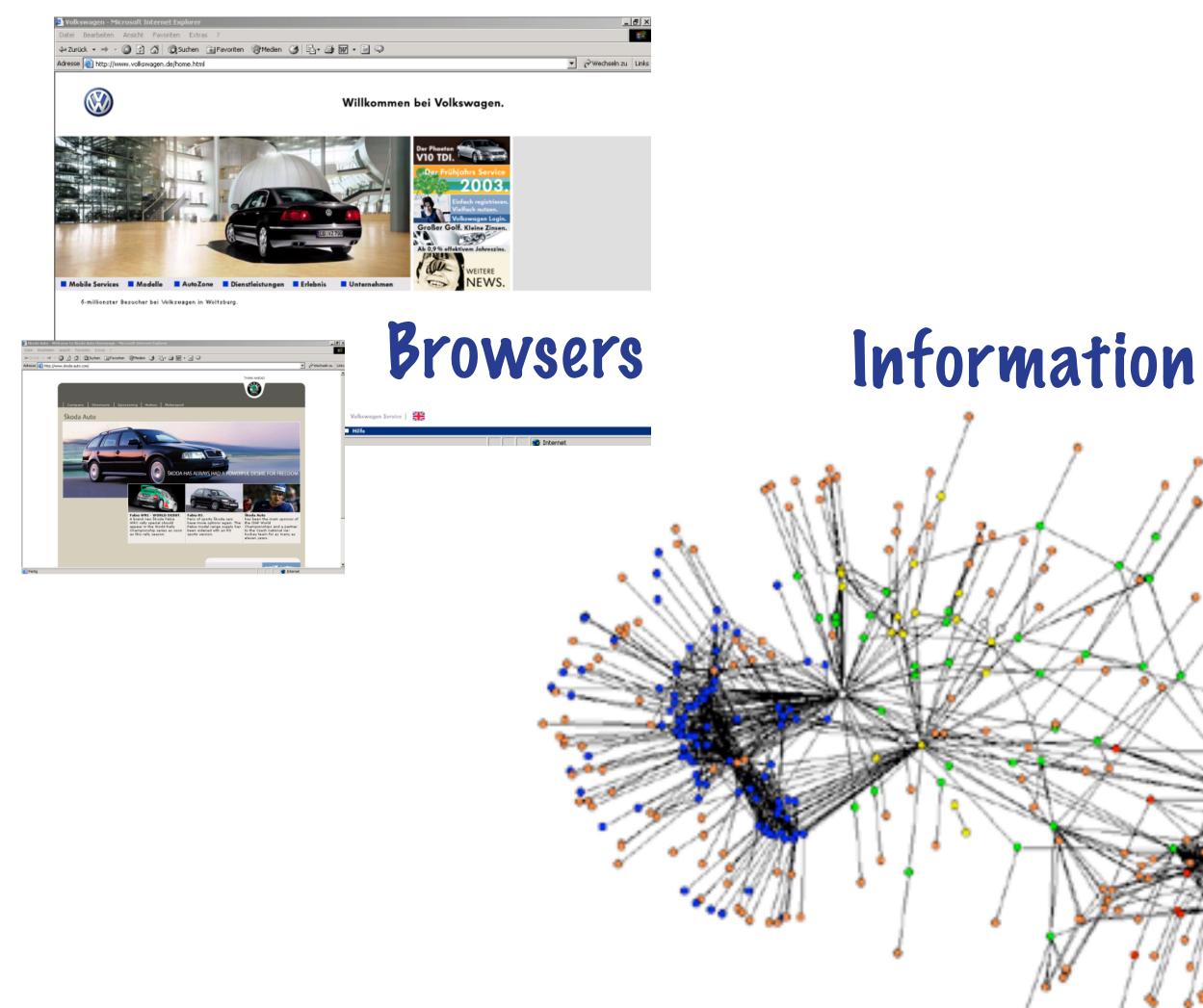
No,

is NOT an implementation





Three (very different) perspectives of the Web





W3C*

HTML 4.01 Specification

W3C Recommendation 24 December 1999

This version:

- http://www.w3.org/TR/1999/REC-html401-19991224 [405Kb], gzip'ed Postscript file [746Kb, 389 pages], gzip'ed PDF file [963Kb]) Latest version of HTML 4.01: (plain text [794Kb], gzip'ed tar archive of HTML files [371Kb], a .zip archive of HTML files
- Latest version of HTML 4: http://www.w3.org
- Latest version of HTML:
- http://www.w3.org/TR/html Previous version of HTML 4.01:
- PR-html40-19990824 Previous HTML 4 Recommendation:
- http://www.w3.org/TR/1998/REC-html40-19980424 Editors: Dave Raggett <dsr@w3.org>
- Arnaud Le Hors, W3C lan Jacobs, W3C

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HTML 4 is an SGML application conforming to International Stan.a Copyright Notice Generalized Markup Language [ISO8879].



etwork working group equest for Comments: 2068 ategory: Standards Track



Hypertext Transfer Protocol -- HTTP/1.1

Status of this Memo

T. Berners-Lee

Adobe Systems

January 2005

nis document specifies an Internet standards track protocol for the Internet community, and requests vements. Please refer to the current edition of the "Internet Official

W3C/MIT R. Fielding Day Software L. Masinter

in application-level protocol for distributed, collaborative, neric, stateless, object-oriented protocol which can be used for uted object management systems, through extension of its yping and negotiation of data representation, allowing system

de Web global information initiative since 1990. This specification

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Network Working Group Request for Comments: 3986

Category: Standards Track

STD: 66

Updates: 1738

Obsoletes: 2732, 2396, 1808

Abstract

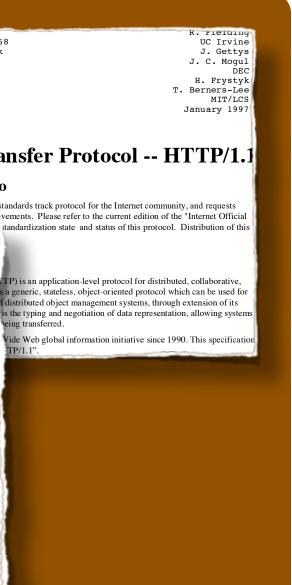
A Uniform Resource Identifier (URI) is a compact sequence of characters that identifies an abstract or physical resource. This specification defines the generic URI syntax and a process for resolving URI references that might be in relative form, along with guidelines and security considerations for the use of VRIs on the Internet. The URI syntax defines a grammar that is a superset of all valid URIs, allowing an implementation to parse the common components of a URI reference without knowing the scheme-specific requirements of every possible identifier. This specification does not define a generative grammar for URIs; that task is performed by the individual specifications of each URI achieved. cheme

Uniform Resource Identifier (URI):

Generic Syntax

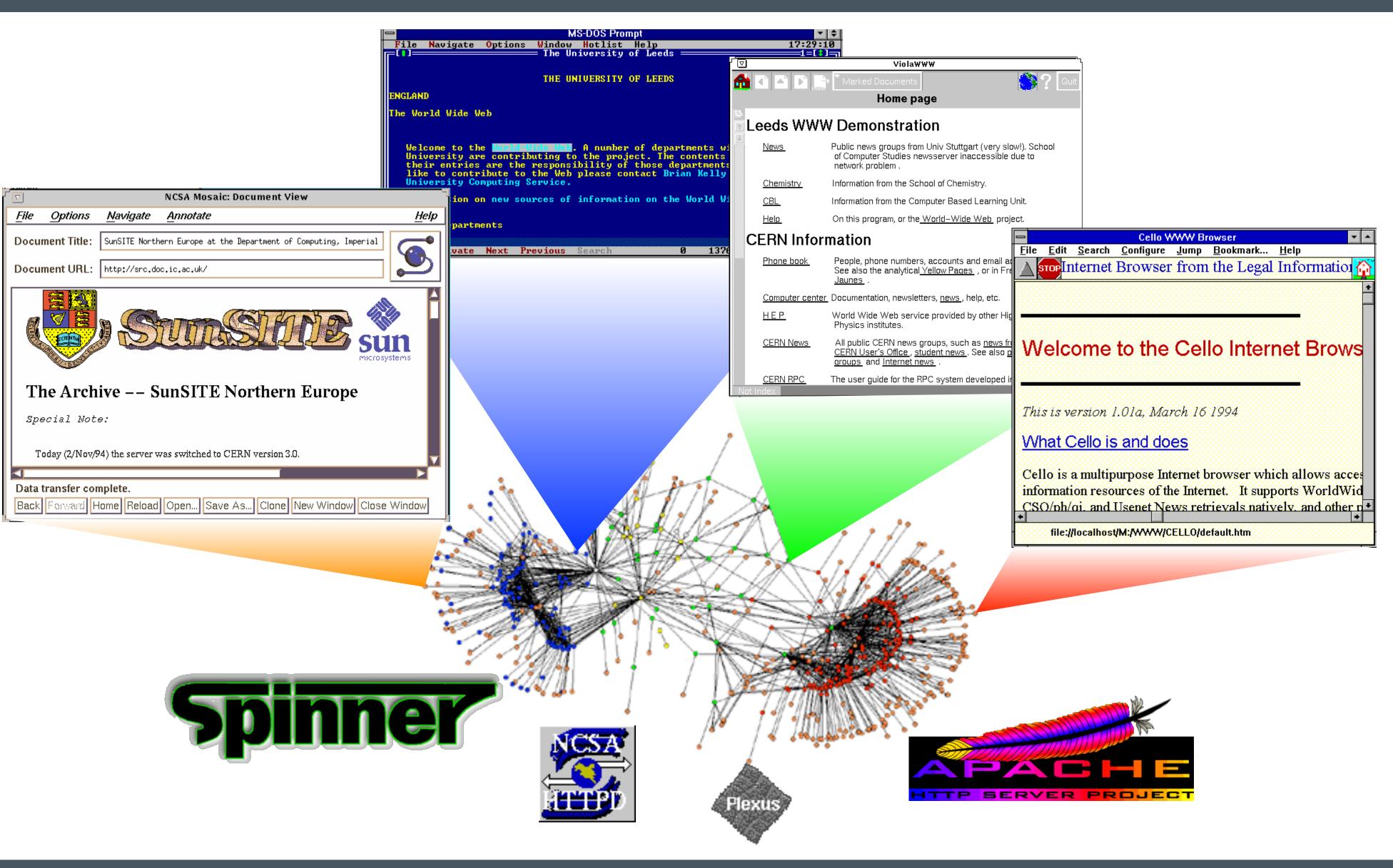
This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state

and status of this protocol. Distribution of this memo is unlimited



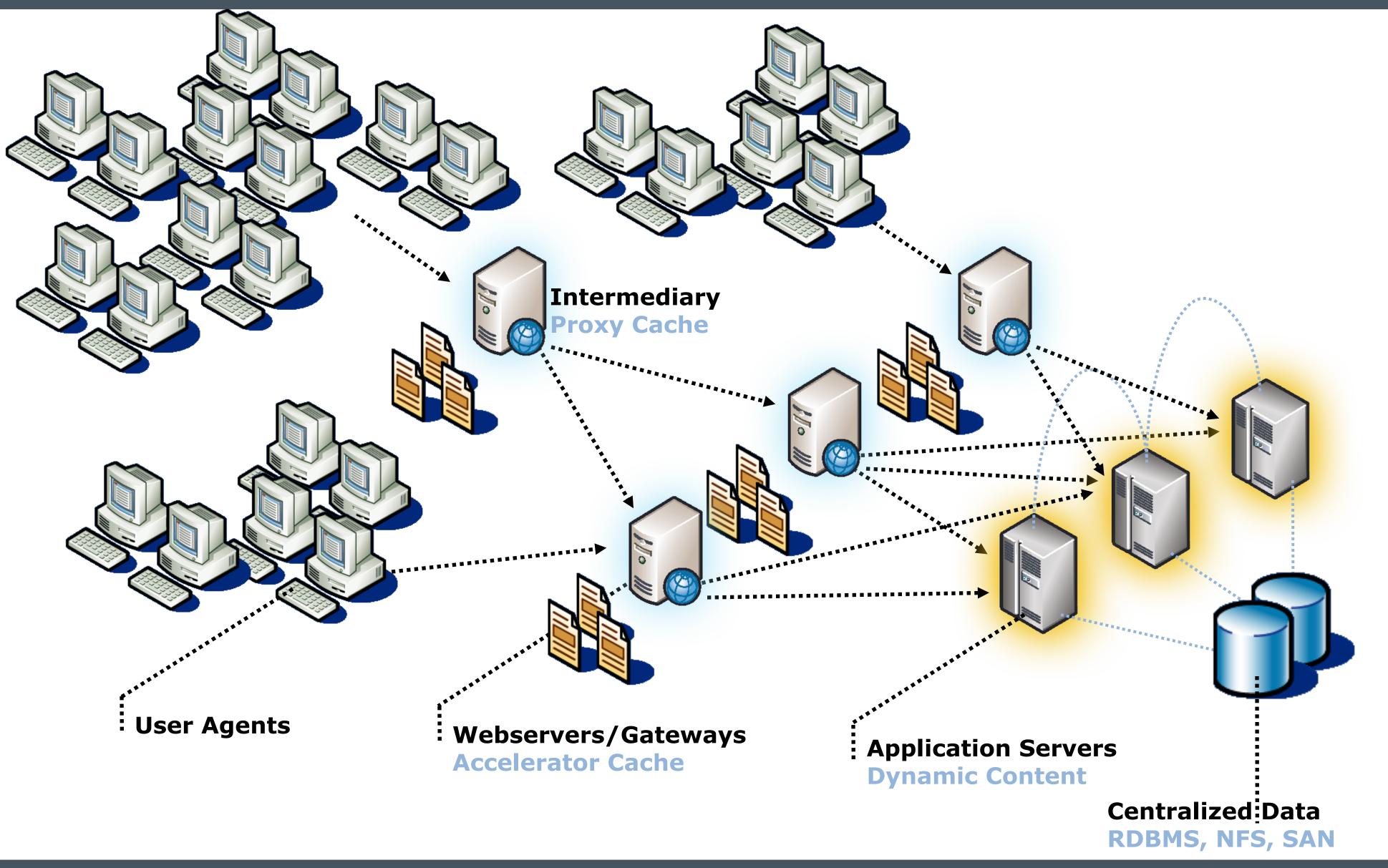


Web Implementation (user view)





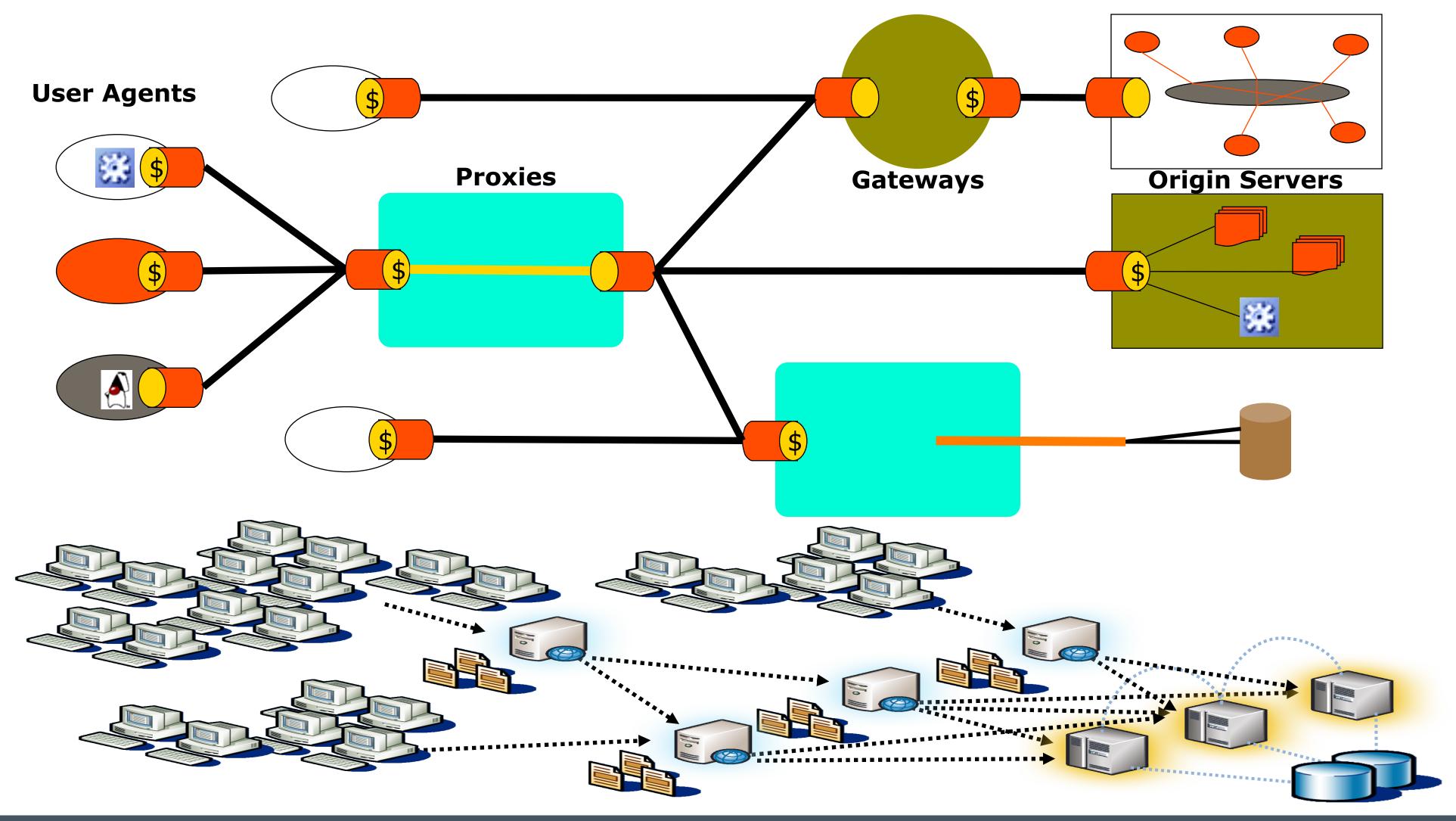
Web Implementation (origin view)





Web Architecture

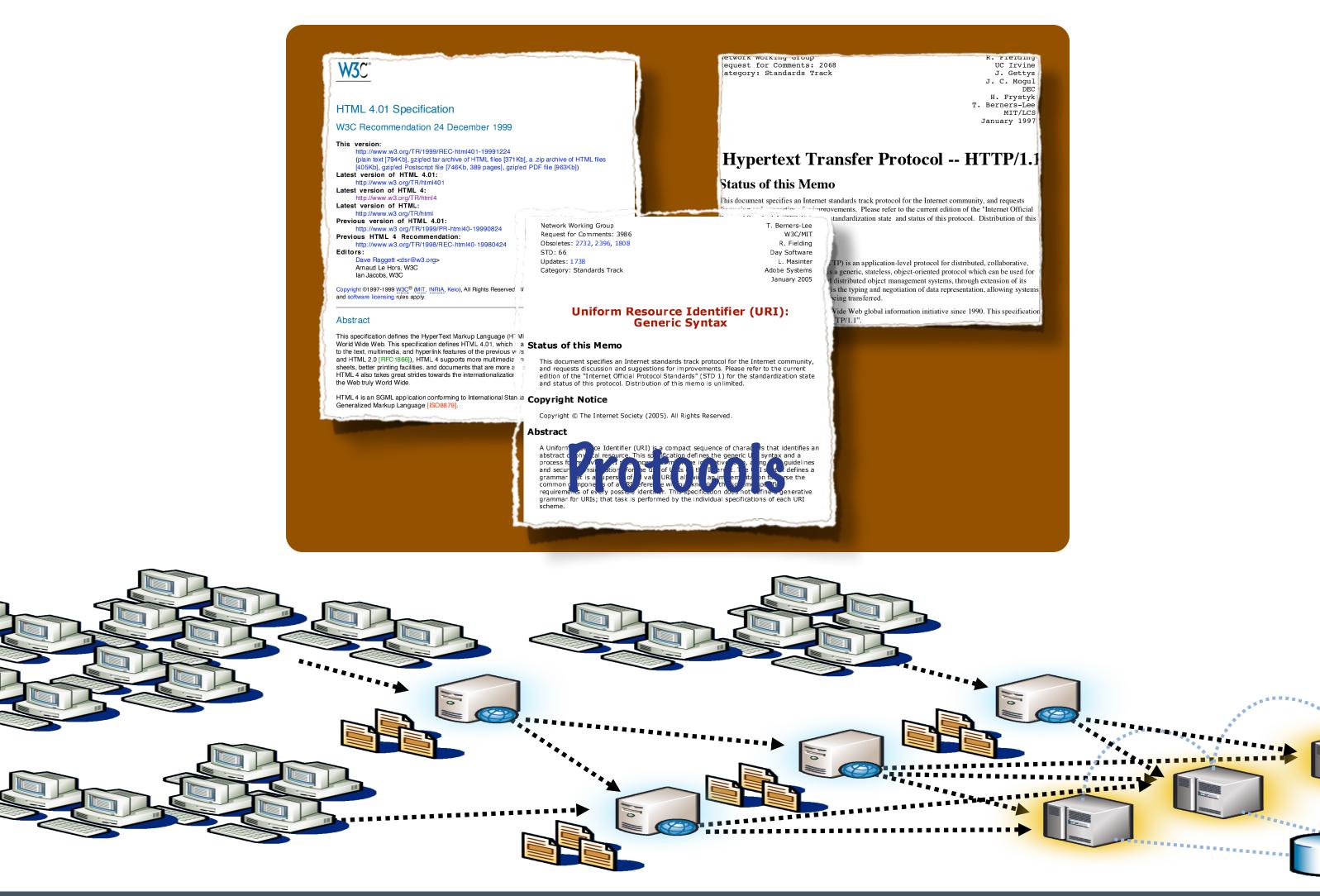
Architecture is a vertical abstraction on implementation





Web Architecture

Web protocols define that vertical abstraction on implementation





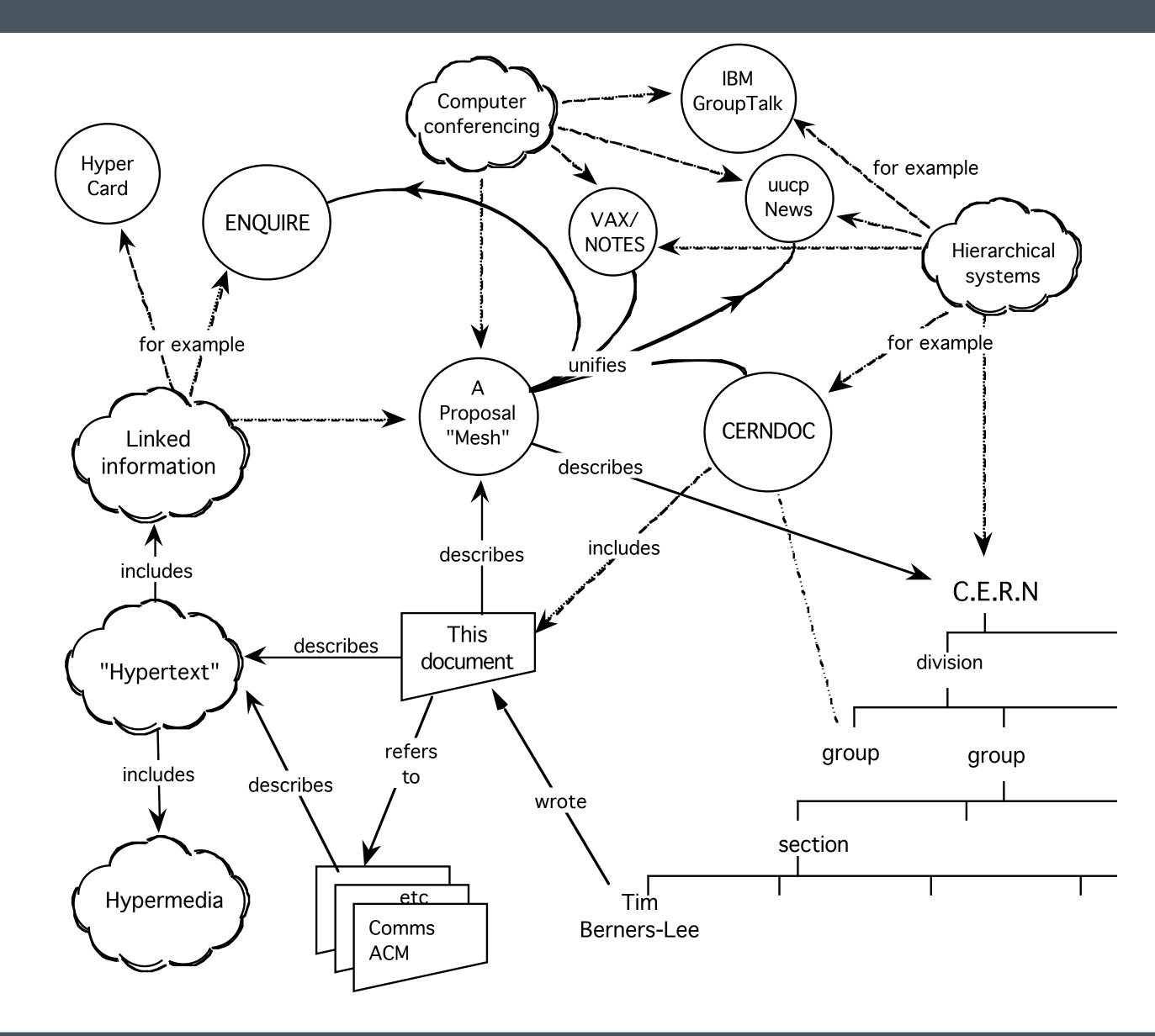
So, is REST the Web Architecture?

No,

REST is NOT an architecture!



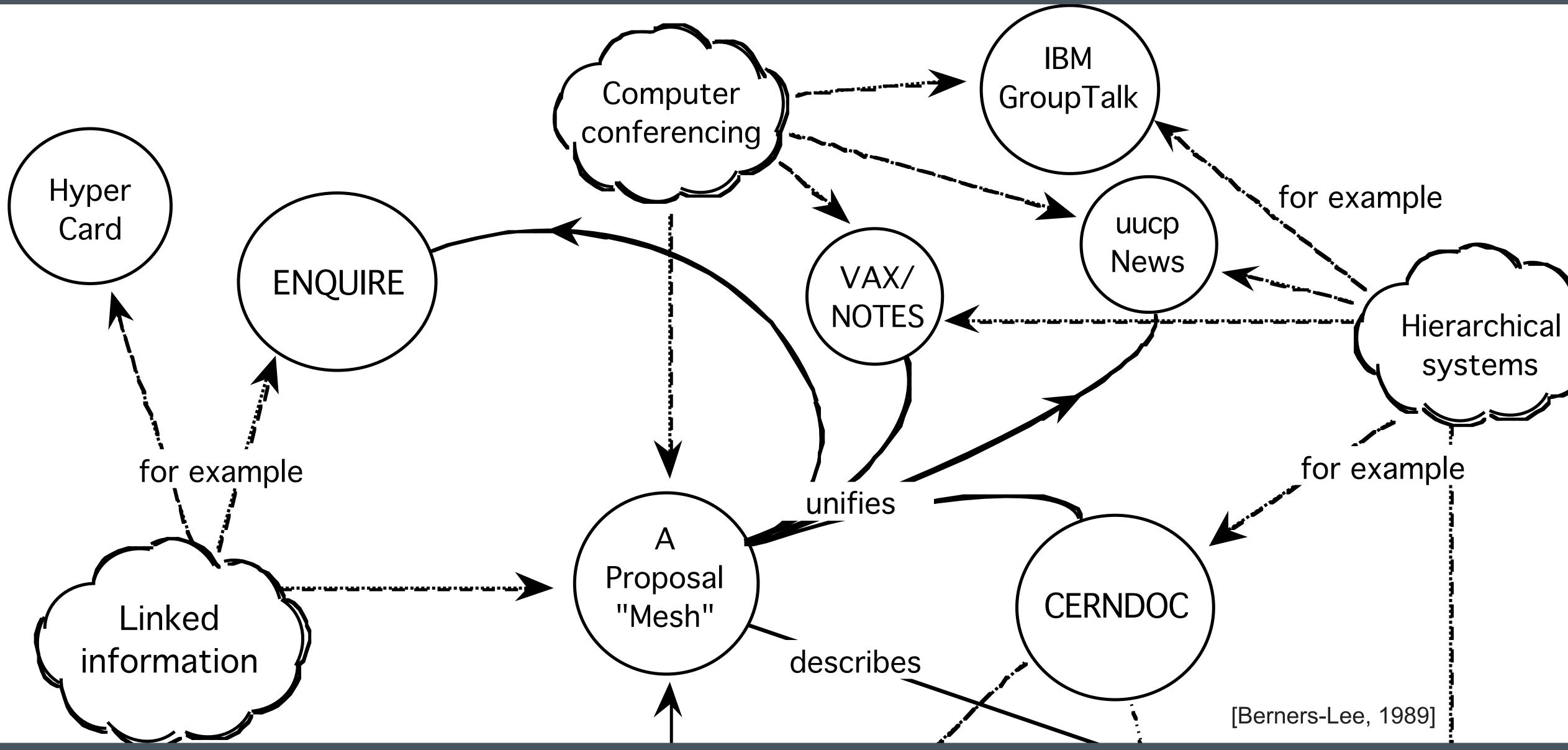
Original proposal for the World Wide Web



[Berners-Lee, 1989]



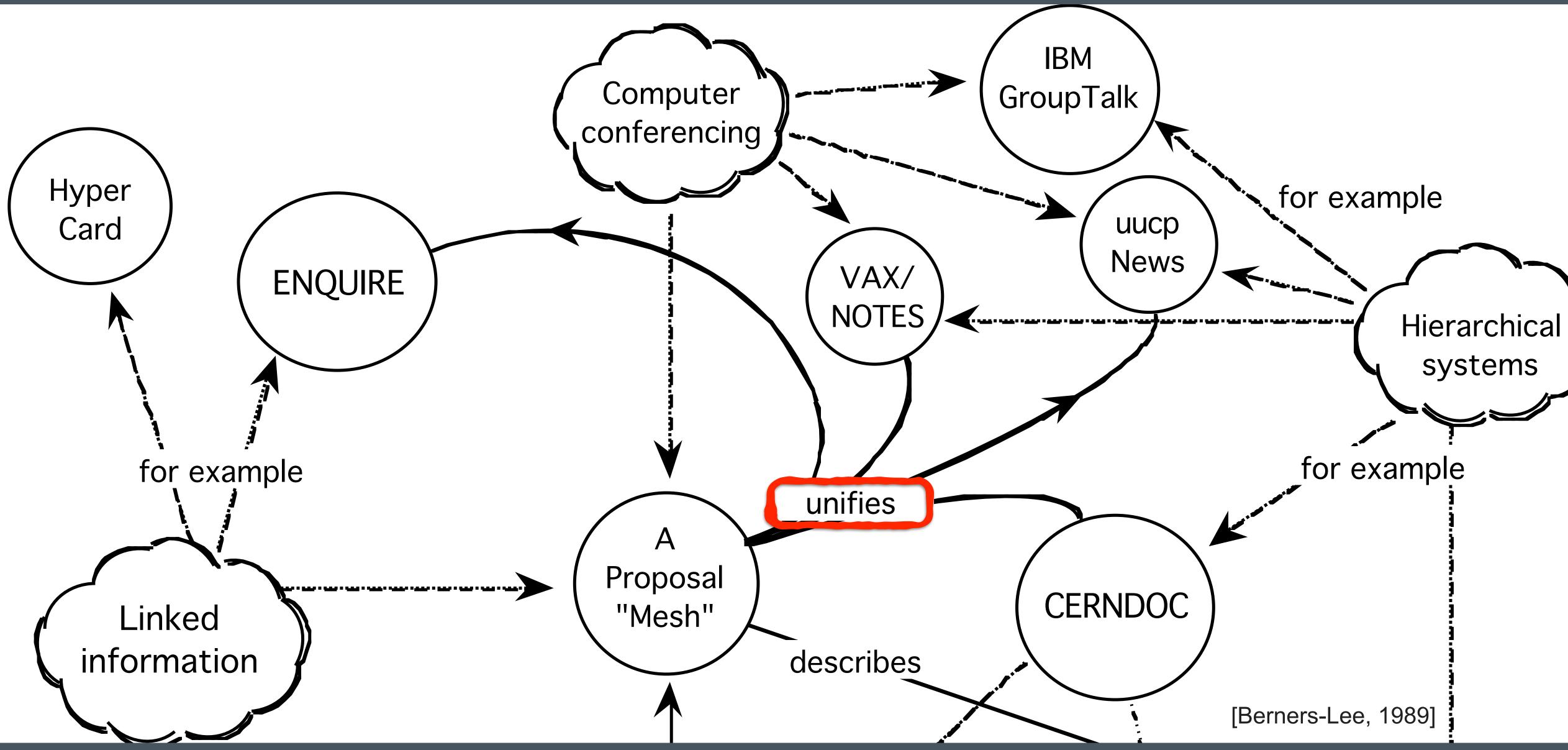
The Web is an application integration system



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The Web is an application integration system



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- Application
- short for "applying a computer to accomplish a given purpose"
- examples: finding a document, managing a bank account, or buying a travel ticket
- Network-based operating over the network with full knowledge of the user • i.e., unlike distributed, which intentionally hides the network



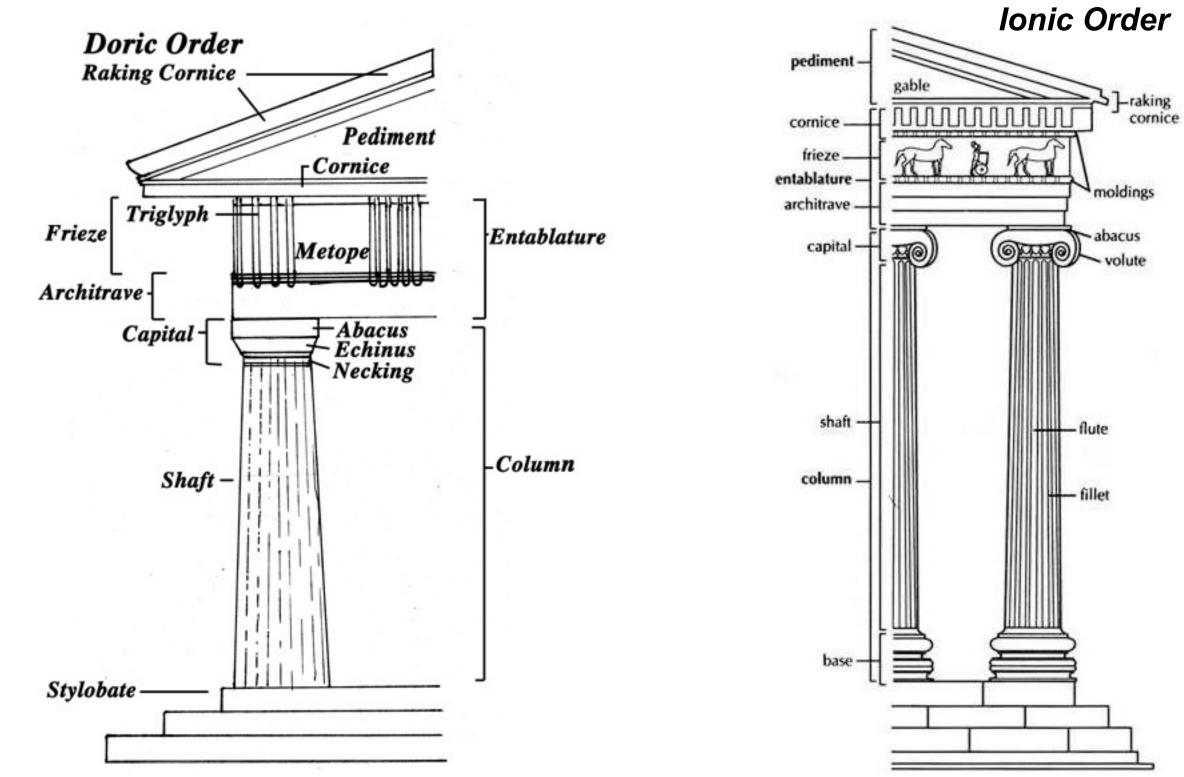
Architectural Styles

• A horizontal abstraction across multiple architectures (vertical abstractions)

- names a repeated architectural pattern
- defined by its design constraints
- chosen for the properties they induce

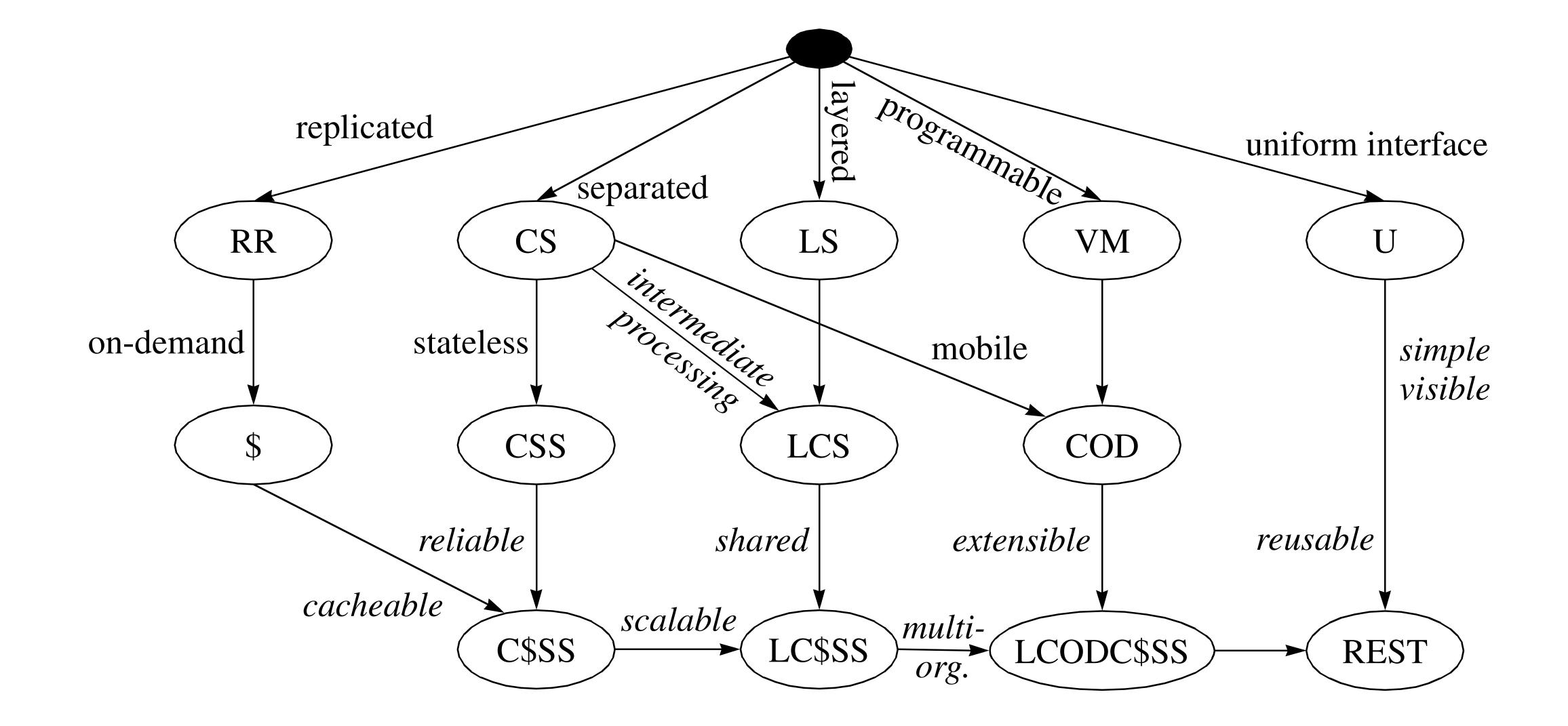
REST is an architectural style

- for network-based applications
- to induce a specific set of architectural properties
- desired for the World Wide Web





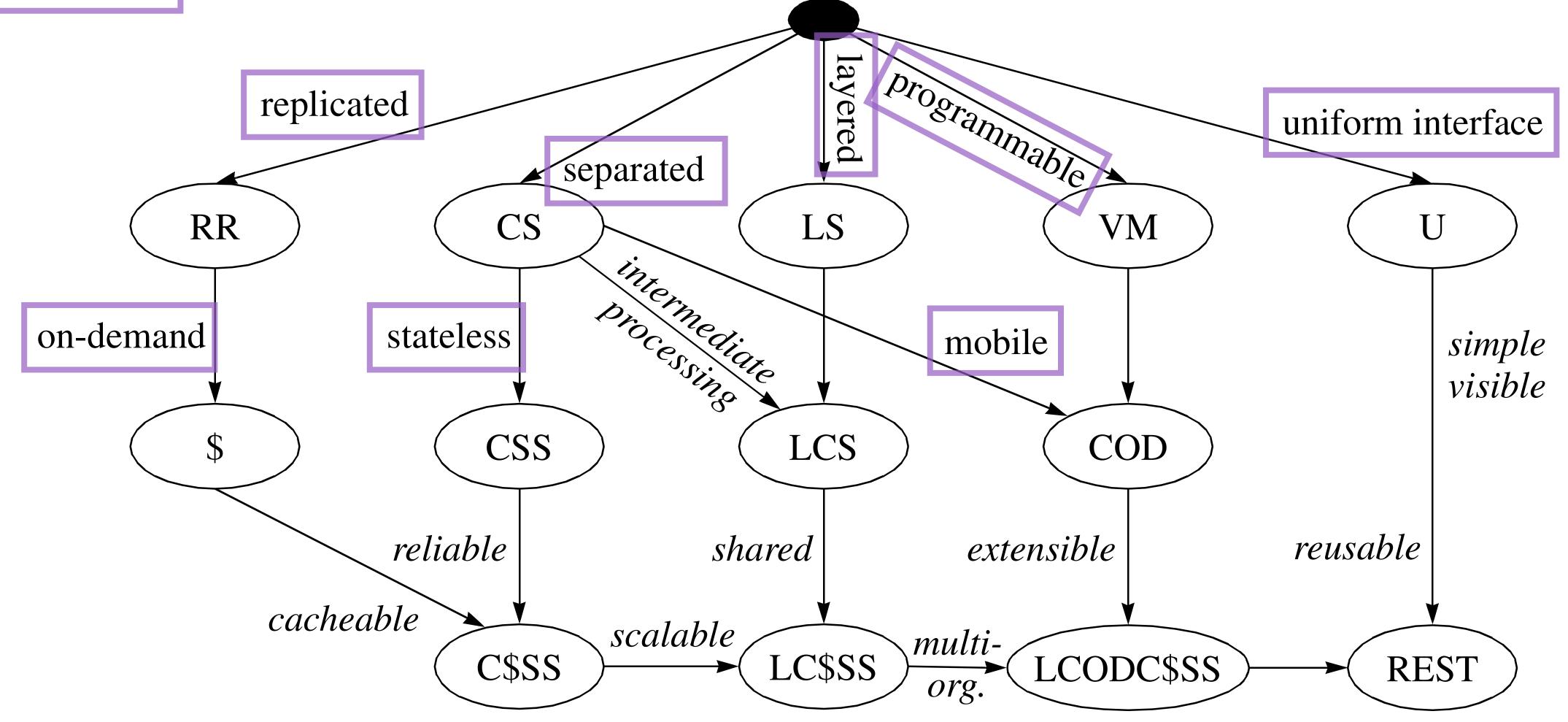
REST is an accumulation of design constraints that induce architectural properties





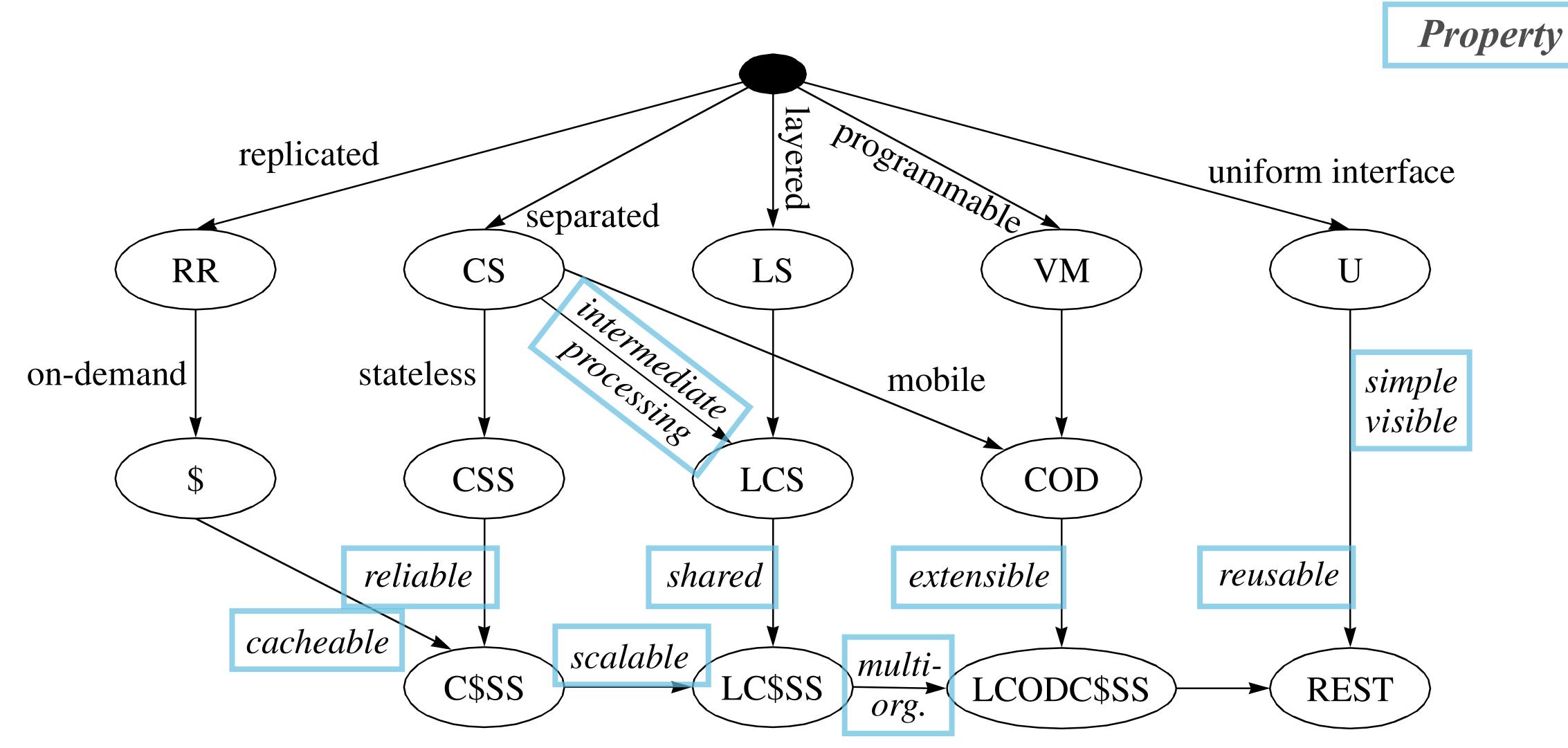
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Constraint



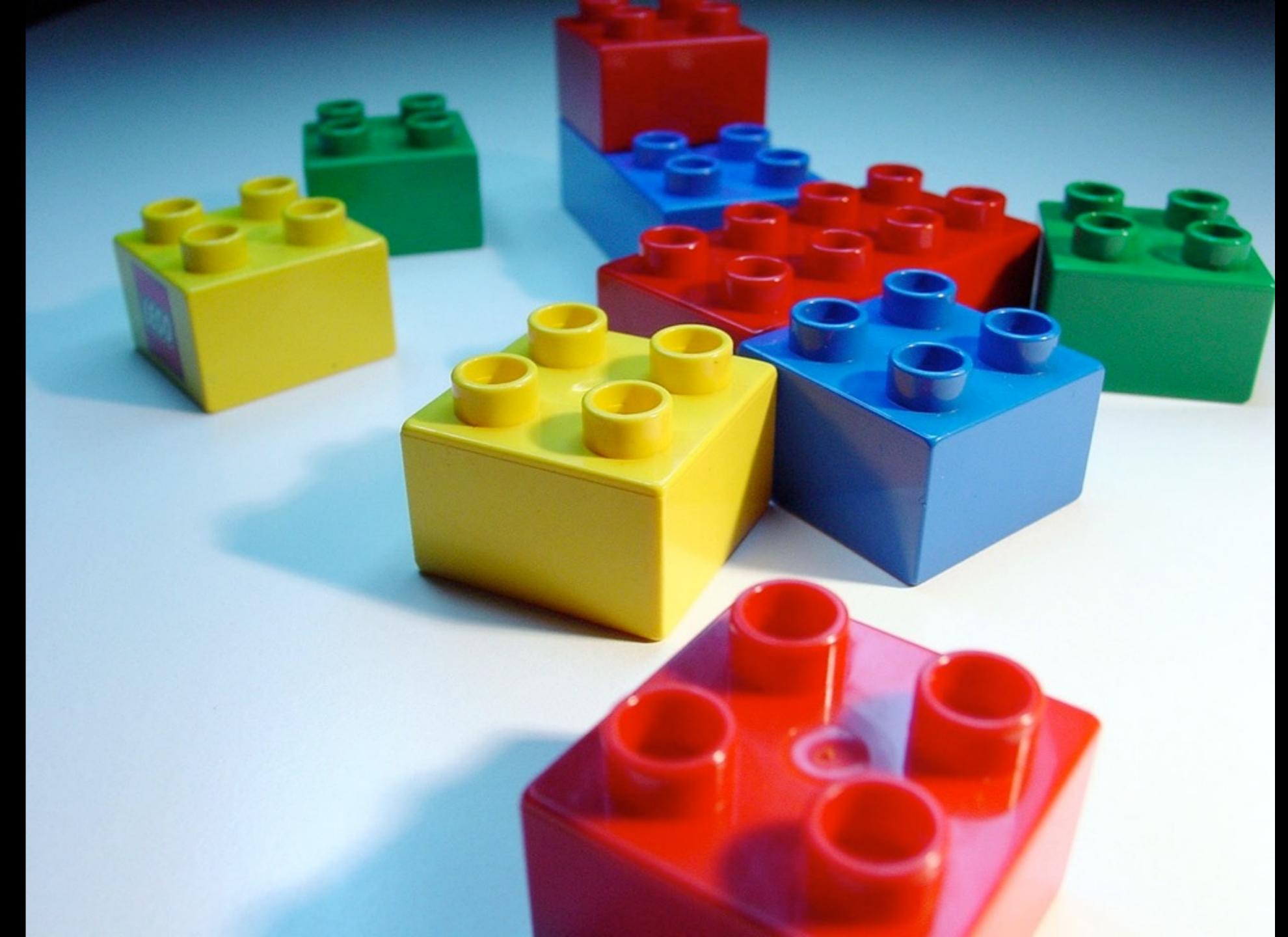


REST is an accumulation of design constraints that induce architectural properties









[photo by dhester: http://mrg.bz/xVLmr1]



[photo by EmmiP: http://mrg.bz/P7BJRi]



upertjefferies: http://mrg.bz/Y9XThf] [photo by

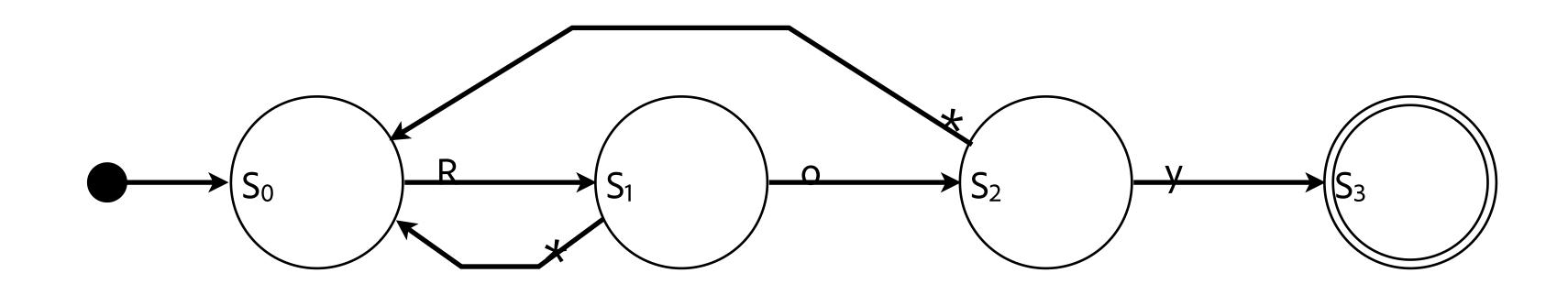
REST's Five Uniform Interface Constraints

- All important resources are identified by one resource identifier mechanism
 - induces simple, visible, reusable, stateless communication
- Access methods have the same semantics for all resources
 - induces visible, scalable, available through layered system, cacheable, and shared caches
- Resources are manipulated through the exchange of representations
 - induces simple, visible, reusable, cacheable, and evolvable (information hiding)
- Representations are exchanged via self-descriptive messages
 - induces visible, scalable, available through layered system, cacheable, and shared caches
 - induces evolvable via extensible communication
- Hypertext as the engine of application state
 - induces simple, visible, reusable, and cacheable through data-oriented integration
 - induces evolvable (loose coupling) via late binding of application transitions



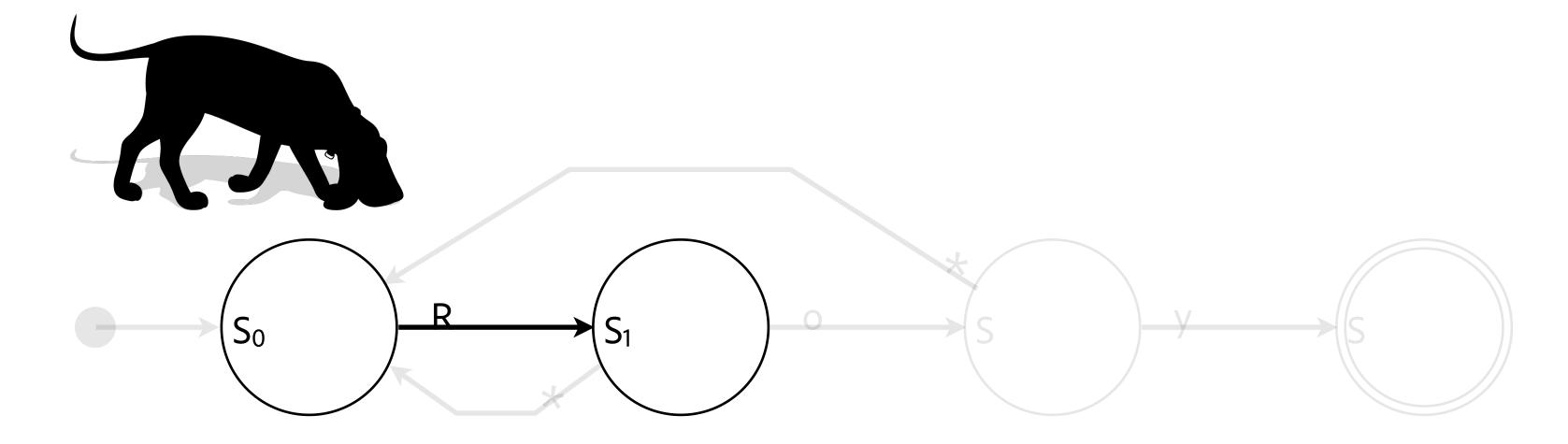
Why the hypermedia constraint?

Hypertext as the Engine of Application State

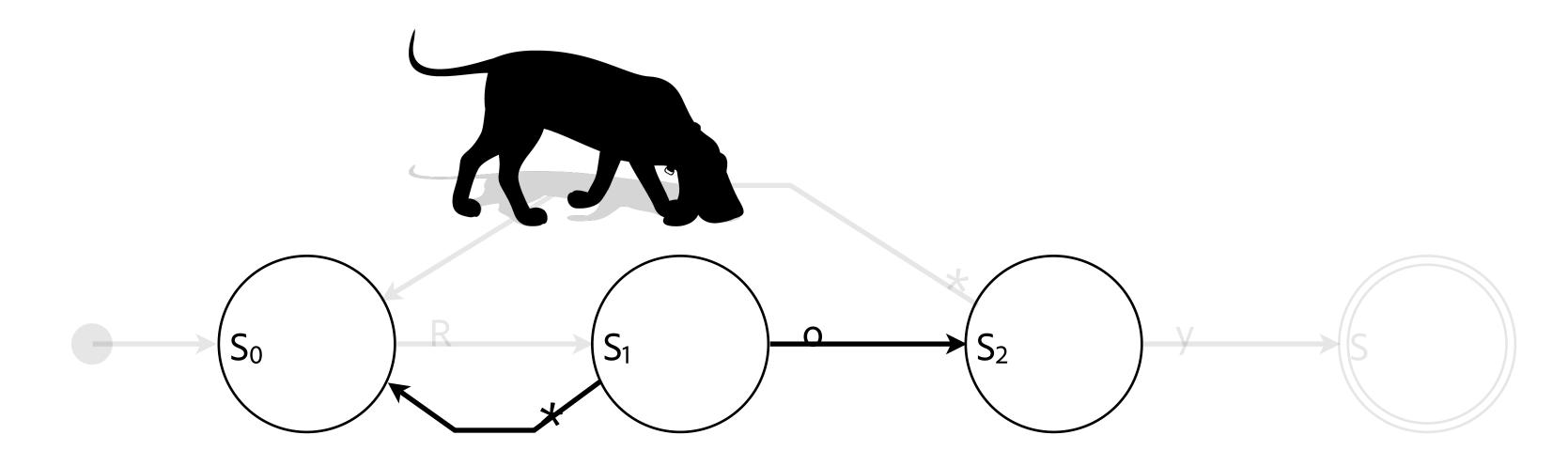


each state can be dynamic each transition can be redirected

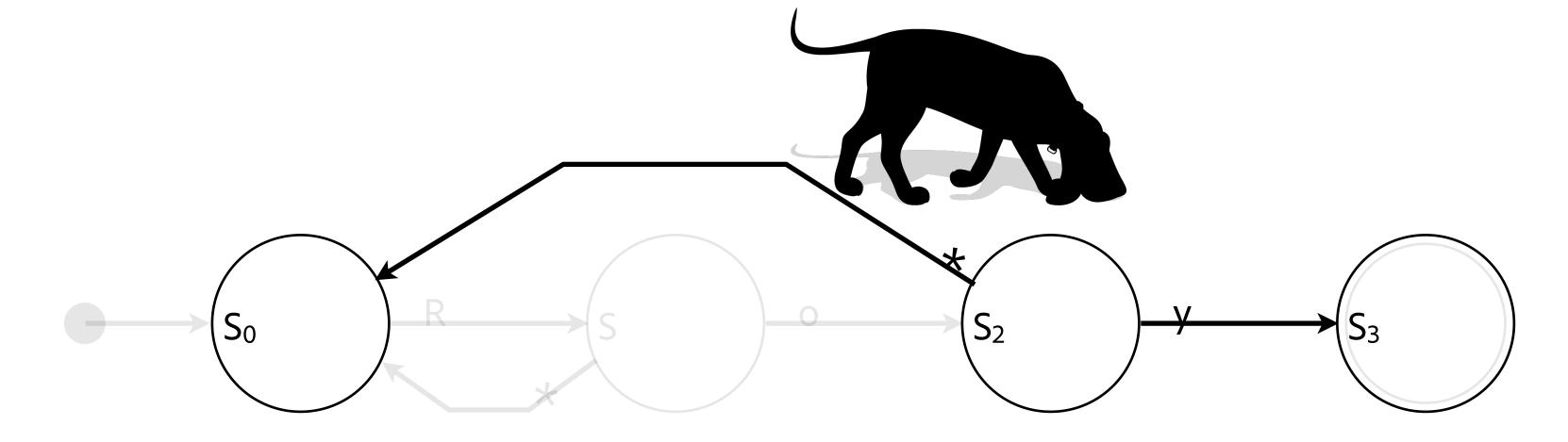




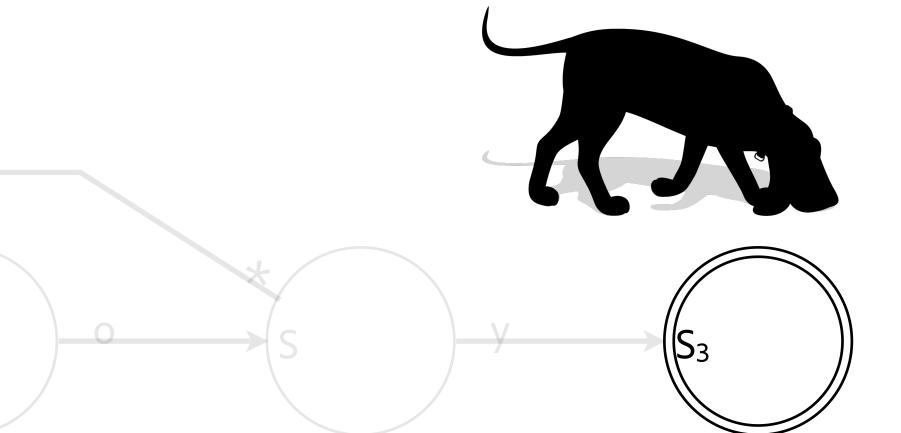














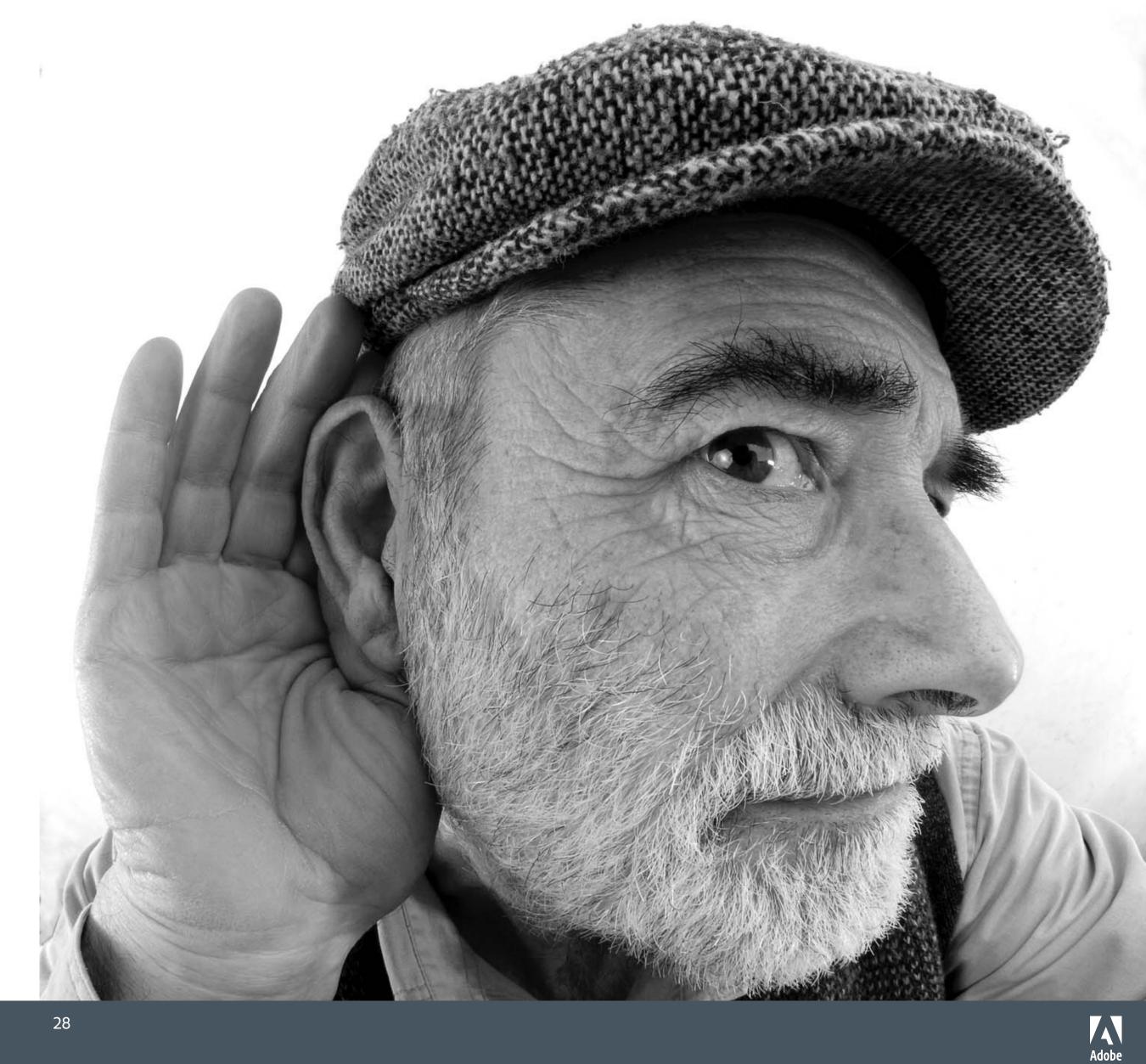
If you think you have control over the system or aren't interested in evolvability, don't waste your time arguing about REST

REST emphasizes evolvability to sustain an uncontrollable system



So, where is your ...





- provides network-based access to resources
- via a uniform interface of self-descriptive messages
- containing hypertext to indicate potential state transitions might

be part of an overall system that is a RESTful application

An API that



Some tips for building an API for RESTful applications

Identify all of the resources

- few resources are atomic; most are collections or views of other resources
- don't confuse identity (naming) with containment (storage)
- use access control, not obscurity, to control publication
- resources have more in common with stored procedures than they do with records or files

Iteratively develop resources and state transitions (use cases)

- don't try to do everything at once
- don't make any assumptions about received content, order, versioning, etc.
- Be flexible regarding media types and access protocols
- start by prototyping in HTML and exploring with browsers and spiders
- if you need to publish JSON, use a profile that defines hypertext semantics
- use relative URLs wherever possible (to save space and improve portability)



a RESTful API is just a website for users with a limited vocabulary (machine to machine interaction)



Don't under-think the problem space

building a good website is not easy (but it has been done before)



So, what does that mean for ColdFusion?

Why are we using an API designed by Sun/Oracle to build a website?



So, what does that mean for ColdFusion?

Why are we using an API designed by Sun/Oracle to build a website?

Wouldn't it be better to use a language for rapid application development that could automatically select its output serialization to match the media type in which it is embedded?



