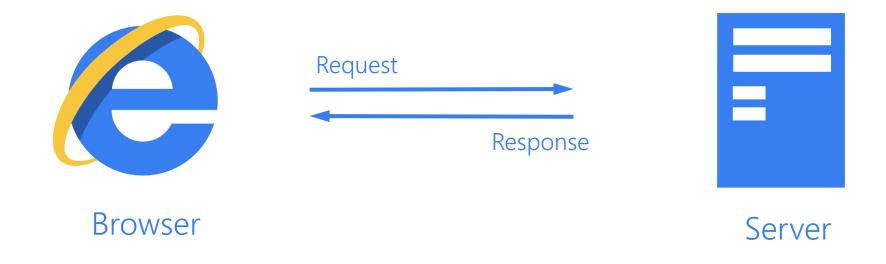


# **RESTful API**

ComMouse 2017.3.22

#### **Outline**

- Request & Response
- Resources
- REST



• Detail?

• Browser: Tell me the price of C++ Primer.

• Server: Okay, C++ Primer is worth \$60.

• Browser: Tell me the price of C++ Primer.

• Server: Okay, C++ Primer is worth \$60.

• The **GET** way

• Browser: Tell me the price of C++ Primer.

GET /books/cpp\_primer

• Server: Okay, C++ Primer is worth \$60.

200 OK

• Browser: Tell me the price of C++ Primer.

GET /books/cpp\_primer

• Server: Okay, C++ Primer is worth \$60.

200 OK

• The <u>GET</u> way

• Browser: I want to pay Order 8888.

• Server: Okay, Order 8888 has been paid.

• Browser: I want to pay Order 8888.

• Server: Wait, you have paid this order before. You needn't pay

twice for it.

• The **POST** way

• Browser: I want to pay Order 8888.

POST /orders/8888/payment

• Server: Okay, Order 8888 has been paid.

201 Created

• Browser: I want to pay Order 8888.

POST /orders/8888/payment

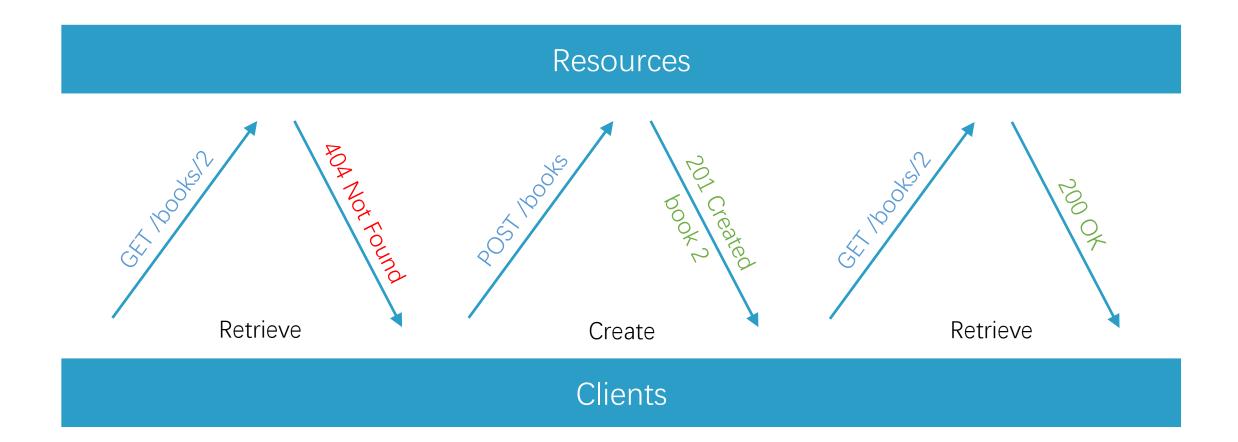
• Server: Wait, you have paid this order before. You needn't pay

twice for it.

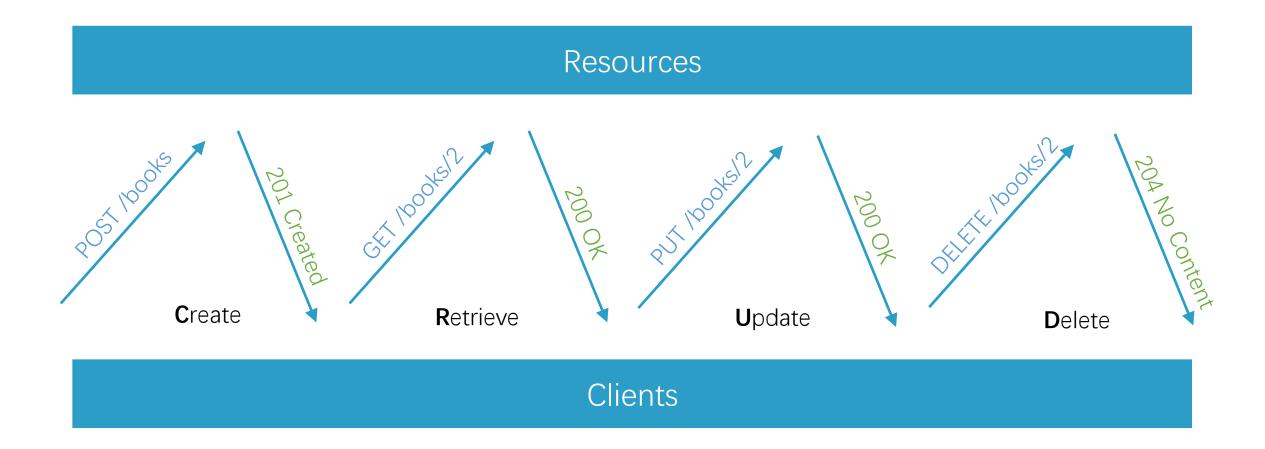
409 Conflict

• The <u>POST</u> way

#### Resources



#### Resources



#### **REST**

- Representational State Transfer
- Resource-based guideline

RESTful API

• URI: Resource /users/1

• Method: Verb GET

• Status Code: Result (Transferred State) 200 OK

### **Further Reading**

- 理解 RESTful 架构
  - http://www.ruanyifeng.com/blog/2011/09/restful.html
- Learn REST: A RESTful Tutorial
  - http://www.restapitutorial.com/

- HTTP: The Protocol Every Web Developer Must Know
  - <a href="https://code.tutsplus.com/tutorials/http-the-protocol-every-web-developer-must-know-part-1--net-31177">https://code.tutsplus.com/tutorials/http-the-protocol-every-web-developer-must-know-part-1--net-31177</a>
  - <a href="http://code.tutsplus.com/tutorials/http-the-protocol-every-web-developer-must-know-part-2--net-31155">http://code.tutsplus.com/tutorials/http-the-protocol-every-web-developer-must-know-part-2--net-31155</a>

## THANK YOU