



 Users have to control data Manage their profile/setting • Make posts • Use a shopping cart • etc.

We now have a database that stores app data

How should users interact with stored data?



How do users interact with stored data?



User/Client





Database



How does our server interact with stored data?







Database



• CRUD is an acronym for the 4 basic operation used to control data • Create • Retrive • Update Delete

CRUD







• Create a new record

• INSERT INTO user (?, ?)



userCollection.insert_one({"email":"...", "username": "..."})



• When a record is created, it should be assigned a unique id • This id will be used to identify the created record • The id is typically an auto-incrementing integer • First record had id==1, second has id==2, etc MySQL can generate these ids for you CREATE TABLE user (id int AUTO_INCREMENT, ...)



 MongoDB does not have an auto-increment feature • You can either: Manage your own auto-incrementing ids Maintain a collection that remembers the last used id Increment the id each time a record is created Or generate your ids any other way you'd like • Make sure the id's are unique Id's must be UTF-8 compatible if they will be used in a url



CRUD - Retrieve/List

Retrieve all records
SELECT * FROM user
userCollection.find({})

Retrieving all records is often called List
Technically, the acronym is CRUDL when list operations are allowed

• Retrieve a single existing record

• SELECT * FROM user WHERE id=3

userCollection.find_one({"id":3})

CRUD - Retrieve



Update an existing record

• UPDATE user SET email=?, username=? WHERE id=5

userCollection.update_one({"id":5}, {"\$set": • {"email":"...", "username":"..."}})

CRUD - Update

 Can update all fields except the id • The id technically can change, but you should never change it • It is a unique identifier

CRUD - Update

• Delete an existing record

• DELETE FROM user WHERE id=2

userCollection.delete_one({"id":2})

CRUD - Delete

 In practice, common to "soft delete" Don't actually delete the data • Instead, mark it as deleted marked as deleted operations

Preserves history (Helpful for debugging)

• For your HW, it's fine to "hard delete"

CRUD - Delete

- Do not allow retrieve/update operations on data
- Soft deletion allows sys admins to perform additional
 - eg. User requests to undo an accidental delete



• How do users interact with our server?



User/Client





HTTP Requests

• GET Request data from the server (Retrieve) • POST Send data to the server (Create) • PATCH • Update a resource (Update) • PUT Replace an existing record (Update) • DELETE Delete a resource (Delete)



HTTP - POST v. PATCH v. PUT

- but with different expectations
- POST
 - Requires the server to process the data
 - eg. Generating the id for a created record
- PATCH
 - Make a partial update to an existing record
- PUT
 - Replace an entire existing record
 - Must be *idempotent*

• Both POST, PATCH, and PUT are all used to send data to the server,

• eg. Update only the content of a chat message, but not the author

 When multiple identical HTTP requests are sent

 If the requests are idempotent, they will have the same effect on the server as sending a single request

 The additional requests will not change the data of the API

In math terms, if our request is a function f

• f(f(x)) == f(x)

HTTP - Idempotent • GET and DELETE are idempotent

the API • Only retrieve data

• Deleting a record twice has the same effect on the API as deleting the record once

GET should not change the data/state of

• PUT must be idempotent

 PUT will replace the entire record with the data of the request A second identical PUT doesn't change anything since the record was already replaced

• POST is **not** idempotent

• Since the server is processing the data, there is no implied idempotent property eg. Sending 2 identical POST requests to create a record will result in 2 records being created with different ids

• PATCH is **not** idempotent

• In practice, PATCH endpoints are usually idempotent

• There is no expectation that they **must** be idempotent

 Eg. A record that tracks a counter or how many times it's been updated

RESTful AP

API data

• REST is designed to simplify the way data is used Improve reliability and scalability

 REST -> REpresentational State Transfer • We'll use HTTP requests to interact with

REST and CRUD

to CRUD operations on the data • POST => Create• GET => Retrieve • PUT => Update • DELETE => Delete

User sends HTTP requests that correlate

RESTful API

REST is fairly loosely defined (No RFC)
Or loosely understood

Typically measured on a spectrum
An API can be more/less RESTful
"We *could* do that, but it's not very RESTful"
"Let's refactor our API to make it more RESTful"

 Client-Server architecture and statelessness • Both constraints are implicit when using HTTP

 The use of cookies in a RESTful API would be a violation of statelessness Usually accepted in practice (API tokens)

Cacheablility • Each response must contain caching information • Requests should be cached if possible Avoid stale data from being cached

 Layered-System The API should have the ability to add additional layers between it and the client • Ex: Client interacts with a load balancer that delegates to many instances of your API • Ex: A reverse proxy server is added that encrypts all traffic (HTTPS)

• Ex: The client uses a VPN

• Uniform Interface to handle that request

accessed from an API path)

- Resources are defined in the requests
- The user is given, in a response, enough information to update/delete the resource
- A request contains all information needed
- The API should be self-contained (No reliance on documentation that cannot be



Users interact with our RESTful API API requests correlate to CRUD operations



RESTful API

User/Client





