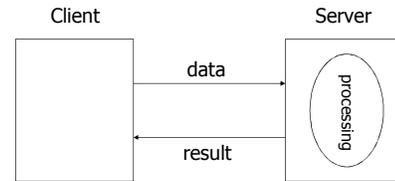


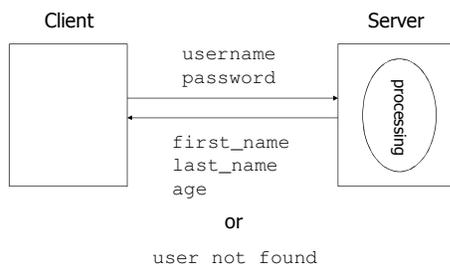
CS520 Web Programming  
Introduction to Web Services

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California State University, Los Angeles

## Client-Server Architecture



## Client-Server Example

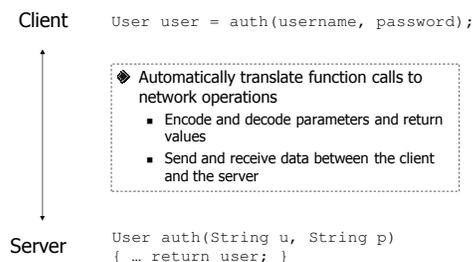


## Socket Programming – Client

```
create socket
write string to socket
write string to socket
read string from socket
if ( "user not found" ) return null;
else
    return new User (
        read string from socket
        read string from socket
        read integer from socket
    )
close socket
```

- ◆ Tedious networking code
- ◆ Application specific data exchange protocols

## Client-Server Interaction as Function Calls



## RPC and RMI

- ◆ Remote Procedure Call (RPC)
  - C
- ◆ Remote Method Invocation (RMI)
  - Java

## RMI – Server

- ◆ Create a service interface
  - Remote interface
  - Declares the methods to be remotely invoked
- ◆ Create a service implementation
  - Remote object
  - Implements the methods to be remotely invoked
- ◆ Register the service with a RMI registry so a client can find and use this service

## RMI – Client

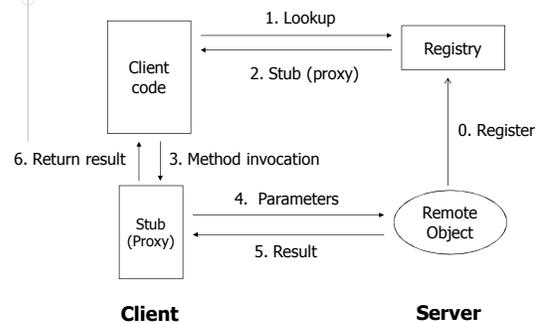
- ◆ Connect to the RMI registry
- ◆ Look up the service by name
- ◆ Invoke the service

## RMI Example: AuthService

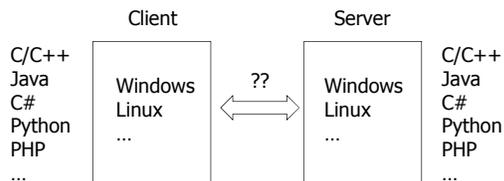
- ◆ Shared by both server and client
  - AuthService
  - User
- ◆ Server
  - AuthServiceImpl
  - AuthServiceStartup
- ◆ Client
  - AuthServiceClient

*Why does User have to implement the Serializable interface?  
What exactly does registry.lookup() return?*

## How RMI Works



## Cross Platform RPC

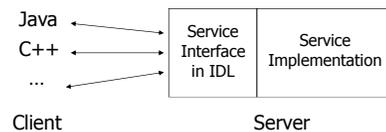


- ◆ The client and the server use different languages and/or platforms

*How do we define service interface??*

## CORBA

- ◆ Common Object Request Broker Architecture
- ◆ Use Interface Definition Language (IDL) to describe service interface
- ◆ Provide mappings from IDL to other languages such as Java, C++, and so on.



## IDL Example

```
module bank {  
  interface BankAccount {  
    exception ACCOUNT_ERROR { long errcode; string message;};  
  
    long querybalance(in long acnum) raises (ACCOUNT_ERROR);  
    string queryname(in long acnum) raises (ACCOUNT_ERROR);  
    string queryaddress(in long acnum) raises (ACCOUNT_ERROR);  
  
    void setbalance(in long acnum, in long balance) raises (ACCOUNT_ERROR);  
    void setaddress(in long acnum, in string address) raises (ACCOUNT_ERROR);  
  };  
};
```

## Web Services

- ◆RPC over HTTP
  - Client and server communicate using HTTP requests and responses

## Metro

- ◆ <http://metro.java.net/>
- ◆ A Java web service library backed by SUN/Oracle
- ◆ Implementation of the latest Java web service specifications
- ◆ Guaranteed interoperability with .NET Windows Communication Foundation (WCF) web services
- ◆ Easy to use

## Other Java Web Service Libraries

- ◆ Apache Axis2
  - <http://axis.apache.org/axis2/java/core/>
- ◆ Apache CXF
  - <http://cxf.apache.org/>

## Web Service Example: HashService

- ◆ HashService
  - @WebService
  - @WebMethod
- ◆ web.xml
- ◆ sun-jaxws.xml
  - <endpoint>

## WSDL

- ◆ A language for describing web services
  - Where the service is
  - What the service does
  - How to invoke the operations of the service
- ◆ Plays a role similar to IDF in CORBA



## SOAP Encoding

- ◆ <http://schemas.xmlsoap.org/encoding>
- ◆ Include all built-in data types of *XML Schema Part 2: Datatypes*
  - `xsi` and `xsd` name spaces

## SOAP Encoding Examples

```
int a = 10;      <a xsi:type="xsd:int">10</a>
float x = 3.14159; <x xsi:type="xsd:float">3.14159</x>
String s = "SOAP"; <s xsi:type="xsd:string">SOAP</s>
```

## Compound Values and Other Rules

```
<iArray xsi:type=SOAP-ENC:Array SOAP-ENC:arrayType="xsd:int[3]">
  <val>10</val>
  <val>20</val>
  <val>30</val>
</iArray>

<Sample>
  <iVal xsi:type="xsd:int">10</iVal>
  <sVal xsi:type="xsd:string">Ten</sVal>
</Sample>
```

- ◆ References, default values, custom types, complex types, custom serialization ...

## A Sample SOAP RPC Response

```
<?xml version='1.0' encoding='UTF-8'?>
<SOAP-ENV:Envelope
  xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
  xmlns:xsi="http://www.w3.org/1999/XMLSchema-instance"
  xmlns:xsd="http://www.w3.org/1999/XMLSchema">
  <SOAP-ENV:Body>
    <ns1:doSpellingSuggestionResponse xmlns:ns1="urn:GoogleSearch"
      SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
      <return xsi:type="xsd:string">britney spears</return>
    </ns1:doSpellingSuggestionResponse>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

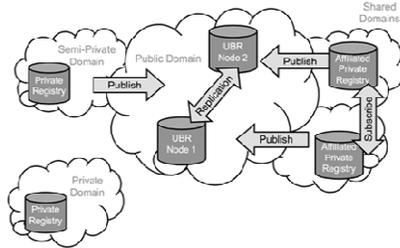
## A Sample Fault Response

```
<SOAP-ENV:Envelope
  xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
  SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
  <SOAP-ENV:Body>
    <SOAP-ENV:Fault>
      <faultcode>SOAP-ENV:Client</faultcode>
      <faultstring>Client Error</faultstring>
      <detail>
        <m:dowJonesfaultdetails xmlns:m="DowJones">
          <message>Invalid Currency</message>
          <errorCode>1234</errorCode>
        </m:dowJonesfaultdetails>
      </detail>
    </SOAP-ENV:Fault>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

## UDDI

- ◆ Universal Description Discovery and Integration
- ◆ A registry for web services
- ◆ A web API for publishing, retrieving, and managing information in the registry

## UDDI Registries



## Other Web Services

- ◆ Differences between web services
  - Language support
    - Single language vs. Language independent
  - Message encoding
    - Text vs. Binary
  - Transport layer
    - HTTP vs. non-HTTP
- ◆ *RESTful Web Services*

## A RESTful Web Service

List all users: `/users.xml`



```
<users>
  <user>
    <id>1</id>
    <firstName>John</firstName>
    <lastName>Doe</lastName>
    <email>jdoe@localhost</email>
  </user>
</users>
```

## RESTful Web Services

- ◆ Web applications for *programs*
  - Generate responses in formats to be read by machines (i.e. XML and JSON) rather than by humans (i.e. HTML)
- ◆ Satisfy the REST constraints
  - The *stateless* constraint in particular

## REST

- ◆ REpresentational State Transfer
- ◆ Introduced by Roy Fielding in his Ph.D. dissertation on network-base software architecture
- ◆ Describes the common characteristics of *scalable, maintainable, and efficient* distributed software systems

## The REST Constraints

- ◆ Client and server
- ◆ Stateless
- ◆ Support caching
- ◆ Uniformly accessible
- ◆ Layered
- ◆ (Optional) support code-on-demand

## RESTful Web Service Example

- ◆ User Management
  - List
  - Get
  - Add
  - Update
  - Delete

## Create a RESTful Web Service

- ◆ Identify resources and operations
- ◆ Determine resource representation, i.e. data exchange format between the service and the clients
- ◆ Design URL and request mapping
- ◆ Implement the operations

## Resource Representation

- ◆ Data format should be easily "understandable" by all programming languages
- ◆ XML
  - Already widely in use as a platform independent data exchange format
  - XML parsers are readily available
- ◆ JSON
  - Much more concise than XML
  - Can be used directly in JavaScript

## JSON

- ◆ JavaScript Object Notation
- ◆ <http://json.org/>
- ◆ E.g.

```
[{
  "id": 1,
  "firstName": "John",
  "lastName": "Doe",
  "email": "jdoe@localhost"
}]
```

## URL Design and Request Mapping Conventions (1)

- ◆ Operation: get a user
- ◆ URL
  - /user/{id} or
  - /user/get?id={id}

*Path variable based design is usually preferred to request parameter based design.*

## URL Design and Request Mapping Conventions (2)

- ◆ Operation: get a user
- ◆ Choose which data format to use
- ◆ Solution:
  - /user/{id}.{format}
  - Check the Accept request header

*Checking Accept header is preferred in theory, but the URL based solution is more convenient in practice, e.g. <https://dev.twitter.com/docs/api/1.1>*

## URL Design and Request Mapping Conventions (3)

### ◆ Map HTTP Request Methods to CRUD operations

- POST (or PUT) ←→ ■ Create
- GET ←→ ■ Retrieve
- PUT (or POST) ←→ ■ Update
- DELETE ←→ ■ Delete

## Request Mapping Example

Operation	HTTP Request
Get a user	<b>GET</b> /user/1 HTTP 1.1
Delete a user	<b>DELETE</b> /user/1 HTTP 1.1
Update a user	<b>PUT</b> /user/1 HTTP 1.1 { "id":1, "firstName":"John", "lastName":"Doe", "email":"jdoe@localhost"}

## Service Implementation – Know Your Libraries

- ◆ Map HTTP requests to service operations
  - Modern webapp framework like Spring
  - Jersey - <https://jersey.java.net/>
- ◆ Convert between objects and XML/JSON
  - Jackson - <http://jackson.codehaus.org/>
  - Gson - <http://code.google.com/p/google-gson/>

## Service Implementation Example: Get A User

- ◆ Generate response directly
  - HTTP Response
  - Content type: `application/json`
- ◆ Generate response using a JSP
- ◆ Generate response using Spring's `MappingJackson2JsonView`

## Jackson Support in Spring

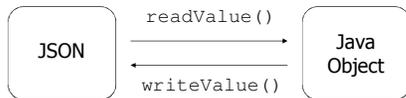
- ◆ Dependency
  - `com.fasterxml.jackson.core:jackson-databind`
- ◆ Additional view resolver
  - `BeanNameViewResolver`
- ◆ Additional view
  - `MappingJackson2JsonView`

## Using Multiple View Resolvers in Spring

- ◆ View resolution order
  - Order of the resolver beans, or
  - Based on the `order` property of the beans
- ◆ `InternalResourceViewResolver` should always be the last

## Service Implementation Example: Update A User

- ◆ @RequestBody and @ResponseBody in Spring
- ◆ ObjectMapper in Jackson



## Access RESTful Web Service in Desktop and Mobile Apps

- ◆ Apache HttpClient
  - <http://hc.apache.org/httpcomponents-client-ga/>
  - Available on Android
  - Example: `restws.client.Client`

## Advantages of RESTful Web Services (vs. SOAP)

- ◆ Do not depend on complex specifications and libraries
  - Easy to implement services
  - Easy to consume services
- ◆ Data exchange format is much more concise
  - Easy to generate and debug data
  - More efficient to transfer data
- ◆ Take full advantage of infrastructure support for HTTP, e.g. caching

## Summary

- ◆ RPC and RMI
- ◆ CORBA
  - IDL
- ◆ SOAP, WSDL, UDDI
  - Create and consume SOAP web services using Metro
- ◆ RESTful web services

## Further Readings

- ◆ *Java Web Services Up and Running* by Martin Kalin
- ◆ *RESTful Java Web Services* by Jose Sandoval
- ◆ *The Rise and Fall of CORBA* by Michi Henning