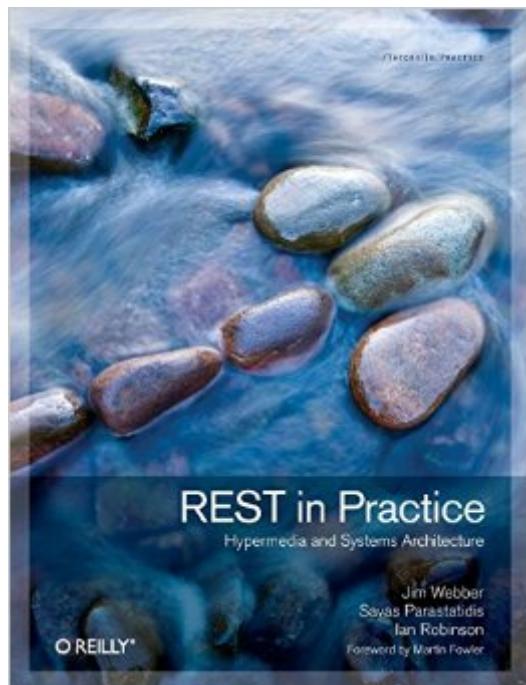


The book was found

# REST In Practice: Hypermedia And Systems Architecture



## Synopsis

Why don't typical enterprise projects go as smoothly as projects you develop for the Web? Does the Rest architectural style really present a viable alternative for building distributed systems and enterprise-class applications? In this insightful book, three Soa experts provide a down-to-earth explanation of Rest and demonstrate how you can develop simple and elegant distributed hypermedia systems by applying the Web's guiding principles to common enterprise computing problems. You'll learn techniques for implementing specific Web technologies and patterns to solve the needs of a typical company as it grows from modest beginnings to become a global enterprise. Learn basic Web techniques for application integration Use Http and the Web's infrastructure to build scalable, fault-tolerant enterprise applications Discover the Create, Read, Update, Delete (Crud) pattern for manipulating resources Build Restful services that use hypermedia to model state transitions and describe business protocols Learn how to make Web-based solutions secure and interoperable Extend integration patterns for event-driven computing with the Atom Syndication Format and implement multi-party interactions in AtomPub Understand how the Semantic Web will impact systems design

## Book Information

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## Customer Reviews

I started my REST journey with the two popular O'Reilly books ("RESTful Web Services" and "RESTful Web Services Cookbook") but found that they started a little too deep into the technical details and were missing the view from 30,000 feet. Sure, I learned stuff in those books about

content type negotiation, the semantics of HTTP verbs and whatnot, but I was missing a really compelling answer to the question, "Why should I choose REST for my application architecture?". At the same time I was reading about REST online and kept seeing lots of references to a mythical, magical thing called "Hypermedia As The Engine Of Application State" (HATEOAS) which lots of bloggers were effusive about but none of them could articulate very well. I was intrigued, but I wasn't convinced. Luckily a colleague of mine mentioned this book to me and said it answered all of my questions, and he was right. Within a couple of chapters, it was obvious that the authors had made a real effort to explain not just what REST is but \*why\* it represents a significant shift in architectural thinking in software design. I quickly learned what REST really is and what it isn't. Most importantly I learned how it can be leveraged to build distributed systems that don't suffer from so many of the problems found with "classic" middleware technologies and architectures based on things like CORBA, DCOM, RPC, and so on. After reading this book I returned to those two O'Reilly books and found they were much easier to follow and made far more sense. Having the architectural basis and benefits of REST explained properly by "REST in Practice" really accelerated my learning while reading those other books (which rely much more on code snippets and HTTP payload discussions rather than the underlying concepts).

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