Subject: Re: Multi-UI REST applications with U++
Posted by mirek on Fri, 12 Feb 2016 11:48:23 GMT
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NilaT wrote on Fri, 12 February 2016 11:07Hello and sorry for picking up this old Thread.
I just wanted to ask if there is a REST implementation in UPP already?
Because I searched here and this thread was the only "useful" info I found.

I need to program a webserver which uses REST communication and JSON.
For JSON I already found the Json class but for REST I'm not sure.

So, any information about this is very appreciated.
Thanks in advance.

PS: Or maybe lectus, have you done an implementation by yourself and want to share it?

There is nothing magical about REST. It is just regular HTTP server, easy to do without any special support. Skeleton code can look e.g. like this:

```
void RESTProcess(TcpSocket& r)
{
 HttpHeader hdr;
 if(hdr.Read(r)) {
  VectorMap<String, String> urlvar;

  String uri = hdr.GetURI();
  int q = uri.Find('?');
   if(q >= 0) {
    ParseUrlVars(urlvar, ~uri + q + 1);
    uri.Trim(q);
   }

   String req, n;
   q = uri.Find('/');
   if(q >= 0) {
    n = uri.Mid(q + 1);
    req = Filter(n, CharFilterAlphaToLower);
   }

  if(hdr.GetMethod() == "GET") {
   if(req == "order") {
   }
  }
  if(hdr.GetMethod() == "POST") {
   if(req == "order") {
   }
  }
  if(hdr.GetMethod() == "PUT") {
   if(req == "order") {
   }
  }
  if(hdr.GetMethod() == "DELETE") {
   if(req == "order") {
   }
  }
 }
 HttpResponse(r, false, 400, "INVALID REQUEST");
}



TcpSocket server;

void Server()
{
 for(;;) {
  TcpSocket socket;
  LOG("Waiting...");
  bool b = socket.Accept(server);
  if(b) RESTProcess(socket);
 }
}

CONSOLE_APP_MAIN
{
 if(!server.Listen(4000, 10)) {
  LOG("Cannot open server port for listening\r\n");
  return;
 }
}
```