



Dennis Kieselhorst

Die OpenAPI Spezifikation – ein Standard zur Beschreibung moderner APIs





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Ein Standard zur Beschreibung moderner APIs

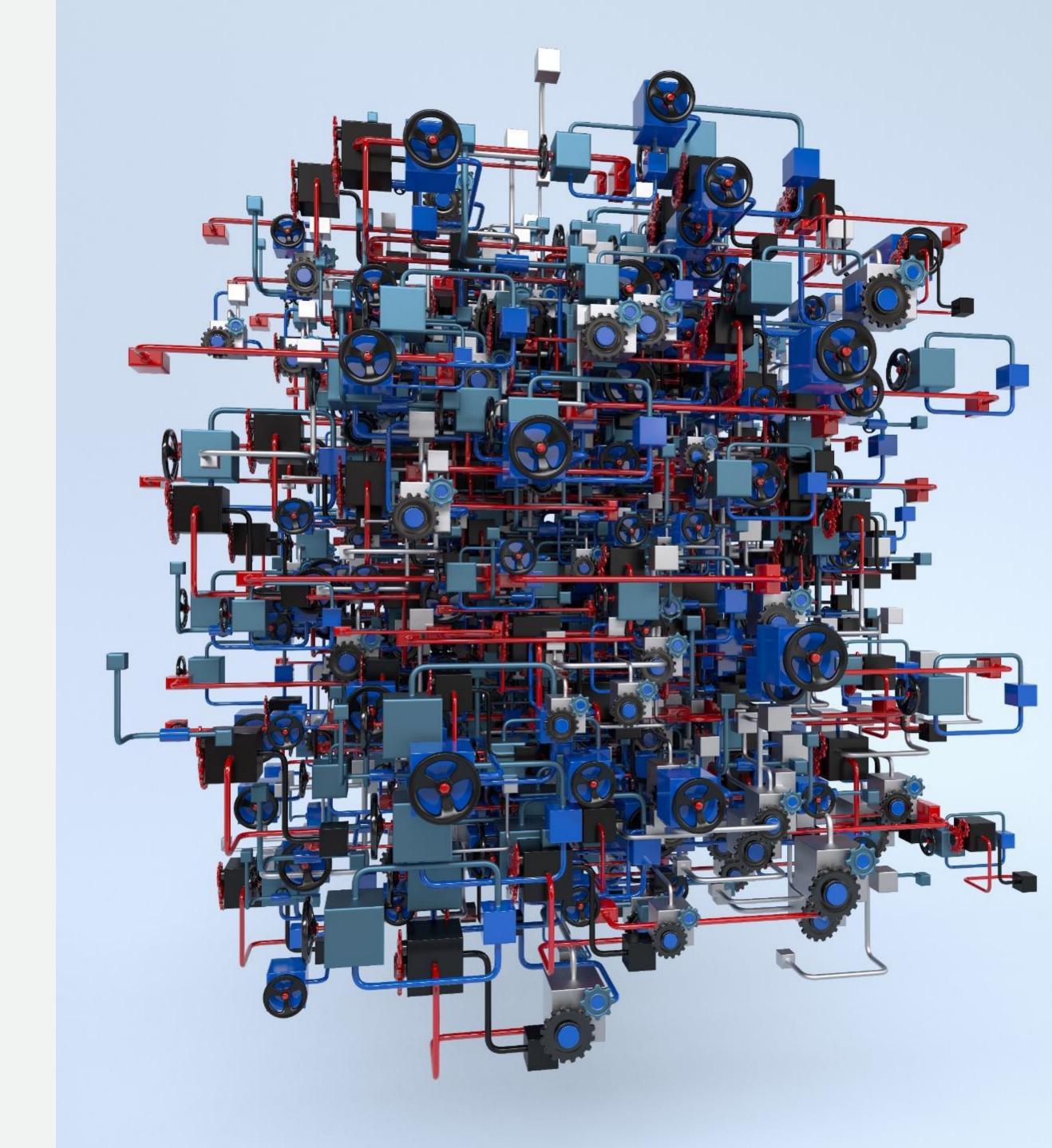
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Motivation

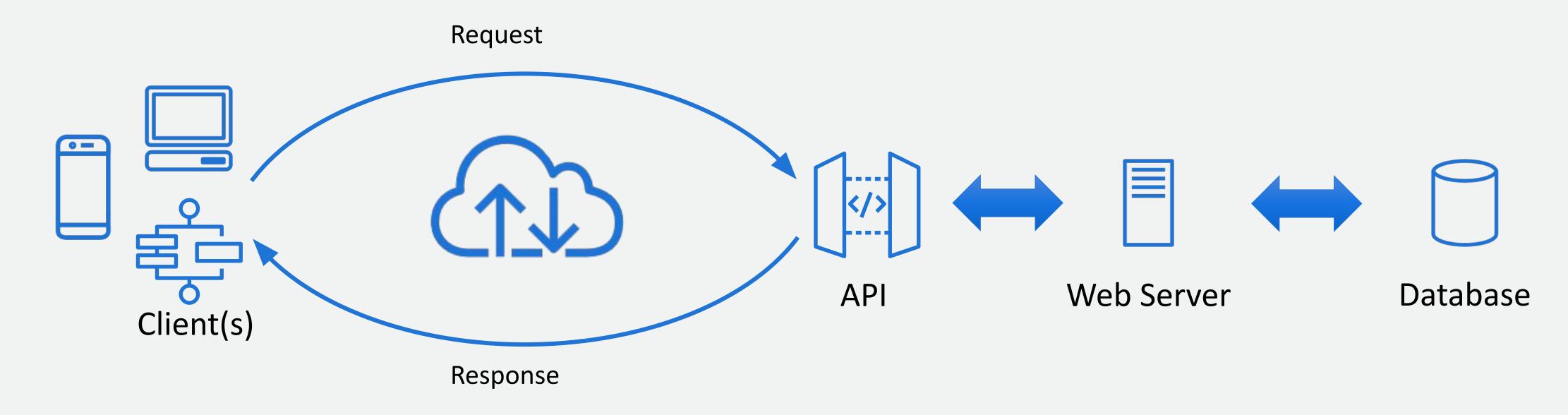
- Processes and IT landscapes are becoming more and more complex.
- Modern architecture approaches like Microservices bring a lot of benefits but also increase the complexity.
- It's challenging to document dependencies and interactions, manual documentation often gets outdated.

How to maintain an overview?



Application Programming Interfaces (APIs)

- Simplify programming by abstracting the underlying implementation and only exposing objects or actions needed.
- APIs are the "glue" between applications.

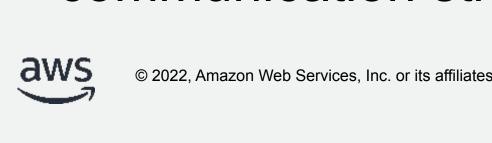




API Mandate at Amazon

- 1. All teams will henceforth expose their data and functionality through service interfaces.
- 2. Teams must communicate with each other through these interfaces.
- 3. There will be no other form of inter-process communication allowed.
- 4. It doesn't matter what technology they use.
- 5. All service interfaces, without exception, must be designed from the ground up to be externalizable.

Conway's Law: Organizations design systems that model the organization and communication structure





How to describe APIs? - The Open API Initiative

- The Web Services Description Language (WSDL) was famous but not resource-oriented.
- Swagger was born in 2010 as an interface definition language (IDL) for REST-APIs with a fast-growing fan community.
- End of 2015 the <u>Open API Initiative (OAI)</u> under the umbrella of the Linux Foundation was formed (currently <u>44 members</u>).
- Swagger was renamed to OpenAPI Specification (OAS).
 - The old name is still used for tooling.
 - Further spec development happens on GitHub.
 - In July 2017 the new major <u>version 3.0.0</u> was published, the release of the latest <u>version 3.1.0</u> happened in February 2021.



Contract/ API-First vs. Code First approach

Contract/ API-First

Specification is defined first and acts as service contract

- helpful for different teams on client-/ server side
- even more across different companies/ with third parties

Client- and servercode can be generated with a code generator

- ensures code is always consistent to the API
- compile errors for breaking changing (possible to automate using Continious Integration tool)
- code is not as clean as handwritten code, may look confusing
- tolerant reader pattern may be a better option over spec-based code generation (depends on the scope and change frequency of the API)

Code First

Specification is derived from API implementation

- code can be annotated
- export is either done at compile or runtime (e.g. using /openapi.yaml http call)

Generated specification may contain unused resources

- easily happens that something is accidently exposed
- often lack of documentation



Tool support for OpenAPI development

- Low-level tooling
 - generic libraries
 - e.g. parser/ validator
- Editors
- User interfaces
- Mock servers/ testing tools
- Client and server implementations
- Code generators



OpenAPI document structure

OpenAPI 3
paths

info

components

servers

security

tags

externalDocs

webhooks

components

schemas

responses

parameters

examples

requestBodies

headers

securitySchemes

links

callbacks

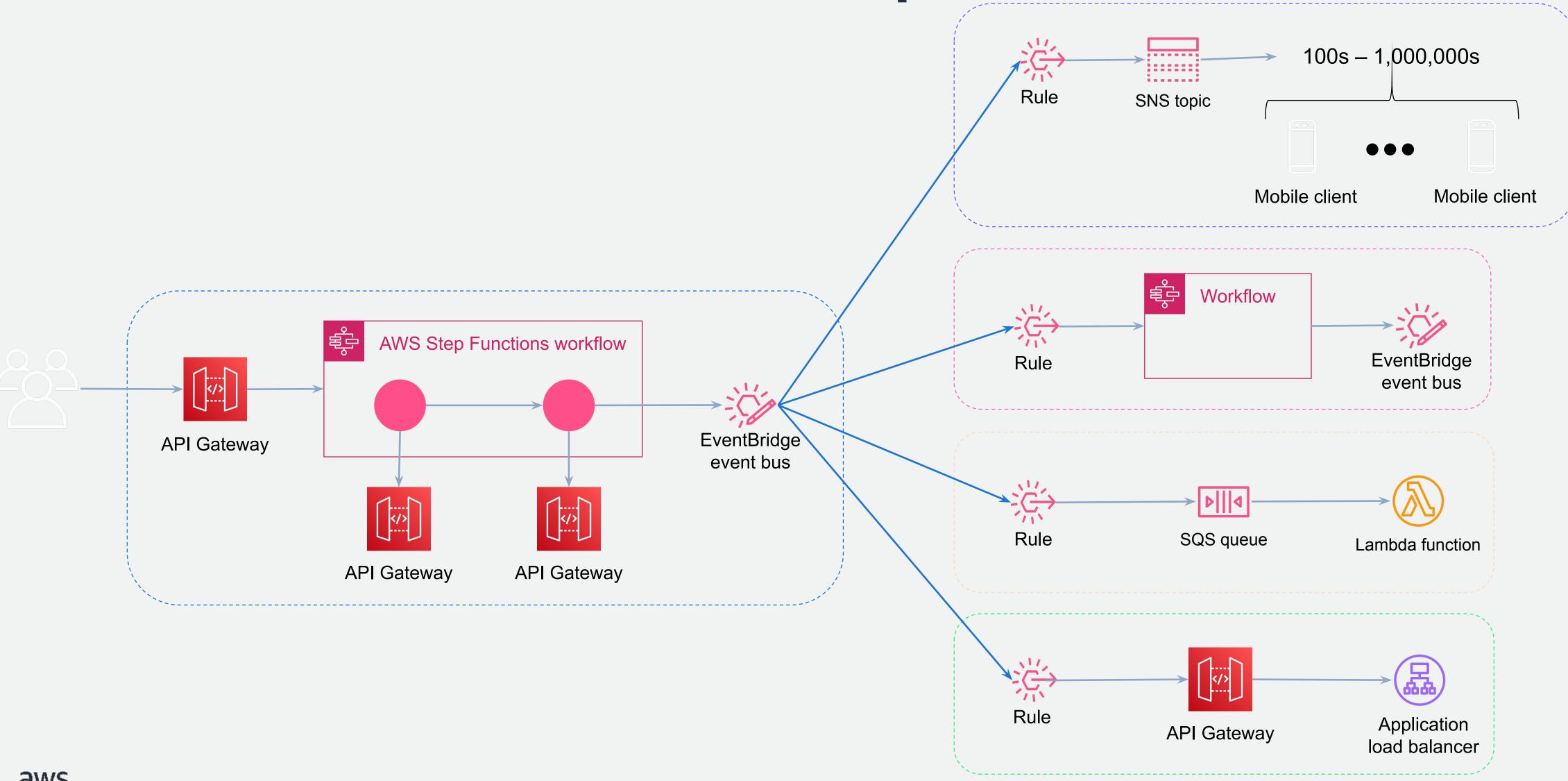
pathItems



Demo



Event-driven architecture example





Summary

- APIs help to control the data flow.
- Designing an API specification (contract) is a critical step.
- Ensure ownership for each API by setting up a proper team structure.
- OpenAPI is well supported by tools and frameworks.
- Serverless services for API development and management simplify the process and increase agility.





Thank you!

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