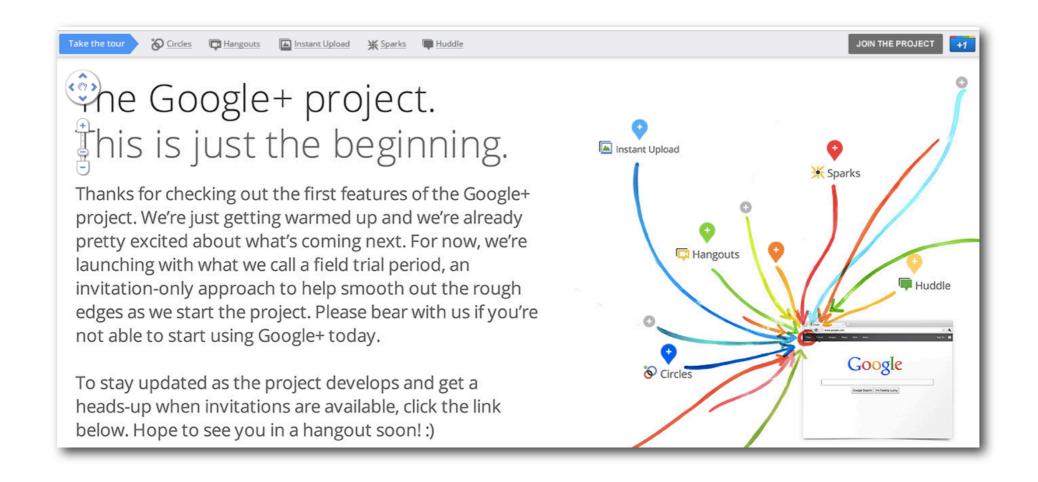
The next generation of Google APIs

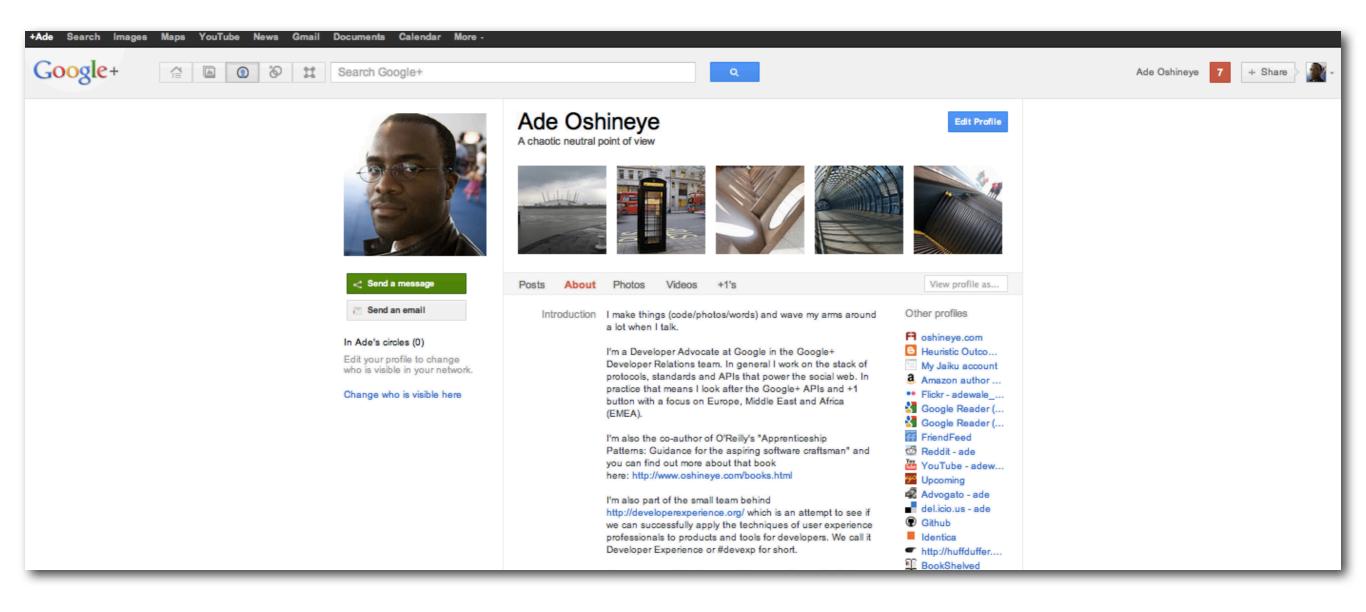
Ade Oshineye www.oshineye.com/+

Let's talk about the future



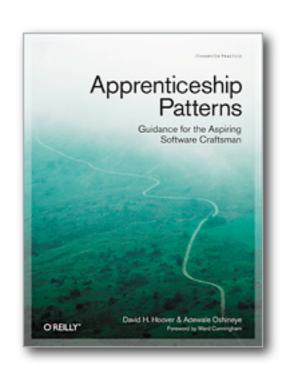
This. Is. Not. A. Vendor. Pitch.

This is not a vendor pitch



www.oshineye.com/+

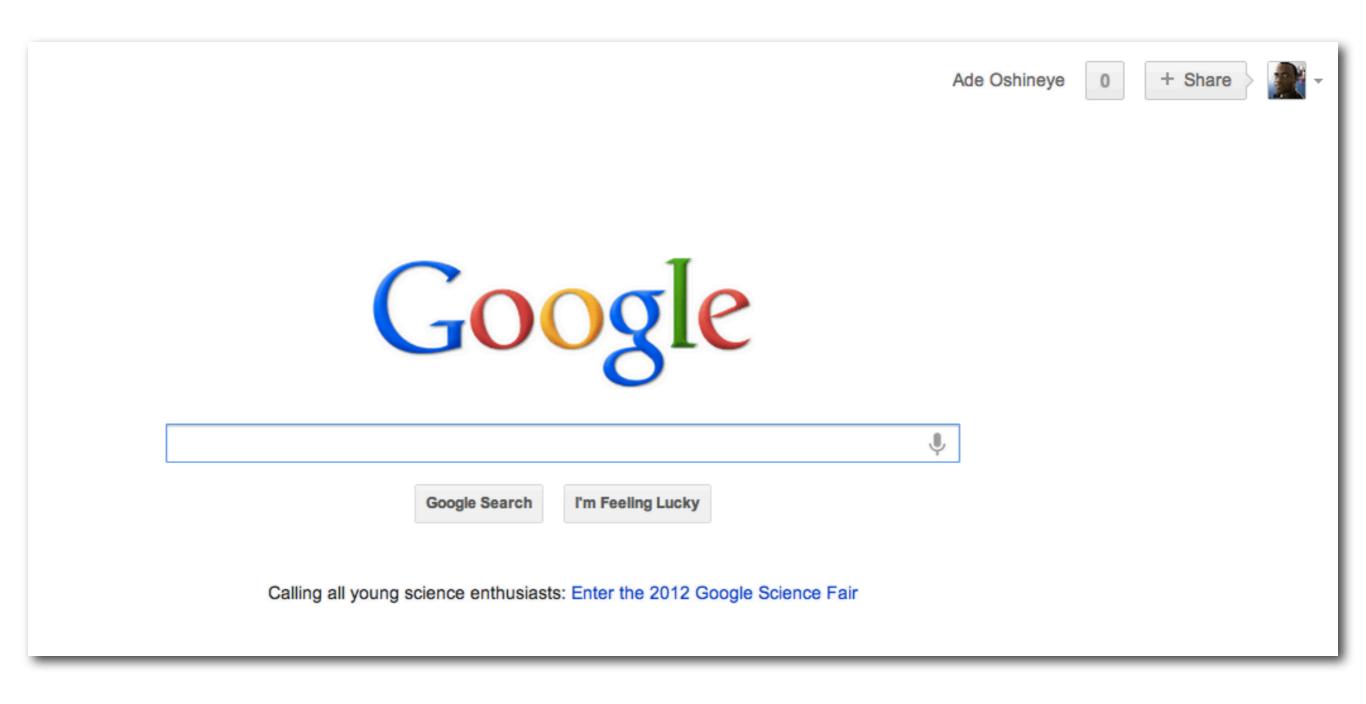
I work on the Google+ Project



A long time ago I wrote a short book

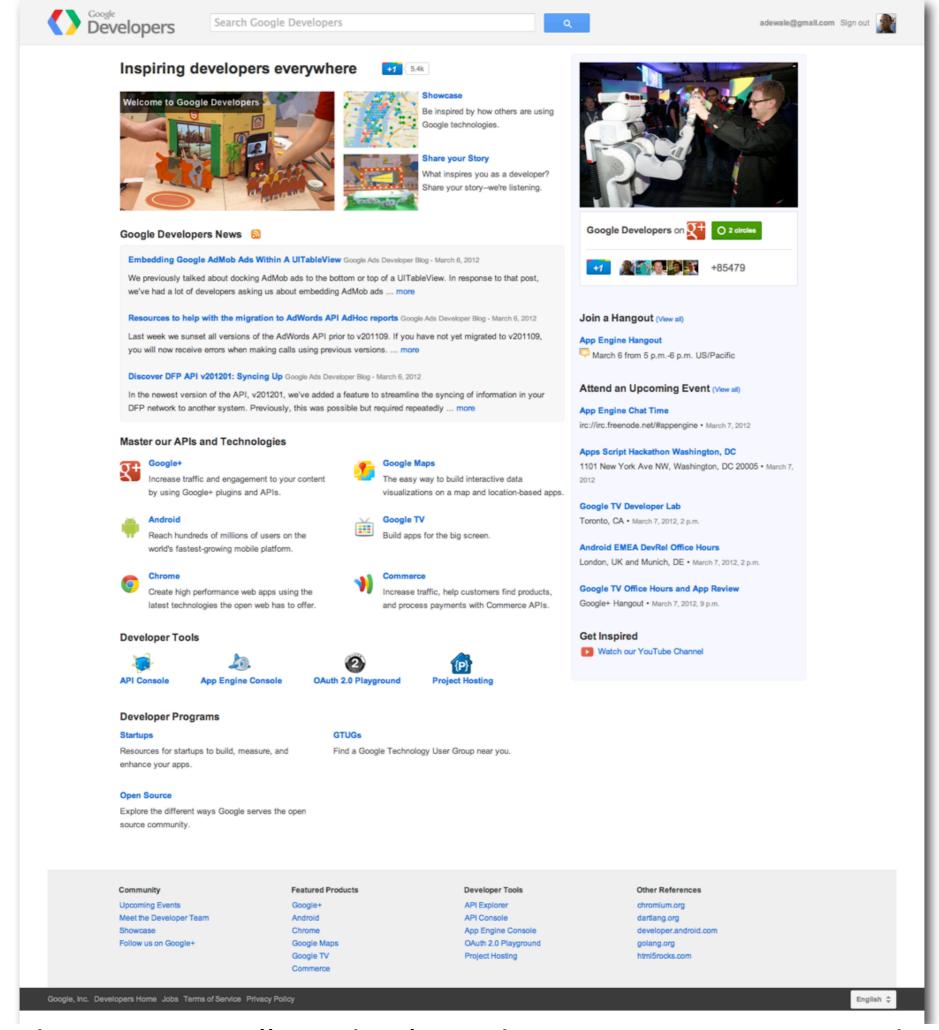
"We're working on a project to bring you a new and improved Google experience, and over the next few months, you'll continue to see more updates to our look and feel"

http://googleblog.blogspot.com/2011/06/evolving-google-design-and-experience.html



This is great for users.

What about a unified developer experience?



Developers get their own site. All our developer documentation is migrating here. But it's not enough to unify the documentation if you don't unify the APIs...

Mistakes made and lessons learned

How do we get to this promised land of unified APIs? Let's go back then forwards

GData APIs

Google Data Protocol

What is the Google Data Protocol?

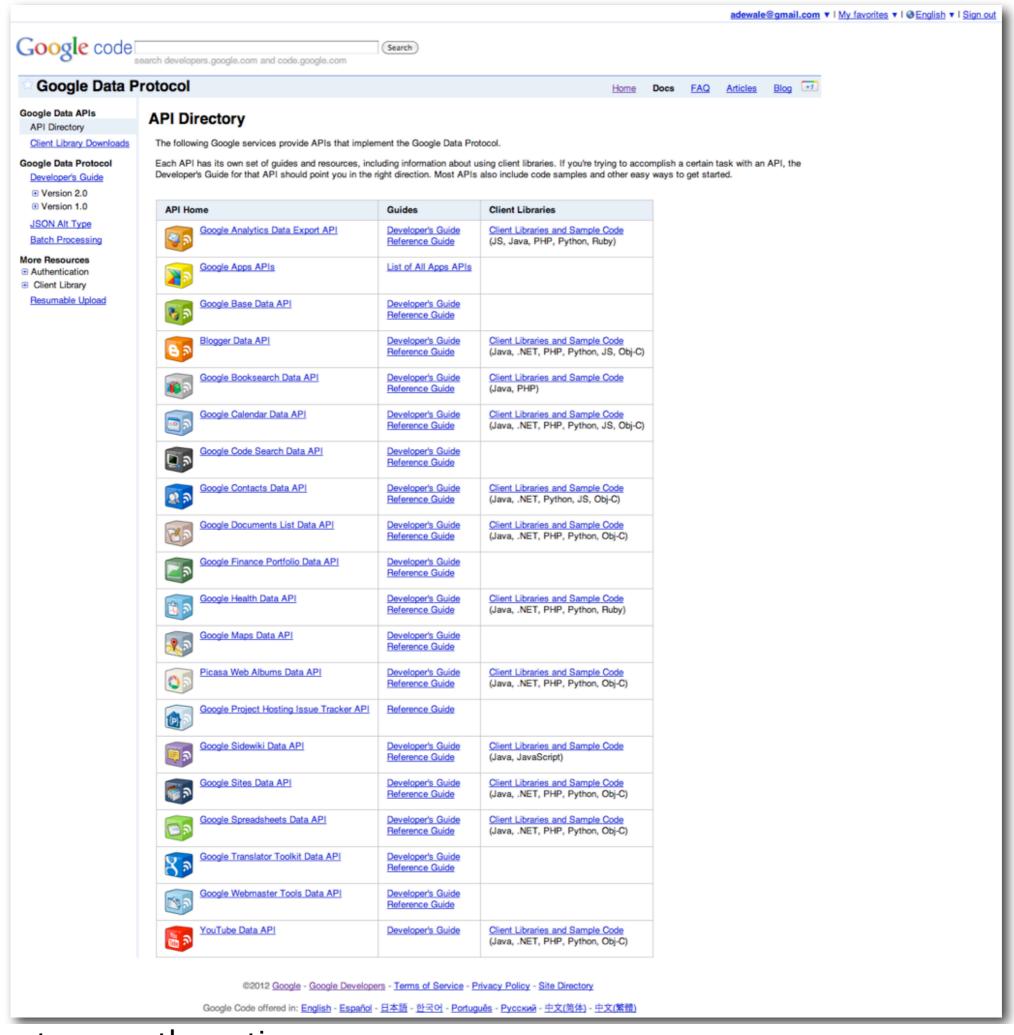
The Google Data Protocol is a REST-inspired technology for reading, writing, and modifying information on the web.

Many services at Google provide external access to data and functionality through APIs that utilize the Google Data Protocol. The protocol currently supports two primary modes of access:

- AtomPub: Information is sent as a collection of Atom items, using the standard Atom syndication format to represent data and HTTP to handle communication. The Google Data Protocol extends AtomPub for processing queries, authentication, and batch requests.
- JSON: Information is sent as JSON objects that mirror the Atom representation.

ReST, Atom, AtomPub, standards.

JSON is just a second-class representation of the Atom



Big investment across the entire company Many years, multiple revisions Lots of iteration and refinement

Writing a "Hello World" Example

Let's start with a simple example. Here's a short program to print a list of all of the documents in your Google Documents account:

```
import gdata.docs.service

# Create a client class which will make HTTP requests with Google Docs server.
client = gdata.docs.service.DocsService()

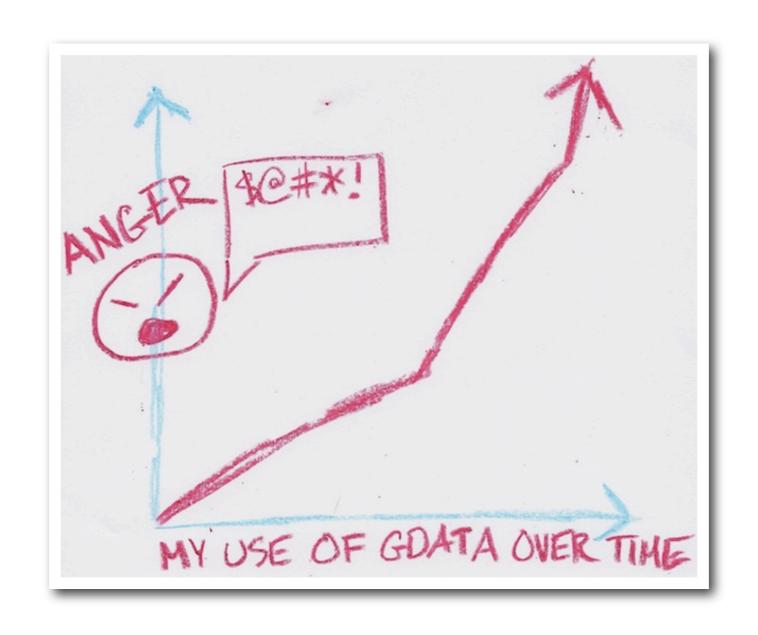
# Authenticate using your Google Docs email address and password.
client.ClientLogin('jo@gmail.com', 'password')

# Query the server for an Atom feed containing a list of your documents.
documents_feed = client.GetDocumentListFeed()

# Loop through the feed and extract each document entry.
for document_entry in documents_feed.entry:
    # Display the title of the document on the command line.
    print document_entry.title.text
```

Either save the above code snippet as a file and run it, or paste the code into the Python interpreter to see the Google Data Python client library at work.

What's wrong with this picture?



Feedback

GData made all APIs look like atom:entries It didn't model the domain It put ReST and AtomPub compliance before developer convenience This made simple things hard

Buzz API

Wednesday, May 19, 2010

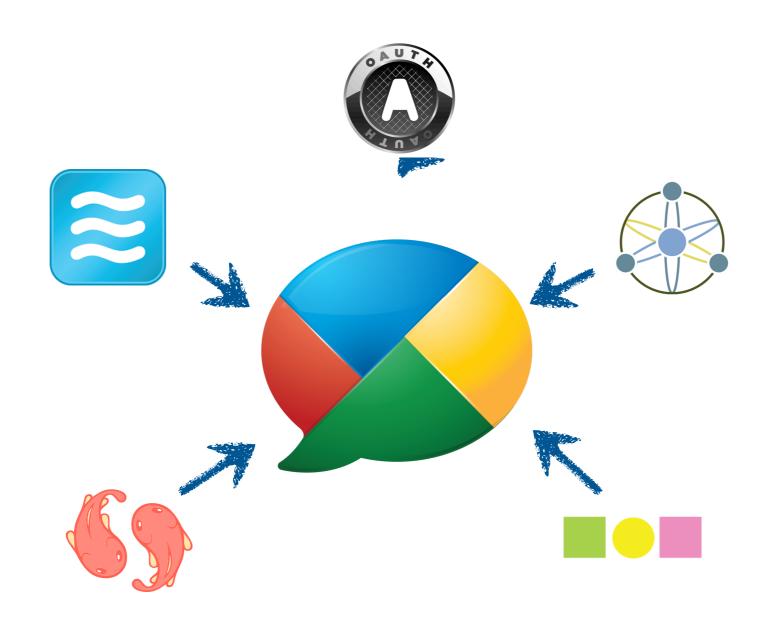
Introducing the Google Buzz API

With Google I/O 2010 finally upon us, what better time to introduce developers to the latest updates to the Google Buzz API?

As <u>announced at the launch of Google Buzz</u>, the Google Buzz API aligns itself with the ever-growing family of freely available and community-developed protocols, formats, and standards for sharing and consuming social content on the web, including ActivityStreams, Atom, AtomPub, JSON, OAuth, PubSubHubbub, MediaRSS, PortableContacts, and more.

The Google Buzz API, a member of the <u>Google Code Labs</u>, is very much a work in progress — we intend to continue to iterate out in the open as we go along — and we hope the features we are making available today will help inspire developers and provide a solid foundation for new applications to be built.

ActivityStreams, Atom, AtomPub, JSON, OAuth, PSHB, MediaRSS, Portable Contacts



Lots of standards. Reused and composed standards. Focussed on letting you rebuild our UI. Modeled the domain.

JSON client library Standards first Developer interviews Ul reflects API API models domain

Good news

- Anybody could build their own client library on top of HTTP
- Possible to reuse existing technology like
 Google Reader because we reused Atom
- Brought attention to niche specifications like GeoRSS
- Made more people aware of OAuth

Bad news

- Made more people aware of OAuth
- Discovered bugs in niche specifications like GeoRSS
- Composing specifications meant you had to read standards documents
- Specifications != Standards
- People kept trying to write their own client libraries

Google+ API



DEVELOPER EXPERIENCE



USER EXPERIENCE APPLIED TO DEVELOPERS, BECAUSE DEVELOPERS ARE PEOPLE TOO.



Posted 9 months ago

What is Developer Experience?

http://blog.oshineye.com/2011/05/what-is-devexp.html

Developer Experience (#devexp) is an aspirational movement that seeks to apply the techniques of User Experience (UX) professionals to the tools and services that we offer to developers.



P

devexp

- 1 UX techniques for developer-facing products
- 2 Focus on the OOB experience
- 3 Use convention over configuration
- 4 Design away common problems

<u>developerexperience.org</u>@devexpftw+Developer Experience

What does this mean for Google+?

Build cool technology



Design is how it works. This is not something you can apply later to make things pretty. It has to be designed-in. It's not just about having pretty documentation.

Indifference towards people and the reality in which they live is actually the one and only cardinal sin in design. Dieter Rams

Solve real problems for real people

	U	S	e	rs

- 2 External developers
- 3 Internal developers

Who are these real people?

Problems & solutions

People don't want to learn ReST, OAuth, HTTP, etc

They just want to write code and solve the problem they're being paid to solve

Downloads

When you use the Google APIs Client Libraries, you benefit from better language integration, improved security, and support for making authenticated calls.

In the table below, the first column shows each library's stage of development; note that some are still in early stages. The second column links to the main page for each library.

The third column provides links to starter projects in each language for various platforms, such as Android and App Engine. These starter projects are the easiest way to get up and running with each library. They include everything needed to use OAuth authentication and demonstrate a few simple API calls. Even though some languages may not have starter projects, you can still use those libraries with Google+. Check the project home page for the library for instructions on how to get started.

Client Library	Project Home	Starter Project
Google APIs Client Library for .NET (beta)	google-api-dotnet-client	
Google APIs Client Library for Go (alpha)	google-api-go-client	google-plus-go-starter (Command Line, App Engine)
Google APIs Client Library for Google Web Toolkit (alpha)	gwt-google-apis	
Google APIs Client Library for Java (beta)	google-api-java-client	google-plus-java-starter (Command Line, App Engine, J2EE, Android)
Google APIs Client Library for JavaScript (alpha)	google-api-javascript-client	
Google APIs Client Library for Objective C (alpha)	google-api-objectivec-client	
Google APIs Client Library for PHP (beta)	google-api-php-client	google-plus-php-starter (Web App)
Google APIs Client Library for Python (beta)	google-api-python-client	google-plus-python-starter (Command Line, App Engine)
Google APIs Client Library for Ruby (alpha)	google-api-ruby-client	google-plus-ruby-starter (Sinatra)

Give them client libraries that do the right thing by default

We can't afford to build/maintain every language+API combination

JSON Document describing all our APIs

JSON Document per API

Libraries could read those documents and statically/ dynamically provide classes

I library per language not per API or version

```
kind: "discovery#restDescription",
discoveryVersion: "v1",
id: "discovery:v1",
name: "discovery",
version: "v1",
title: "APIs Discovery Service",
description: "Lets you discover information about other Google API
icons: {
   x16: "http://www.google.com/images/icons/feature/filing_cabine
   x32: "http://www.google.com/images/icons/feature/filing_cabine
documentationLink: "http://code.google.com/apis/discovery",
protocol: "rest",
baseUrl: "https://www.googleapis.com/discovery/vl/",
basePath: "/discovery/v1/",
parameters: {
       type: "string",
       description: "Data format for the response.",
       default: "json",
     - enum: [
           "json"
     - enumDescriptions: [
           "Responses with Content-Type of application/json"
       location: "query"
   },
 - fields: {
       type: "string",
       description: "Selector specifying which fields to include
       location: "query"
   },
       type: "string",
       description: "API key. Your API key identifies your project
       location: "query"
   },
  - oauth_token: {
       type: "string",
       description: "OAuth 2.0 token for the current user.",
```

People don't want to deal with the impedance mismatch between their languages and AtomPub

External developers aren't as excited about Atom as we are

```
kind: "discovery#restDescription",
 discoveryVersion: "v1",
 id: "plus:v1",
 name: "plus",
 version: "v1",
 revision: "20120227",
 title: "Google+ API",
 description: "The Google+ API enables developers to build on top of the Google+ platform.",
- icons: {
     x16: "http://www.google.com/images/icons/product/gplus-16.png",
     x32: "http://www.google.com/images/icons/product/gplus-32.png"
 },
 documentationLink: "http://developers.google.com/+/api/",
 protocol: "rest",
 baseUrl: "https://www.googleapis.com/plus/v1/",
 basePath: "/plus/v1/",
```

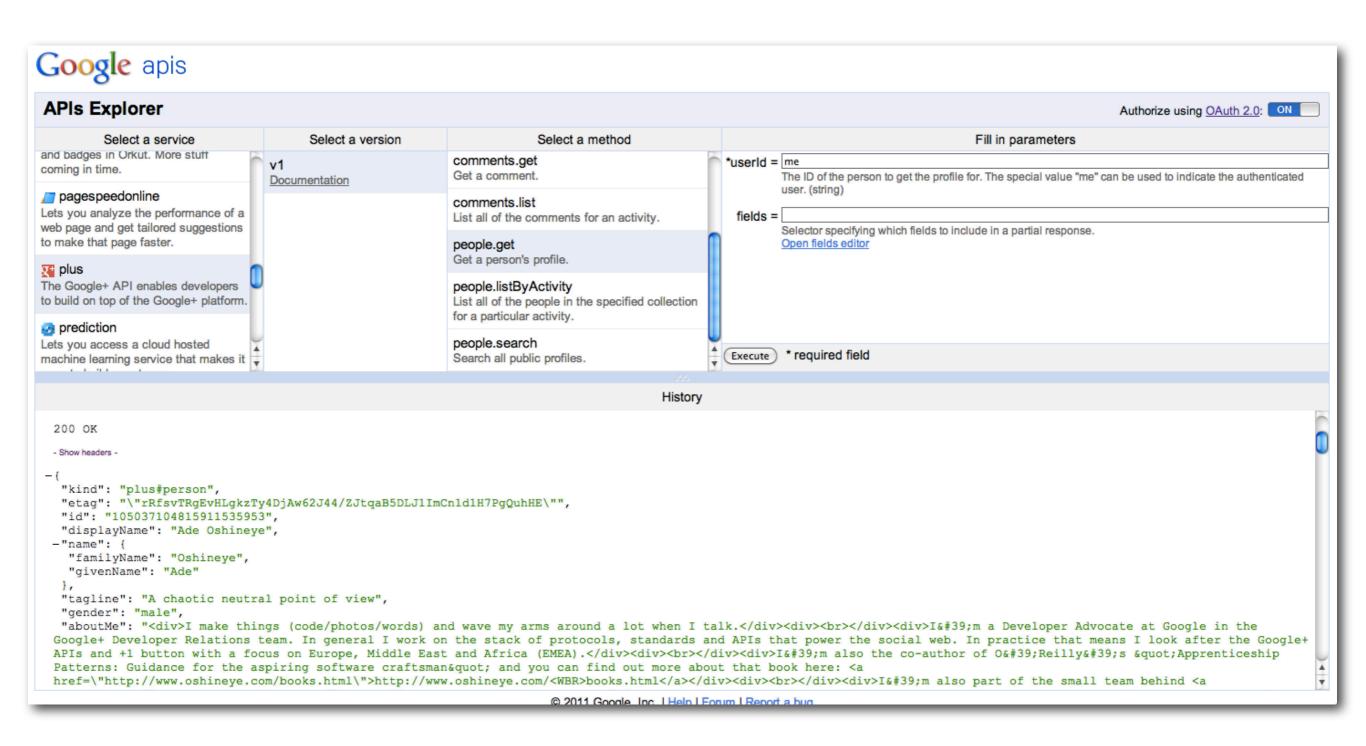
Default to JSON

```
kind: "discovery#restDescription",
discoveryVersion: "v1",
id: "plus:v1",
name: "plus",
version: "v1",
revision: "20120227",
title: "Google+ API",
description: "The Google+ API enables developers to build on top of the Google+ platform.",
- icons: {
    x16: "http://www.google.com/images/icons/product/gplus-16.png",
    x32: "http://www.google.com/images/icons/product/gplus-32.png"
},
documentationLink: "http://developers.google.com/+/api/",
protocol: "rest",
baseUrl: "https://www.googleapis.com/plus/v1/",
basePath: "/plus/v1/",
```

Correction: Default to pretty-printed JSON

The overhead is worth it in terms of debugging time saved. It can always be switched off.

People want to play with your API before they make a commitment

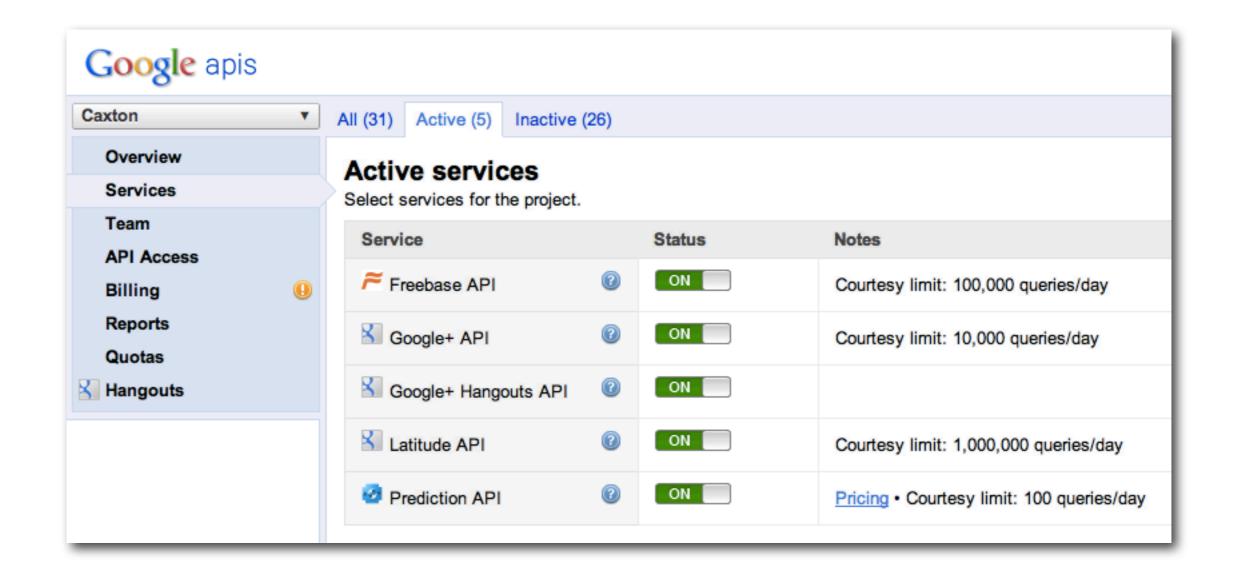


http://code.google.com/apis/explorer/#_s=plus&_v=v1&_m=people.get&userId=me

Give them an API Explorer that uses Discovery

People hate waiting to get hold of API keys in order to use your API

This is magnified if they're using multiple APIs



Give them a unified API console for managing API keys and billing

The Circle Of Life

- 1 Launch
- 2 Use and abuse
- 3 Feedback and iteration
- 4 Revision and replacement

There will be mistakes

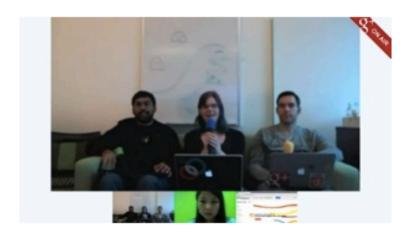
- Provide a public issue tracker
- Have a mailing list for questions and discussion
- Get feedback on your documentation
- Go out and ask your customers what they think of your API
- Run 'office hours'

Developer Office Hours

Let's hangout! Google+ hangouts are being used in new ways every day. So, we've decided to host our Office Hours in where else, but a Google+ hangout. We will be hosting weekly developer office hours via a hangout with members of the Google+ platform DevRel, Engineering, and Product teams. Come chat with the +Platform team, get your questions answered, and provide feedback.

When: Every Wednesday at 11:30am - 12:15pm PST. That's 1930 to 2015 UTC.

Where: In a hangout on air! Once we begin you can see the live stream on the <u>Google+ Developers page</u> or view past sessions on <u>YouTube</u>.



What: Most weeks we'll have a specific topic. We'll announce that topic each Monday on the Google+ Developers page. If you have a question for us, please post it as a comment on this announcement post.

Religion

ReST versus RPC

We support both. Web developers seem increasingly fond of RPC. They both have their place.

Versioning

Content negotiation, custom headers or different domains.

We just put it in the URL because it's simpler for people to handle without reading documentation.

We seldom increment the version.

Should your APIs reflect your UI?

No.

It slows down the evolution of your UI and API because you have to maintain dead endpoints. It encourages you to just throw your internal APIs over the wall.

It blinds you to the actual needs of external developers. They're not like you.

It limits what external developers can build.

JSON > XML/Atom

JSON is slowly reinventing the XML wheel (for example JSON Schema) but it's what developers want and need.

You have to give the people what they want.

Snowflakes versus Standards/Specifications

Snowflakes have the benefit of internal consistency Standards have the benefit of external consistency











You are also in Chris Chabot's circles

O 6 circles

```
"kind": "plus#person",
  "etag": "\"rRfsvTRgEvHLgkzTy4DjAw62J44/_woOAYG29Ktmehw-YgYod06Xhqg\"",
  "id": "108189587050871927619",
  "displayName": "Chris Chabot",
  "name": {
    "familyName": "Chabot",
    "givenName": "Chris"
  },
  "tagline": "Distilling fact from the vapors of nuance",
    "gender": "male",
    "aboutMe": "<span><span>I&#39;m a Developer Advocate at Google who&#39;s passionate about the social web, social identity, open source,
innovative web technologies and trying to do the impossible on a daily basis.
//p></span>",
    "url": "https://plus.google.com/108189587050871927619",
```











You are also in Chris Chabot's circles

O 6 circles

JSON Web Token (JWT) draft-jones-json-web-token-07

Abstract

JSON Web Token (JWT) is a means of representing claims to be transferred between two parties. The claims in a JWT are encoded as a JSON object that is digitally signed using JSON Web Signature (JWS) and/or encrypted using JSON Web Encryption (JWE).

The suggested pronunciation of JWT is the same as the English word "jot".

When the data disagrees with your beliefs, change your religion

Thank You!