POSTMAN

Design, Develop & Mock APIs with Postman

PRESENTED BY
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What we will cover

Concepts

- Real-life API collaboration
- API Design: What we need
- Postman fundamentals

Role: Producer

- Creating collections and Mocks
- Using “API” and schema

Role: Consumer

- Using Mocks
- Collaborating with producer

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Part 1: Concepts

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Let’s talk about APIs

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Applications today are built of multiple interacting components

When systems talk to each other, we should carefully design how they interact

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Design your APIs before you implement them

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Agree on domain boundaries and data models before you implement them

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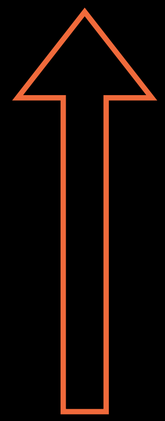

Collaborate

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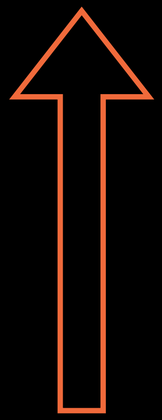
Business use case
Abstraction
Encapsulation

Agree **on domain boundaries and data models before you implement them**



Collaborate

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Business use case
Abstraction
Encapsulation

Entities
Resources
Data structures

***Agree* on domain boundaries and data models before you implement them**

Collaborate

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Data models

Design

Business logic

Code

Implementation

Publish

A good design should adapt to changes

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Key concepts

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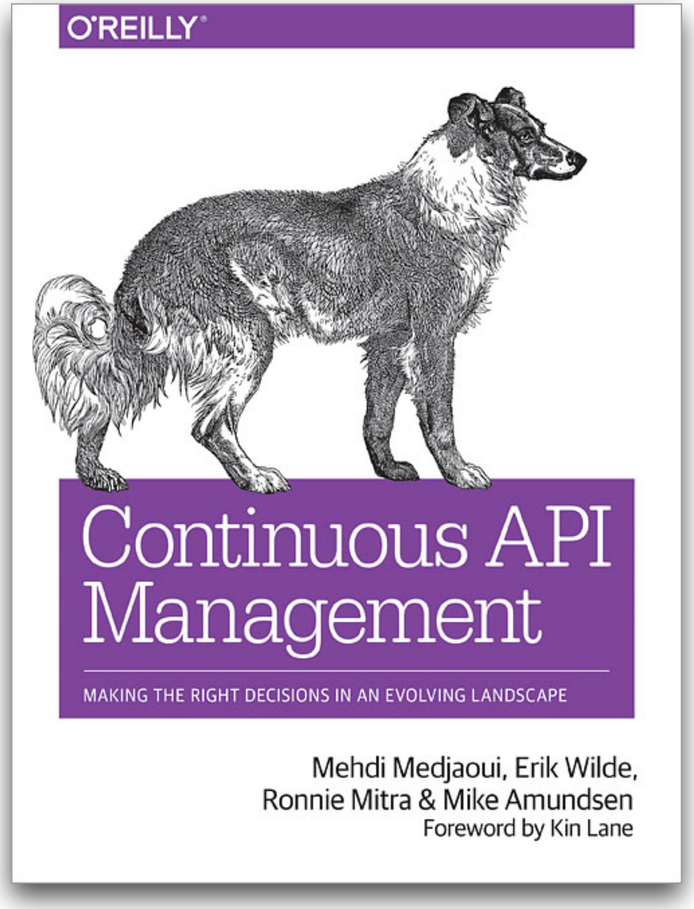
If you work with APIs...



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What is an API?

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What is an API?

Interface

Schema
OpenAPI
RAML
GraphQL
Postman

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What is an API?

Interface

Schema
OpenAPI
RAML
GraphQL
Postman

Implementation

Code
Databases
Repositories
Microservices
...

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What is an API?

Interface	Implementation	Instance
Schema OpenAPI RAML GraphQL Postman	**Code** Databases Repositories Microservices ...	**Deployed** Interface + Implementation + Servers ...

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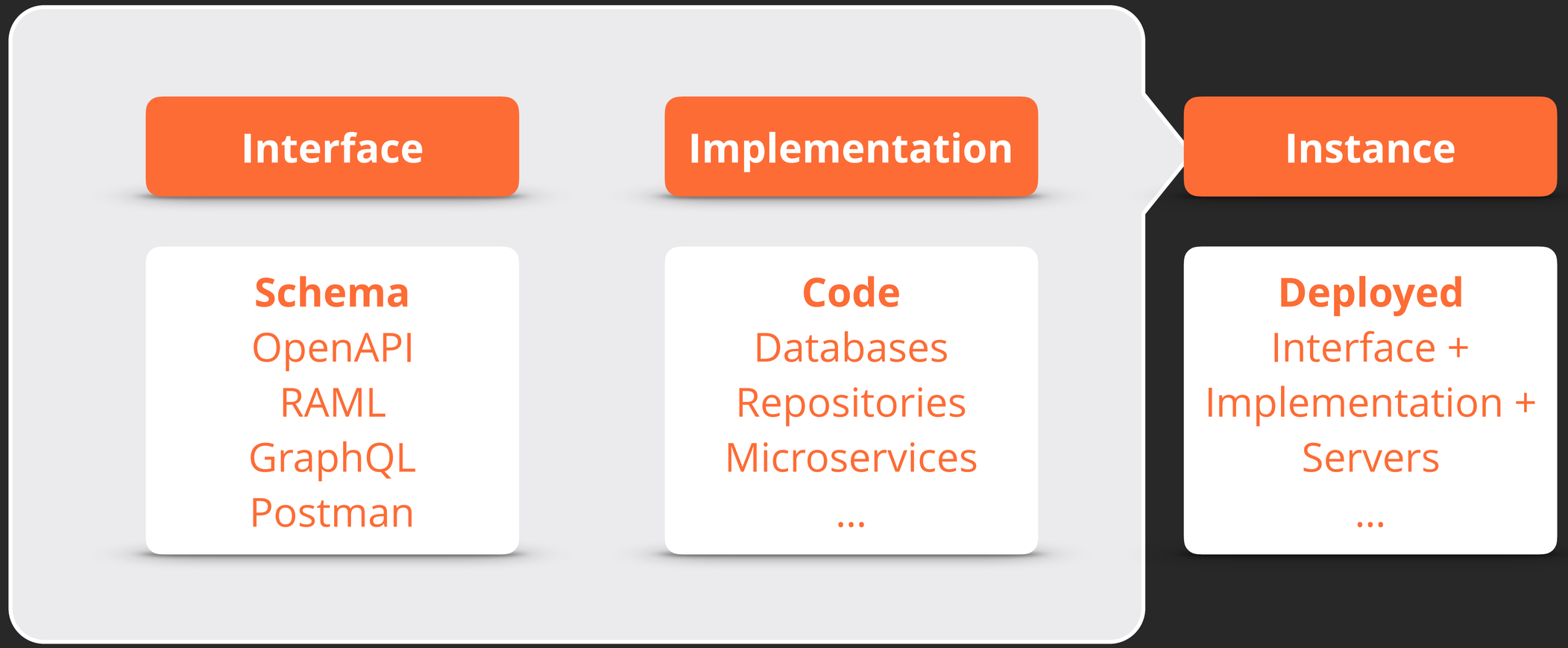
What is an API?



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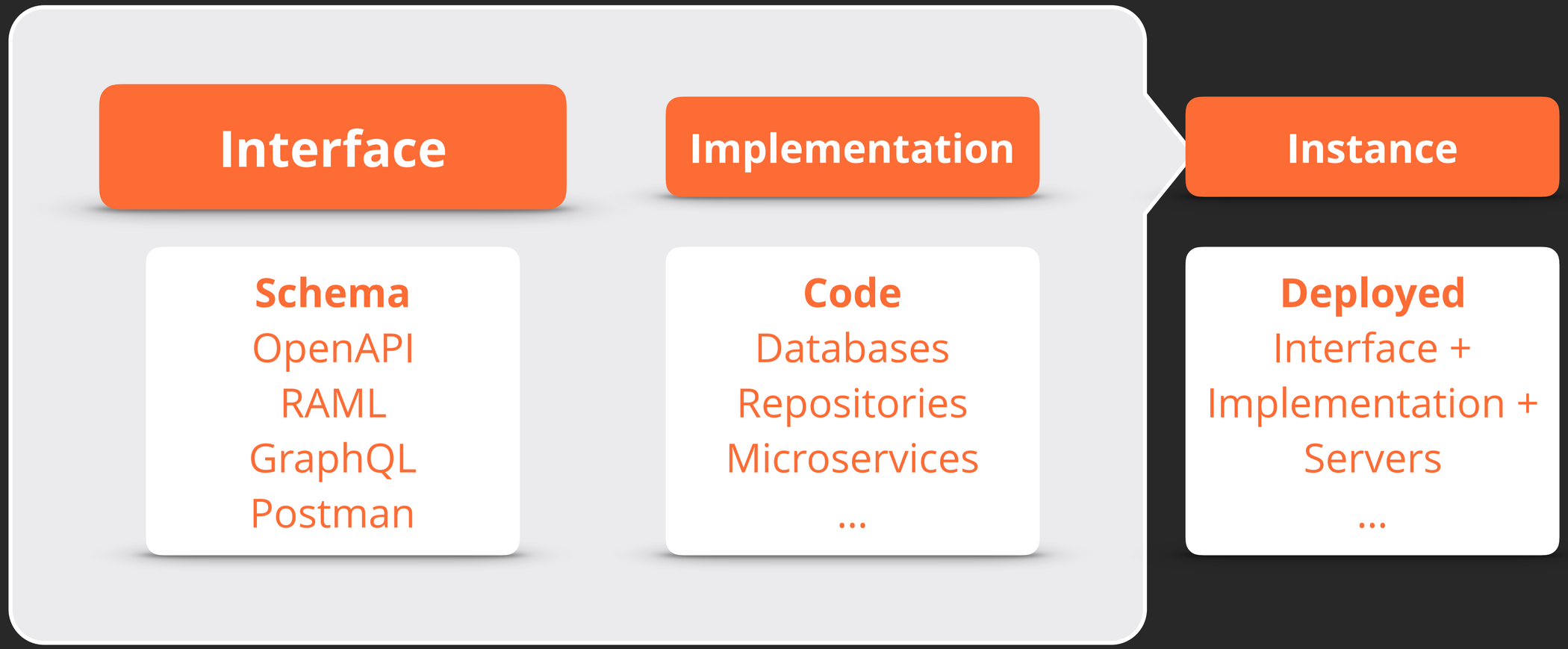
What is an API?



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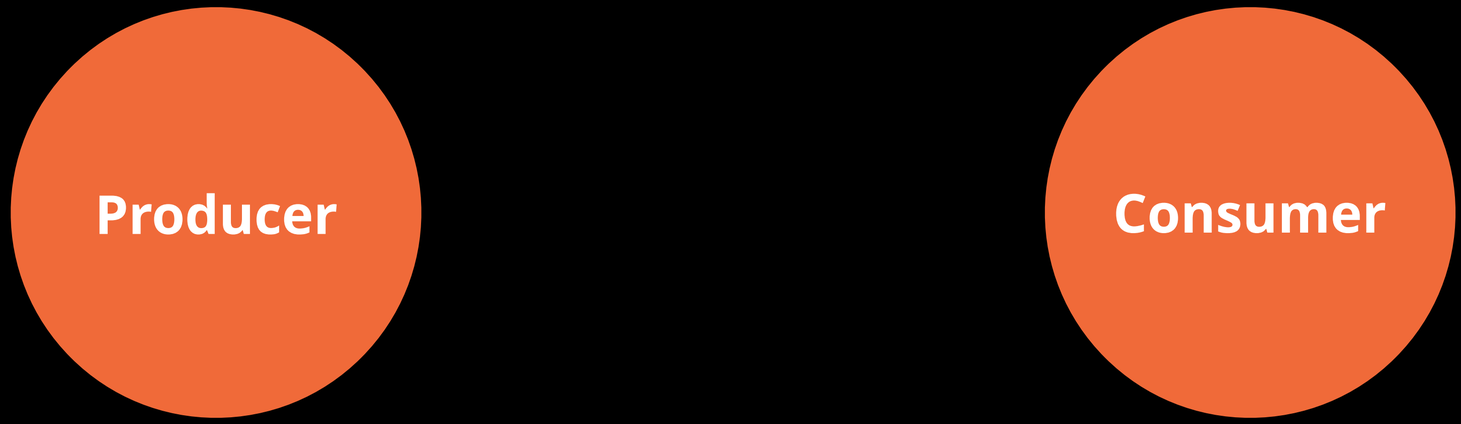

Roles

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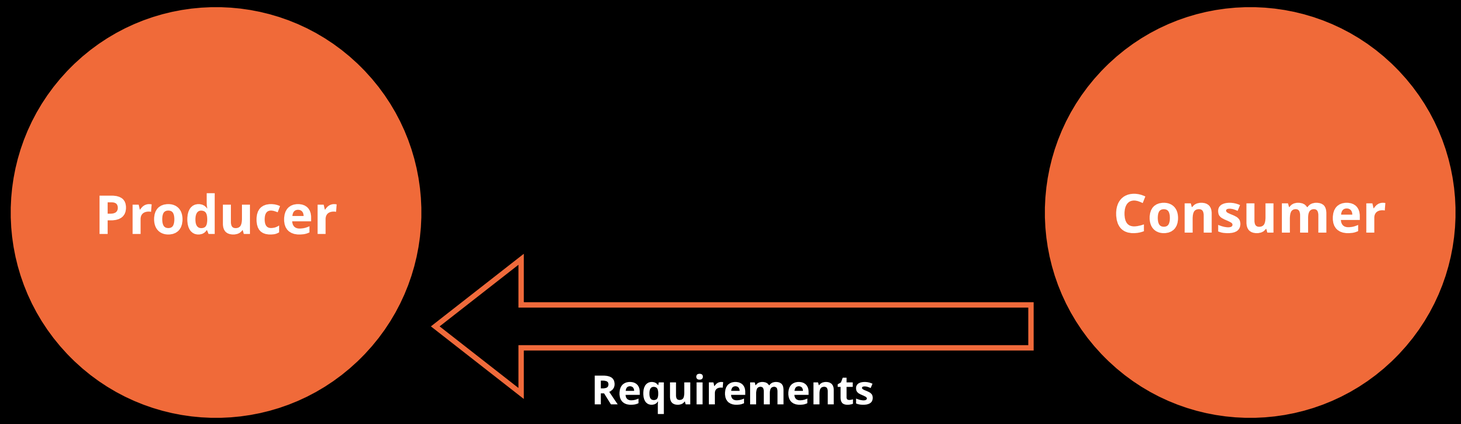

Roles

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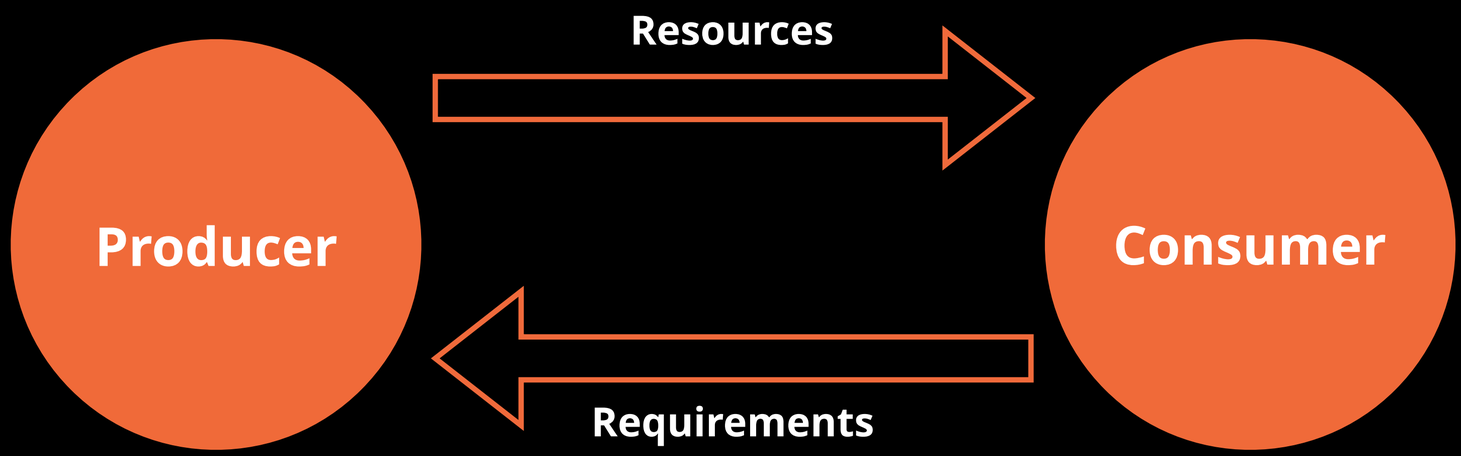

Roles

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Scopes

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Scopes

Schema

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OpenAPI
2.0 | 3.0

GraphQL

RAML

Postman Collections

WSDL

API Blueprint

Schema

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Questions to ask

Producers

How do we gather requirements?
How do we share API docs?
How do we collect feedback?

Consumers

How do we give our inputs?
How do we consume docs?
How do we test our requirements?

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What we need for effective API design

Design the interface

Write API schema

Build a testable, executable spec

Collaborate on decisions

Document the interface

Resource & usage descriptions

Request/Response examples

Collaborate on implementation

API Mocks

API Contracts

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What is the single source of truth?

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Part 2: Setting things up

GET postman.com

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What we will build today

Design API for a hypothetical service to manage list of cats.

As both producer and consumer.

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v0.1

Routes:

- **GET /cats**
  Returns list of all cats
- **POST /cats**
  Add a new cat

Cat schema:

- id: Integer
- name: String
- breed: String
- age: Integer

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v0.2

Routes (new):

- **`GET /cats/{{catId}}`**
  Find a specific cat

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Part 3: Postman fundamentals

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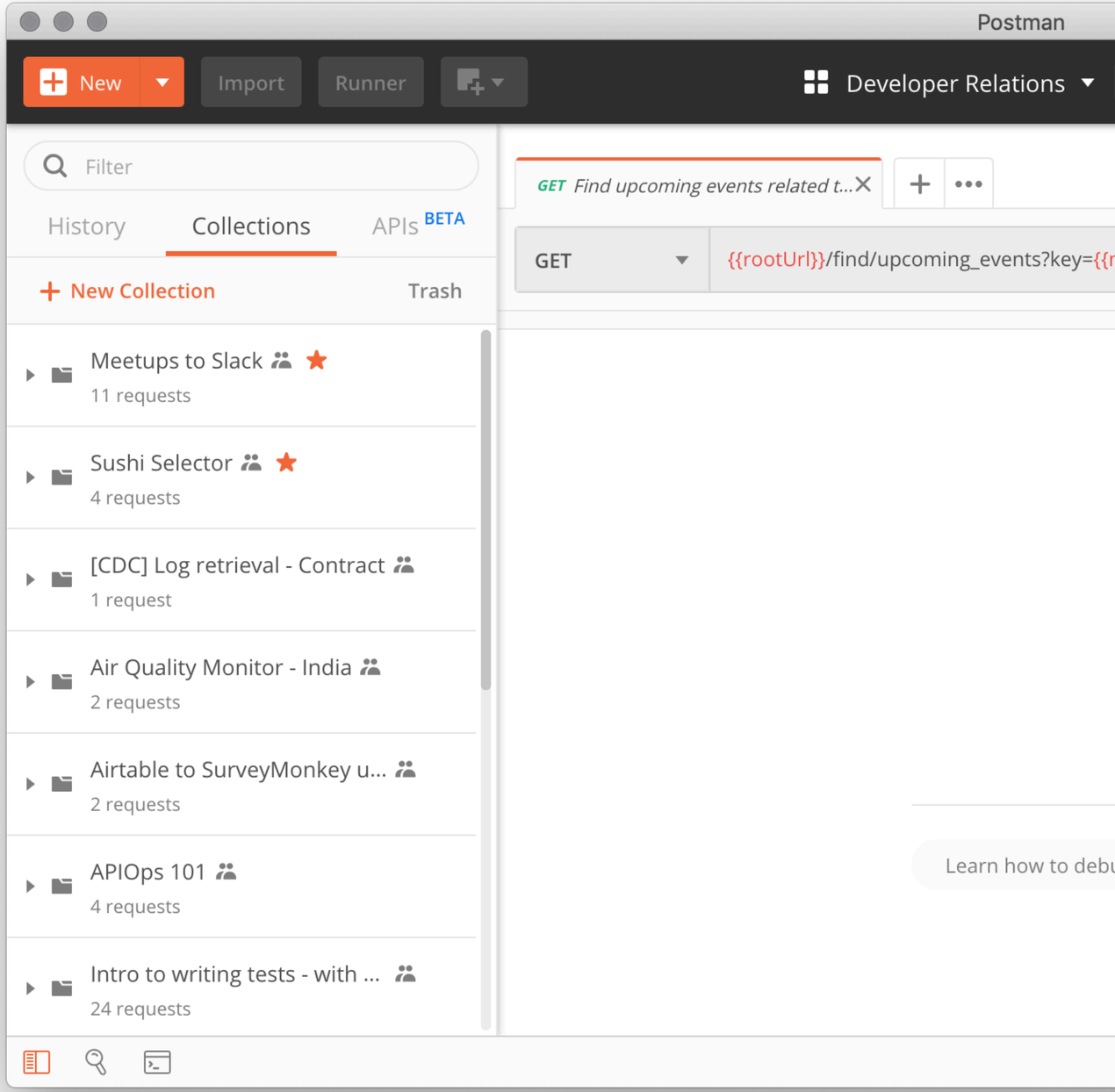
Collections

Group and organize your requests into meaningful collections.



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Variables

Foundation of dynamic values for requests. Can be manipulated programmatically.

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Workspaces

- Organised by service and function
- Service producers and consumers share their collections in them

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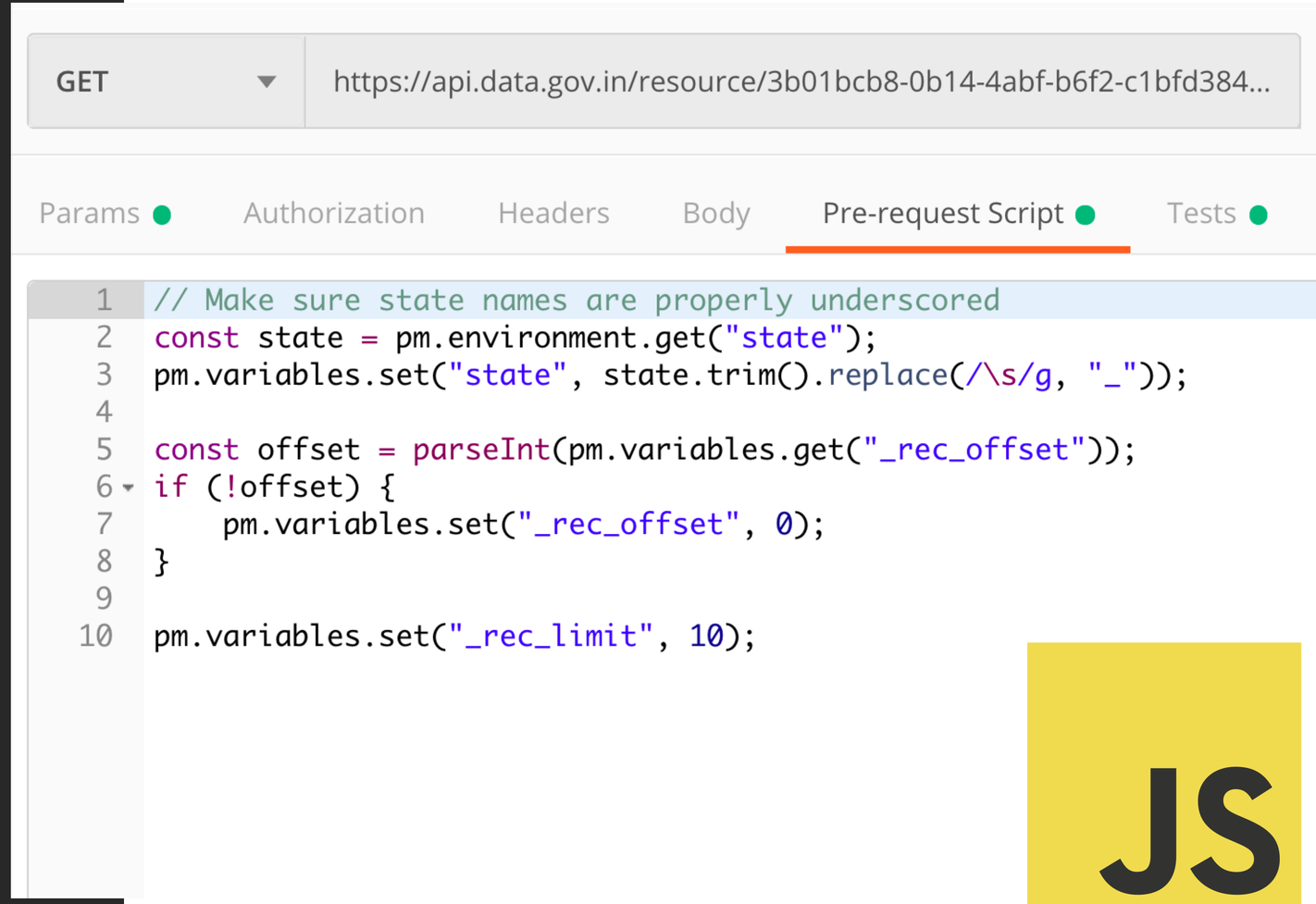
Pre-request Script

- Written in JavaScript
- Executed in a sandboxed NodeJS environment
- **Executed *before* request is sent**
- **Modify request through variables**



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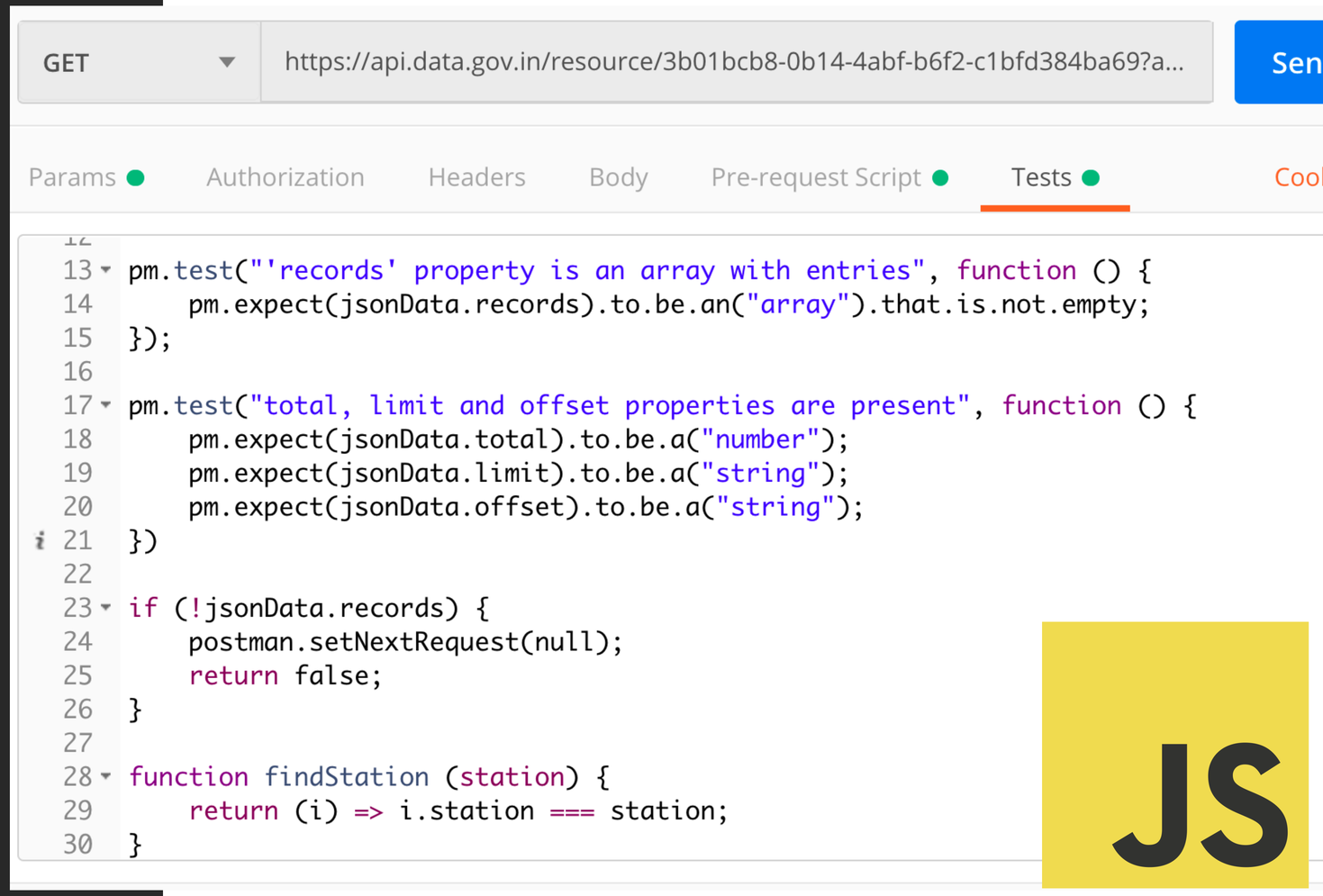
Tests

- Written in JavaScript
- Executed in a sandboxed NodeJS environment
- **Executed *after* response is received**
- **Can have assertions**
- Quick-start snippets



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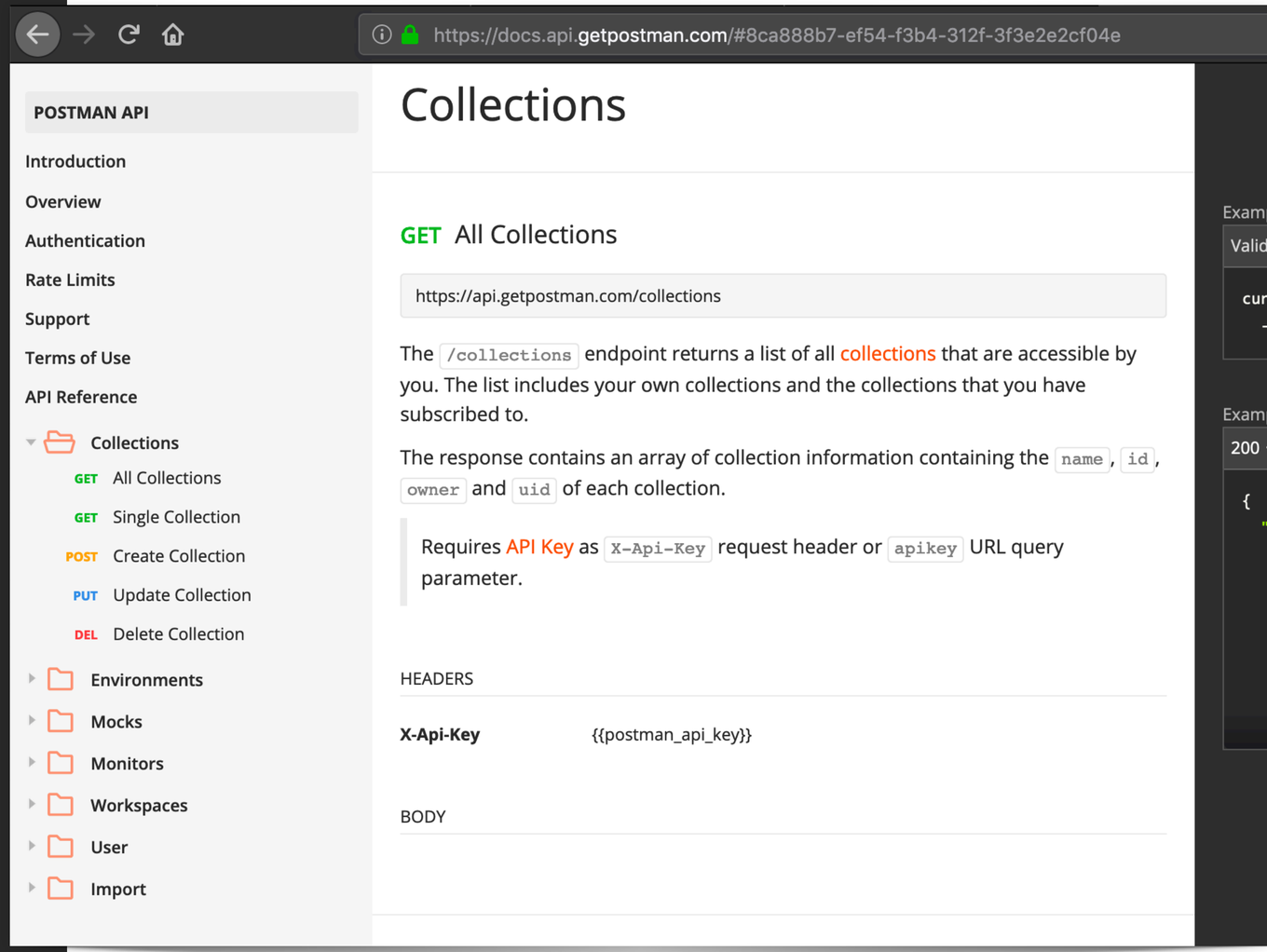
Postman API

Programmatically interact with elements in the Postman ecosystem

api.getpostman.com



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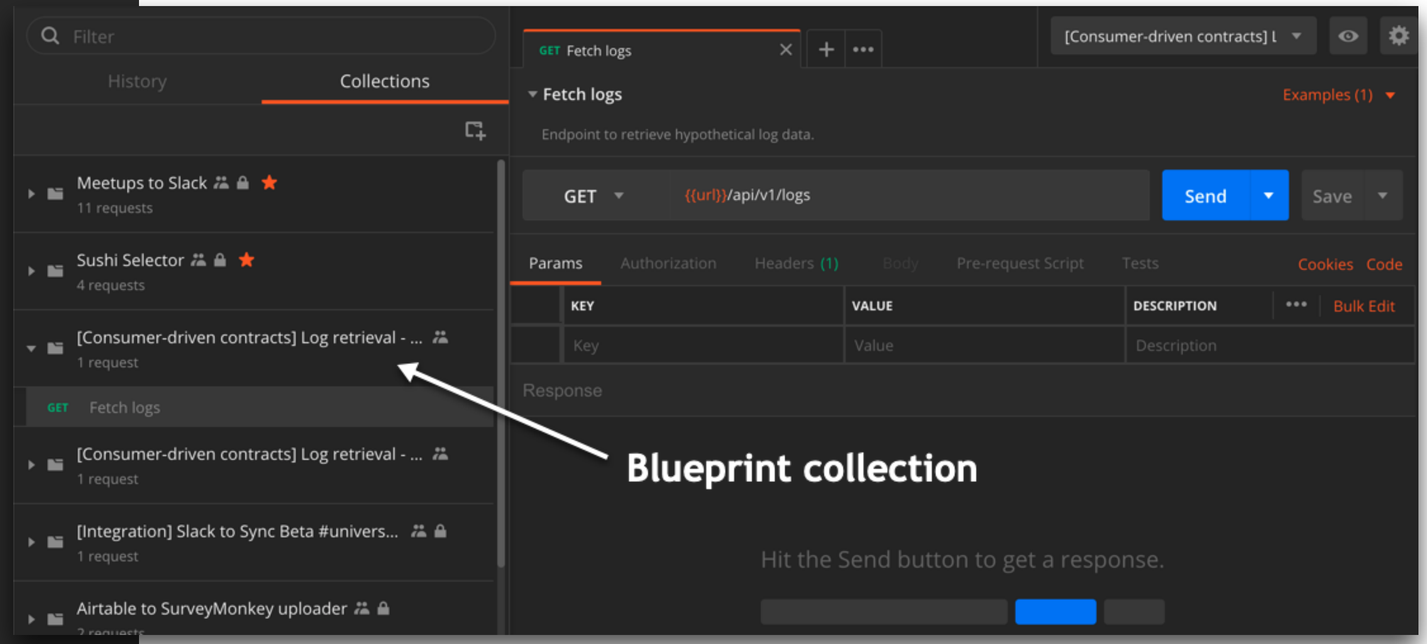
Blueprints

- **Collections** created by service producers to describe an API
- Includes **examples** of each request to document responses



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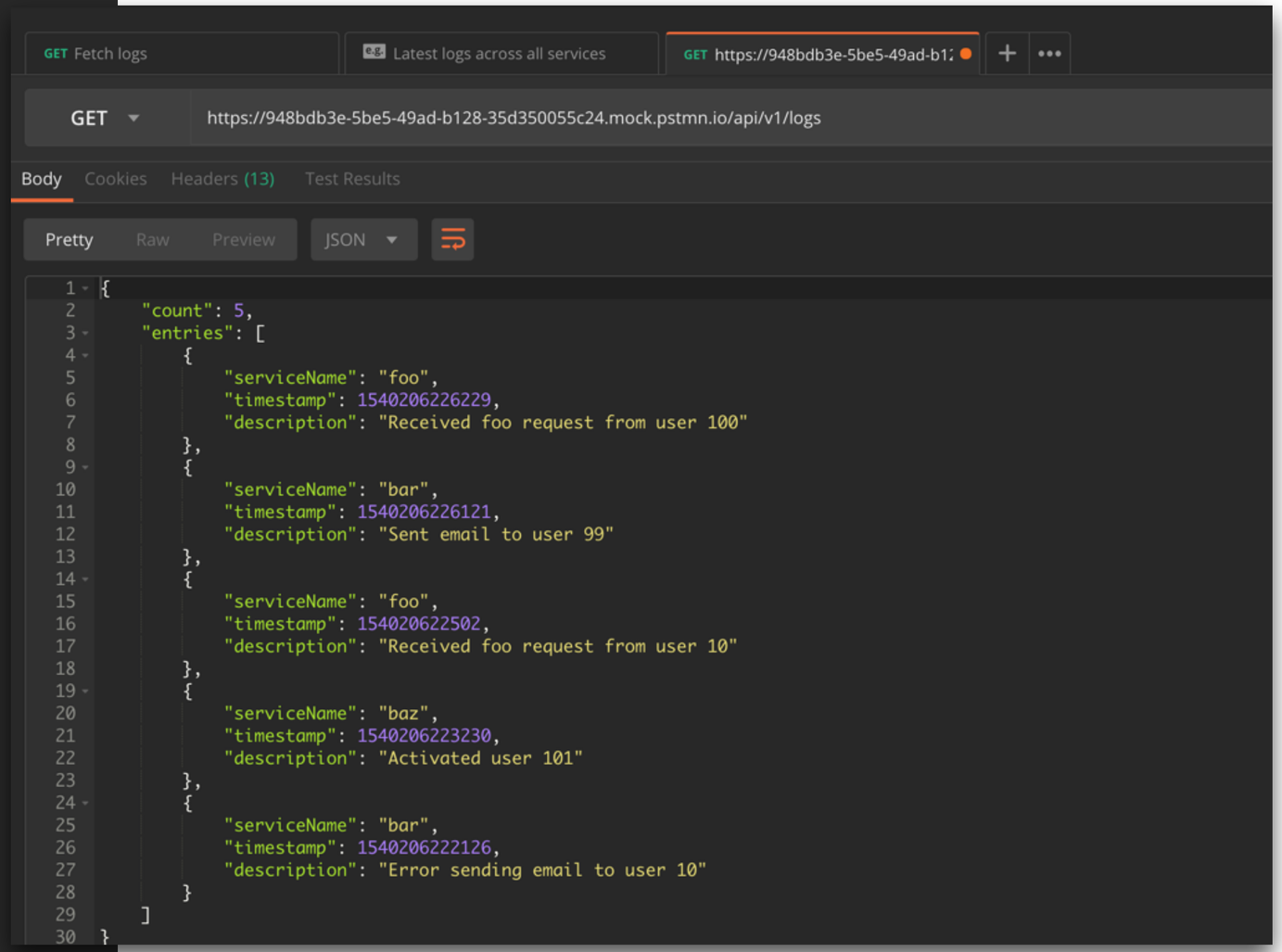
Mock servers

- Created by service producers from blueprint collections
- Used by service consumers to test API contracts



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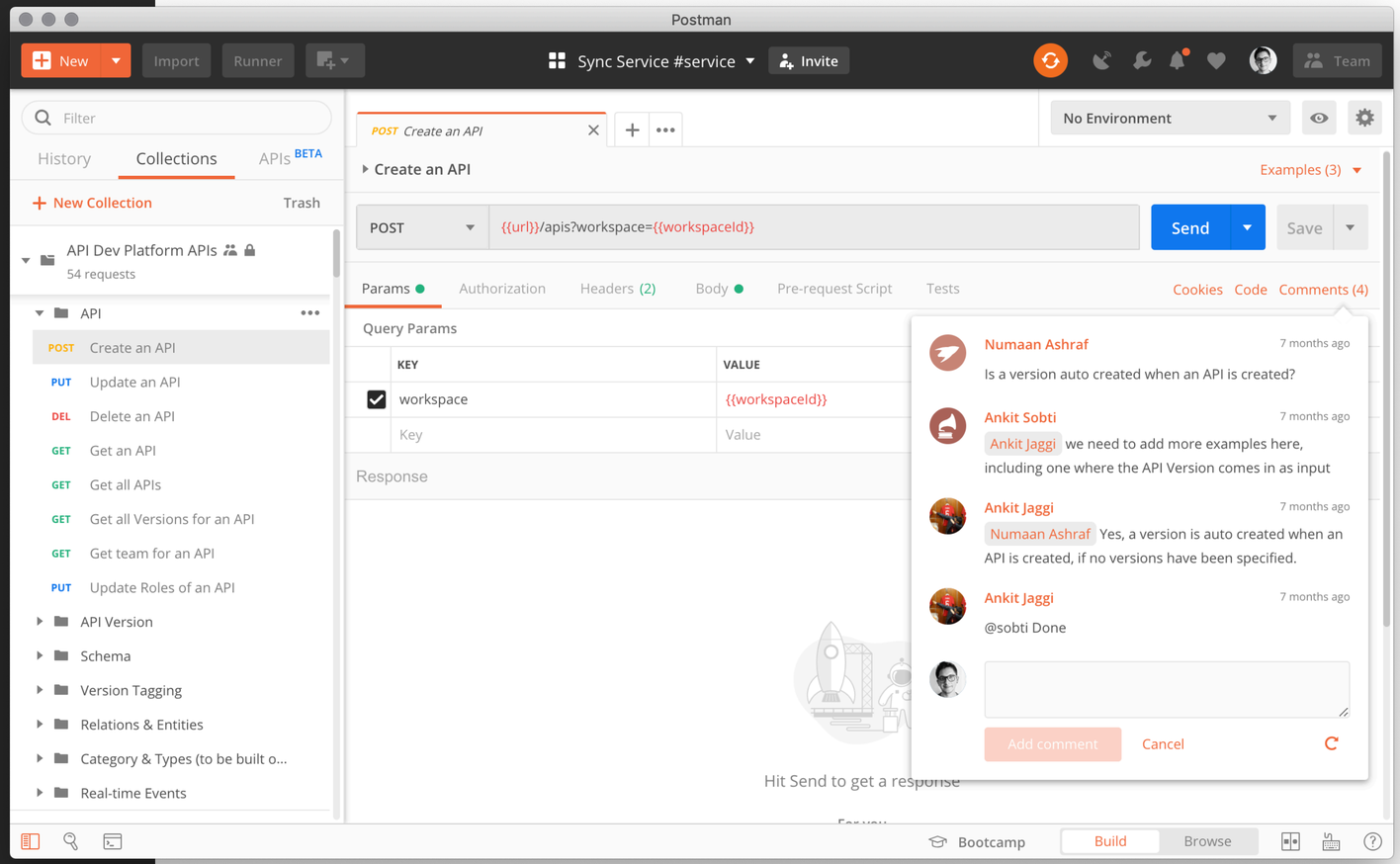
Comments

- To make **contextual** comments and tag other team members in collections, in the app, and in the browser
- Used to **negotiate** API design among stakeholders



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Questions?

(and a quick break)

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Part 4: Role - API Producer

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Create blueprint collection

- Build a blueprint collection
  - Add requests
  - Add documentation
  - Add examples
    - Success cases
    - Failure cases
- Share collection in Workspace
- Comments on requests

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Create Mock Server

- What is a Mock Server? (Recap)
- Create a mock server from Blueprint collection
- Execute Blueprint collection against Mock

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Create “API” and schema

- Create a new “API”
- Add OpenAPI 3.0 YAML schema
  - From: bit.ly/postman-api-yaml
  - File: api-v0.1.yaml

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Use versioning

- Edit API version tag to v0.1
- Add blueprint collection and mock to API v0.1

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Questions?

(and another quick break)

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Part 5: Role - API Consumer

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Using Mocks as a consumer

- Build contract collection based on blueprint collection
- Send requests to Mock endpoint
- Save and document requests
- Add tests to assert on response
- Switch base URL using environments

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Part 6: Work with versions

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Create v0.2

- Create v0.2 for the API
- Update OpenAPI schema
  - From: bit.ly/postman-api-yaml
  - File: api-v0.2.yaml
- Update blueprint
- Update contract
- Tag collections with new version

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Questions?

(and we’re done!)

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Thank you!

@postmanclient
@kaustavdm
betterpractices.dev