

Designing API: 20 API Paradoxes

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Motto

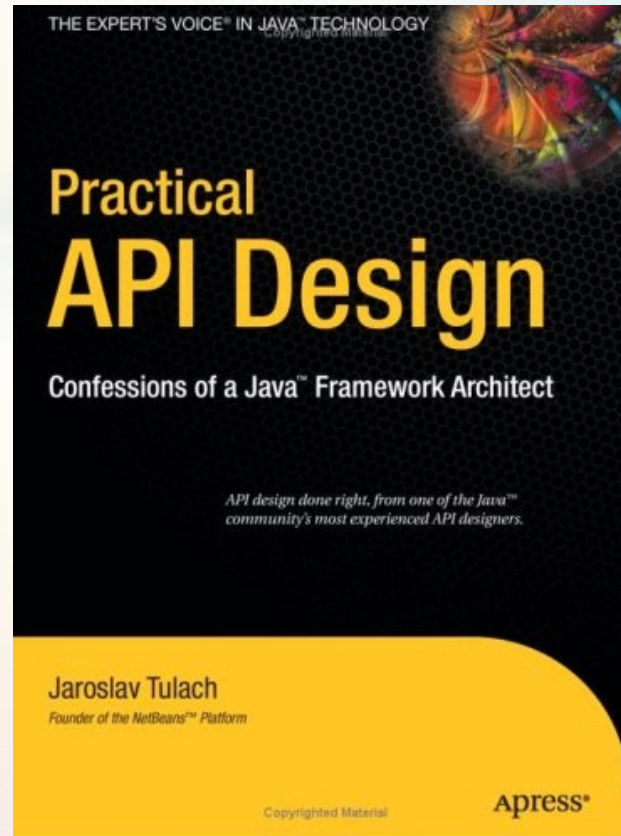
Just like there is a difference between describing a *house* and describing a *Universe*, there is a difference between writing a *code* and producing an *API*.

About Me

- 1996 – Xelfi @ MatFyz
- 1997 – Initial NetBeans APIs
- 1999 – Acquired by Sun Microsystems
 - > 2008 - Practical API Design book
- 2010 – Acquired by Oracle
 - > NetBeans & JDeveloper
 - > 2012 – 20 API Paradoxes book
- now – Java & Browser

The First Book

“European” version



<http://apidesign.org>

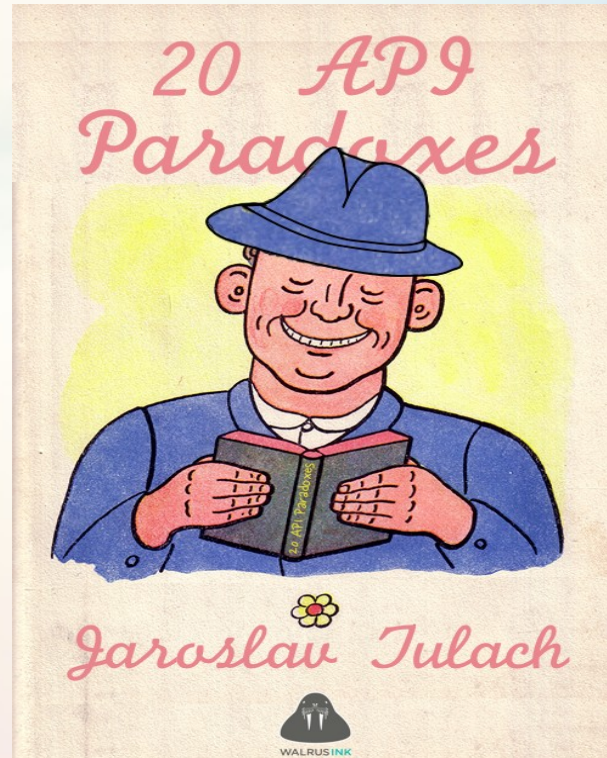
Paradox

Is paradox unnatural?

- Crossing the knowledge horizon
 - > Fear of unknown
 - > I know it “all” mode
- Expectation vs. Reality
 - > The less “fear” the more paradoxes
- Software knowledge
 - > School
 - > In-house development
 - > Framework

More Organized Book

“U.S.” version



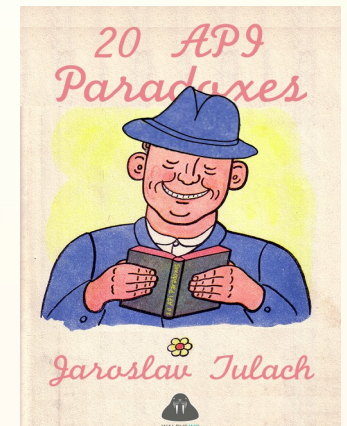
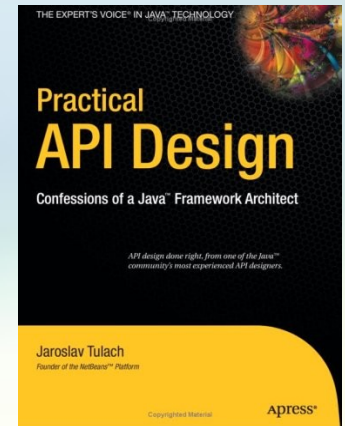
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20 Paradoxes to Talk About



Seek for More

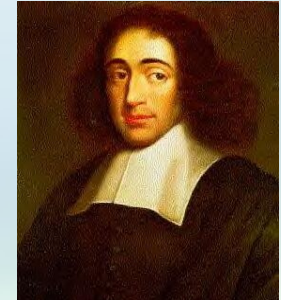
Q&A



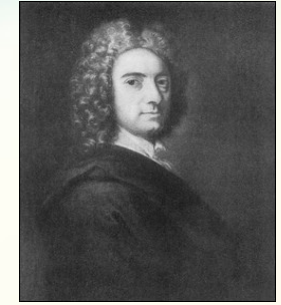
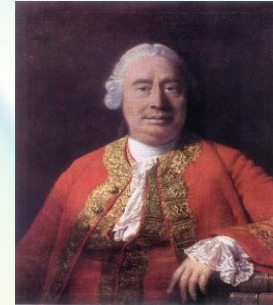
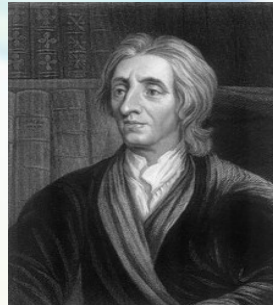
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Who Are Your Users?

Rationalists?



Empiricists!?



Clueless!



Selective Cluelessness

One cannot understand everything

- Understanding is limited
 - > takes time
 - > brain is finite
- Not necessary to understand everything
 - > Linux, Apache, MySQL on the stack
 - > Learn just the API facade
- Minimize Understanding!
- Make it increasable!

<http://wiki.apidesign.org/wiki/Cluelessness>

What is API?

Just like writing a book

- One writer
 - > Design in committee?
- Many readers
 - > Unknown to the writer
 - > Envisioned via use-cases
- Best-seller
 - > Speak clearly
 - > Built up on reader's knowledge
 - > Keep consistency

<http://wiki.apidesign.org/wiki/APITypes>

Maintaining an API

Develop and sustain!

- Write once and publish
 - > Creativity is good
 - > Strive for elegance
- Switch to sustaining mode
 - > Preserve made (unknown) investments
 - > Polish
 - > Promote
- Incremental API Design
 - > Get ready for evolution

<http://wiki.apidesign.org/wiki/Evolution>

Quality of an API?

3 sides to every API

- Writer's point of view
 - > Sacrifice
 - > Elegance is the least priority
- Users' point of view
 - > API usage shall lead to “nice” code
 - > Upgrade breaks no existing code
- Essential API “goodness”
 - > Correctness (via usecases)
 - > Stability (via tests)
 - > Isolate writer and reader

<http://wiki.apidesign.org/wiki/3SidesToEveryAPI>

Good Technology

Holy Grail every vendor seeks

- Coolness
 - > Attracts attention
 - > Otherwise useless
- Time to Market
 - > Achieve more by doing/knowing less
 - > Cluelessness
- Cost of Ownership
 - > Evolution
 - > Compatibility

http://wiki.apidesign.org/wiki/Good_Technology

Time Matters

Compatibility with previous releases

- Source compatibility
 - > JavaScript, PHP – no binaries
 - > Knowing the language is enough
- Binary compatibility
 - > JAR, object files, assemblies
 - > Understand the ABI rules
- Functional compatibility
 - > Tests, tests, tests
- The invisible job

<http://wiki.apidesign.org/wiki/BackwardCompatibility>

Source compatibility

What compiled needs to compile

- Source compatibility gotchas
 - > Making **protected** method **public**
 - > Adding overloaded methods
 - > Wildcard imports collisions
- Beware of “patch” compatibility
 - > Close proximity of MediaWiki

<http://wiki.apidesign.org/wiki/BackwardCompatibility>

Binary compatibility

What linked together needs to link

- Most important type for Java, C, etc.
 - > Compile with oldest vs. run with newest
- Some paradoxes
 - > Making **protected** method **public** is OK
 - > Adding overloaded methods is OK
 - > Wildcard imports collisions cannot happen
- Some gotchas
 - > Changing type of field or method
 - > Adding virtual method in C++
- Signature testing tools

<http://wiki.apidesign.org/wiki/BackwardCompatibility>

Functional compatibility

The ultimate goal is that the system shall work!

- Automated tests
 - > Test coverage
 - > Sample API usage
- Multi-threading
 - > Never call foreign code with a lock
 - > Beware of re-entrant calls
 - > Emulate deadlocks in tests
- Memory management
 - > Injection of references
 - > Test for proper clean up with assertGC

<http://openide.netbeans.org/tutorial/test-patterns.html>

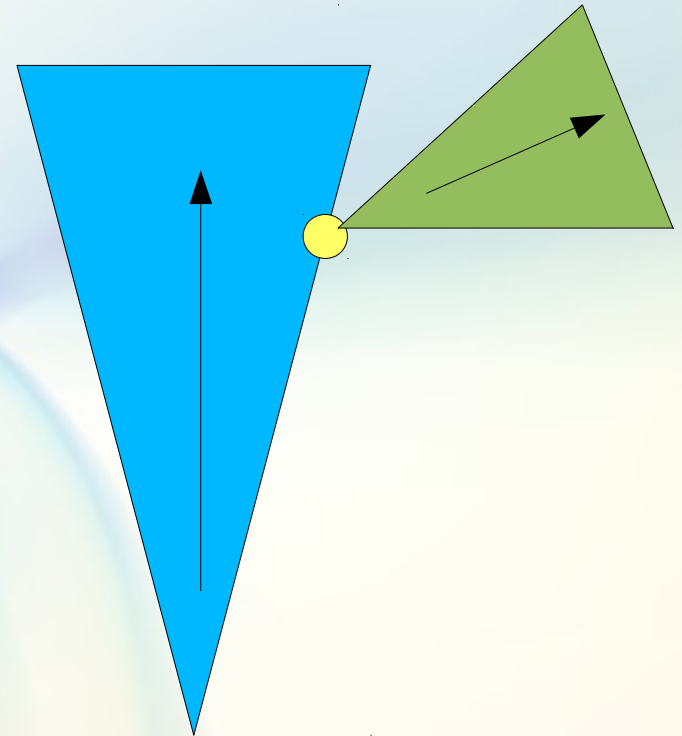
Factorial

Demo

Client vs. Provider

Evolution is different

- API for clients to call
 - > “Open space”
 - > Can grow with time
- API to implement
 - > Cannot change
 - > A “fixed point”
- Don't mix
- Compose
 - > PropertyChangeListener and Event



<http://wiki.apidesign.org/wiki/ClientAPI>

Code Against Interfaces

The Java misinterpretation

- Review API before publishing
- Recognize API from implementation
- Old advice
 - > Interface means abstract definition
 - > Not Java **interface** keyword
- Evolution aspects
 - > Interfaces better for “fixed points”
 - > (**final**) classes better for “open spaces”

http://wiki.apidesign.org/wiki/Chapter_6

Maintenance cost

How hard is to maintain an API?

- API happens
 - > Distributed teams need it
- No users => no bugs => no work
- Feature requests
 - > Let your users implement them
- Bugs
 - > Request automated test by reporters
- Maintaining an API is simpler than maintaining code with no API

<http://wiki.apidesign.org/wiki/CodeInjection>

API Review

Rejecting “ugly” API changes?

- Allow anyone propose API change
 - > Public rules
- Checklist
 - > Use-case driven
 - > Enough test coverage
 - > Properly documented
 - > Backward compatible
- Give up on beauty
 - > API design is not art!

<http://wiki.apidesign.org/wiki/CodeInjection>

Alternative Behavior

Balance bug fixes and compatibility

- Compile-time
 - > New constructor, factory, setter
- Deploy-time
 - > Per VM configuration
- Side by side
 - > Copy the old class into new
 - > Prevents mutual exchange
- Runtime-time
 - > Inspect caller's expected environment

<http://wiki.apidesign.org/wiki/AlternativeBehaviour>

Modularity

Exactly specify code's environment

- Code does not live in vacuum
 - > Needs appropriate environment
- Libraries evolve in time
 - > Identify them with version number
- One can always mimic old environment
 - > Alternative Behaviors
 - > Emulation layers
 - > Bridges

<http://wiki.apidesign.org/wiki/Modularity>

APIs Are Like Stars

Sent your old API to black hole!

- Can one get rid of old API?
 - > While keeping backward compatibility?
- Yes, due to modularity
 - > Release new library version
 - > Mimic old behavior until clients migrate
 - > All migrated => old behavior is gone
- Place for beauty
 - > Old, ugly API can compatibly disappear

<http://wiki.apidesign.org/wiki/Star>

Research Field

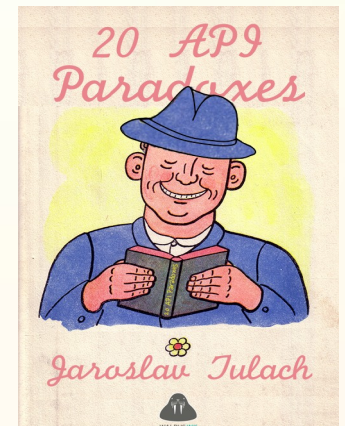
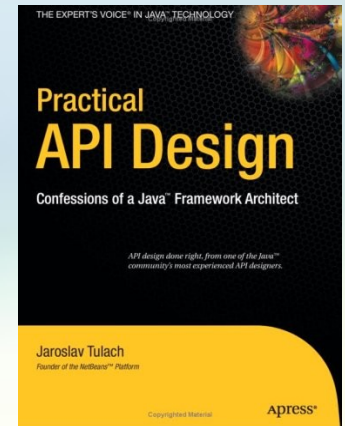
Place for Rationalistic Souls

- NP-Complete problems
 - > 3SAT to Modular configurations
- Verification
 - > Signature checks
 - > Is an upgrade safe?
- Language Design
 - > Modifiers are misleading
 - > Distributed Modularity

<http://wiki.apidesign.org/wiki/LibraryReExportsNPComplete>

Seek for More

Q&A



<http://www.apidesign.org/>