Open Master Thesis

RESTful Design Patterns

Motivation:
In software engineering, a design pattern is a general reusable solution to a commonly occurring problem within a given context in software design. It is a description (or template) specifying how to solve a problem that can occur in many different situations.

Object-oriented design patterns typically show relationships and interactions between classes or objects, without specifying the final application classes or objects that are involved.

Goals:
1. Survey the state of the art in RESTful Services development trying to filter out common design choices.
2. Formalize such commonalities into a set of RESTful Design Patterns, i.e., design patterns adhering to REST principles.

Requirements:
Object-oriented design patterns, Service Oriented Architecture, REST

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