Interface Blueprints

What makes good apis?

Criteria for interfaces?

Design approach 1st?

Hierarchy organization

How we organize apis

Reuse existing work e.g. ??? https://cloud.google.com/apis/design

Common design patterns

- Discovery
- Versioning
    - Backwards compatibility
    - Lifecycle
    - Granularity e.g. service, entire tree VSS
- Thick and Thin Data API
    - How works with VSS. How grouped

Types of interfaces e.g. data, rpc

- when do use?
- Interface classification/level

Document VISS and Kuksa/Implementation decisions against blueprints.