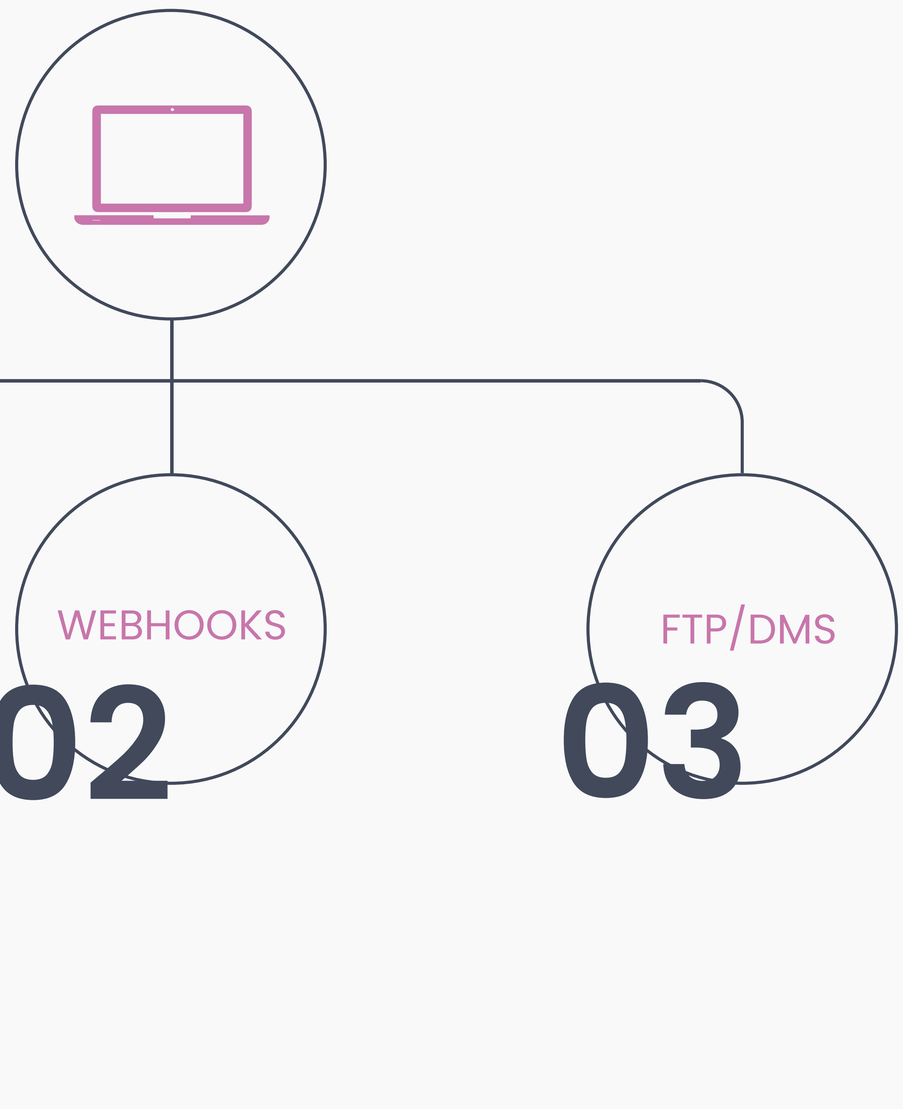
WAYS TO CONNECT TO OUR SYSTEM

When it comes to connecting our system with other systems, there are several possibilities, that is, ways in which it can be realized. We will shortly explain the most up-to-date methods used to connect two systems, which we actually use to enable clients access and insight into our system.

AMONG THEM ARE THE FOLLOWING WAYS:

- API (Backend to Backend)
- WEBHOOKS
- FTP/DMS



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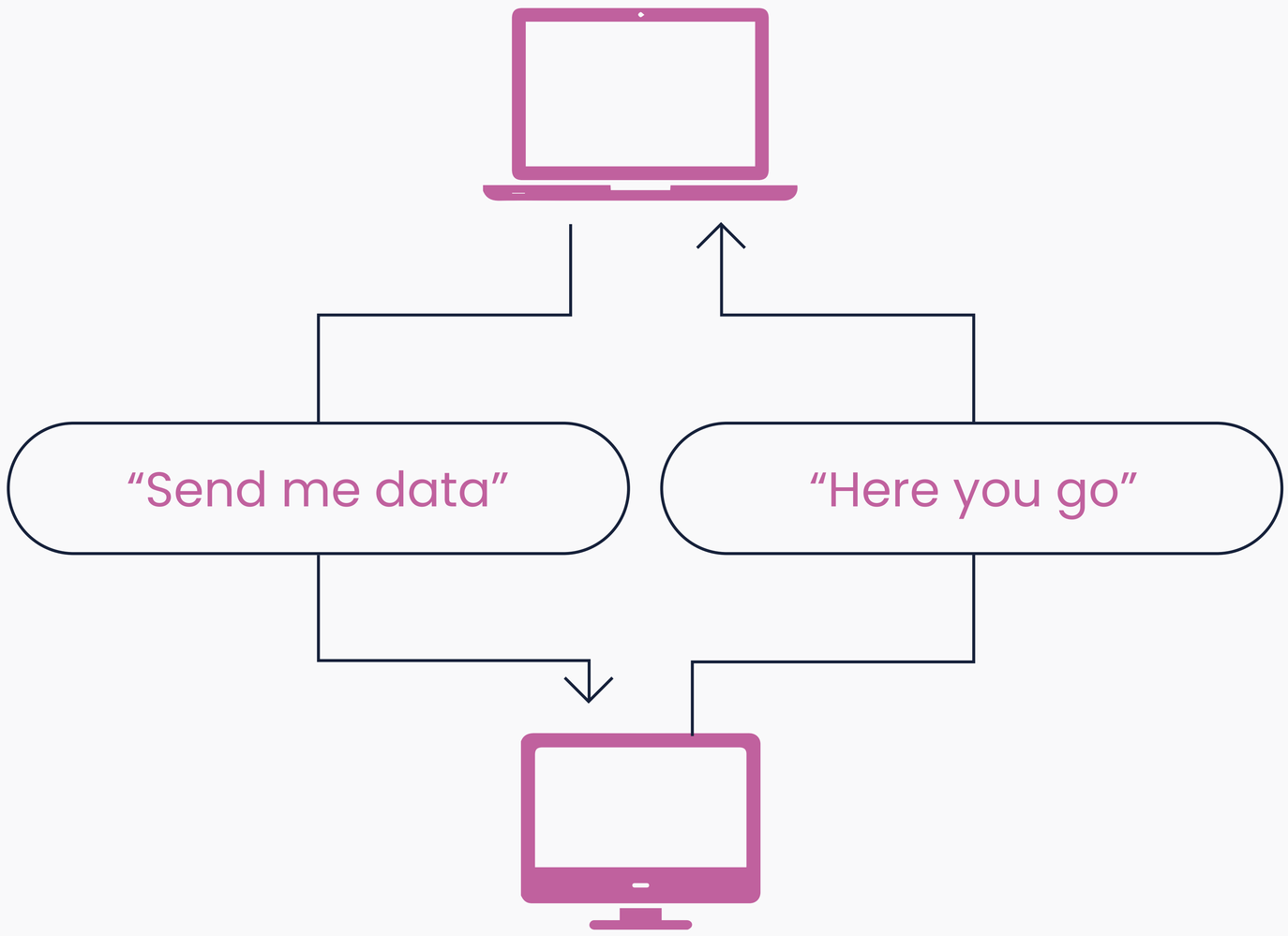
01

API



APPLICATION PROGRAMMING INTERFACE

Application Programming Interface (API), represents the interface of the programming part of the application. An API is a software intermediary that allows **two applications to exchange information**. This agreement defines the way the two communicate with each other using requests and responses. A document or standard that describes how to build or use such a connection or interface is called **API specification** (API documentation). An API generally consists of different parts that act as tools or services that are available to a developer, and it is often said that a program or developer using one of these of parts calls that part of the API. The calls that make up the API are known as **subroutines, methods, requests, or endpoints**. The data for the API is stored in a database located on the server. In order to have access to that data you have to request in some way what you want. For an API to work properly it must be integrated properly. The API is a very powerful factor that allows the application to work flawlessly and without any downtime. **Data transfer must be fast and error-free**.

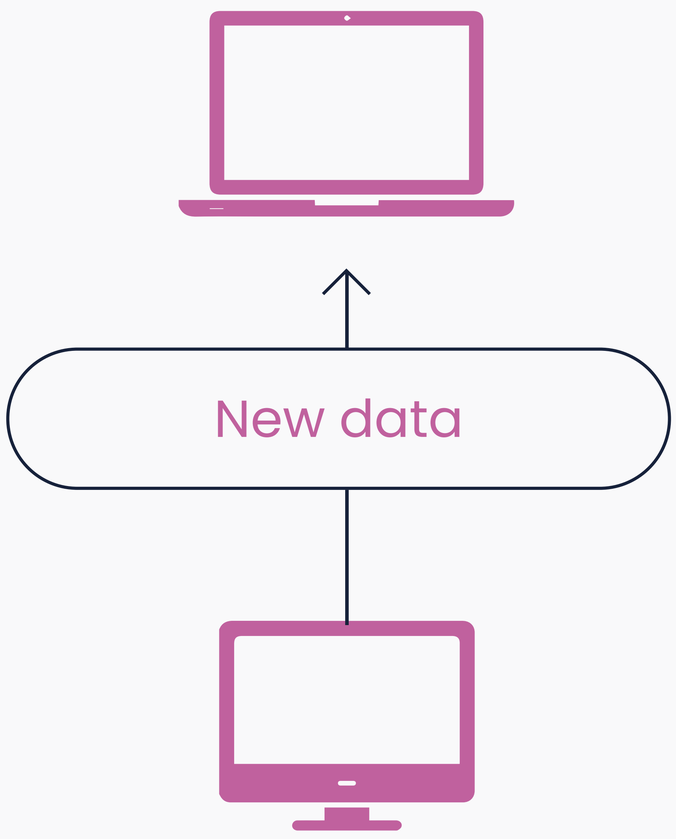
Given that we have explained how one way of connecting between two systems via API works, WE have an API specification for our system which, based on the client's request, we provide in an adequate time interval after technical agreement and the type of request. In order for the connection to be successful in this way, the client must have the API documentation for the system that he wants to connect to ours system. This in short means that he must provide an API specification (documentation) for his system and a clearly defined requirement based on which the connection and communication between the two systems are made.

02

WEBHOOKS

A webhook in web development is a method of augmenting or altering the behavior of a web page or web application with custom callbacks. These callbacks may be maintained, modified, and managed by third-party users and developers who may not necessarily be affiliated with the originating website or application. The format is usually JSON. The request is done as an HTTP POST request. Webhooks are usually triggered by some event. The following events exist in our system:

- User Created
- User Updated
- Vehicle Created
- Vehicle Updated
- Vehicle Deleted
- Vehicle Add Files
- Vehicle Image Uploaded
- Vehicle Image File Uploaded
- Vehicle Processed
- Crop Image Processed



Each of these events is available to users of our system, where configuration is performed after logging in and using the Webhooks option found in the user's Settings. When that event occurs, the source site makes an HTTP request to the URL configured for the webhook. Users can configure them to cause events on one site to invoke behavior on another. Because webhooks use HTTP, they can be integrated into web services without adding new infrastructure. HTTP basic authentication can be used to authenticate the client. The webhook can include information about what type of event it is. The most useful event in our system for Webhooks is: "Vehicle Processed" and the JSON getting by triggering this event contains the following response: - Response is in a separate file (notepad file) If the client decides for this type of communication and connection with our system, we provide API documentation related to the functioning of Webhooks in our system. What the client needs to provide on his side if he wants to take advantage of the communication that is obtained by using Webhooks is that: - the route (URL) that will be entered when setting one of the events from our system, and that URL will actually represent a secured place in the client's system where information will be obtained regarding the response to the triggered event.

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03

FTP/DMS

One of the ways to connect to our system is the possibility of using and connecting via FTP. This type of connection provides the client with the transfer of data from our system to his system. Specifically, it is about the transfer, actually uploading the vehicle to the FTP that the client wants. In addition to uploading images for vehicles that have been created and processed in our system, it is also possible to submit certain information in the form of a JSON file (for ex. name of the user who uploaded the vehicle). When it comes to the connection via FTP, it is realized depending on the way the connection is implemented in our system. There are two ways of connection, where the connection is made at the user level and at the client level:

1. If the connection is made at the user level, if we have implemented the option for the user to connect to FTP by himself, he will be able to do so by entering valid credentials for it, if the option is not provided that the user can connect with to the desired FTP, then in that case we do it for him on our side.

2. On the other hand, when it comes to connection at the client level, we do it in our system, by connecting the client to the desired FTP, for which he provides us with the necessary data and tells us the rules according to which he wants to upload images for vehicles, where therefore, all users who belong to that client for whom the connection to FTP is made, are automatically connected to that FTP by the client and the vehicles they process will be uploaded to that FTP.

In addition to all of the above, we have API documentation on our side that refers to DMS (FTP) connection and depending on the client and his request, we provide it within the deadline. If the client wants to use this type of connection, via FTP, it is necessary to provide the following items on its side, which it will deliver to us: - host - username - password - port - rules (rules based on which images for vehicles will be uploaded from our system to FTP, for example: file: VIN.zip, filename: vin_01, vin_02...) As for this method of connection, we have mastered it completely flawlessly and specialized the entire work, so that today we have a huge number of FTP connections for many of our clients, that number even reaches up to 400 different connections today.