

# CSc 337

LECTURE 13: JSON



Apparently our open API is giving our customers unprecedented control over their own lives and allowing them to seize control of their destinies. So please shut it down.

# The old standard: XML

---

```
<?xml version="1.0" encoding="UTF-8"?>
<note private="true">
  <from>Alice Smith (alice@example.com) </from>
  <to>Robert Jones (roberto@example.com) </to>
  <to>Charles Dodd (cdodd@example.com) </to>
  <subject>Tomorrow's "Birthday Bash" event!</subject>
  <message language="english">
    Hey guys, don't forget to call me this weekend!
  </message>
</note>
```

XML

- fairly simple to read and understand
- can be parsed by JavaScript code using XML DOM
- Is there any other data format that is more natural for JS code to process?

# Pros and cons of XML

---

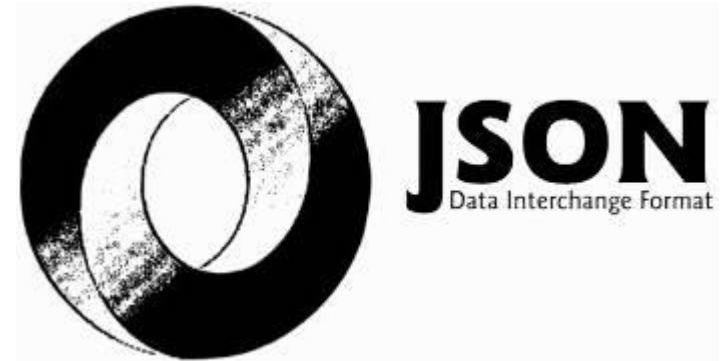
- pro:
  - standard open format; don't have to "reinvent the wheel" for storing new types of data
  - can represent almost any general kind of data (record, list, tree)
  - easy to read (for humans and computers)
  - lots of tools exist for working with XML in many languages
- con:
  - bulky syntax/structure makes files large; can decrease performance ([example](#))
  - can be hard to "shoehorn" data into a good XML format
  - JavaScript code to navigate the XML DOM is bulky and generally not fun

# JavaScript Object Notation (JSON)

---

**JavaScript Object Notation (JSON):** Data format that represents data as a set of JavaScript objects

- invented by JS guru [Douglas Crockford](#) of Yahoo!
- natively supported by all modern browsers (and libraries to support it in old ones)
- not yet as popular as XML, but steadily rising due to its simplicity and ease of use



# Background: Creating a new object

---

```
var name = {  
  fieldName: value,  
  ...  
  fieldName: value  
};
```

JS

```
var pt = {  
  x: 4,  
  y: 3  
};  
pt.z = -1;  
alert("(" + pt.x + ", " + pt.y + ", " + pt.z + ")"); // (4, 3, -1)
```

- in JavaScript, you can create a new object without creating a class
- you can add properties to any object even after it is created (z)

# More about JavaScript object syntax

```
var person = {
  name: "Philip J. Fry",           // string
  age: 23,                         // number
  "weight": 172.5,                 // number
  friends: ["Farnsworth", "Hermes", "Zoidberg"], // array
  getBeloved: function() { return this.name + " loves Leela"; }
};
alert(person.age);                 // 23
alert(person["weight"]);           // 172.5
alert(person.friends[2]);          // Zoidberg
alert(person.getBeloved());        // Philip J. Fry loves Leela
```

- an object can have methods (function properties) that refer to itself as **this**
- can refer to the fields with **.fieldName** or **["fieldName"]** syntax
- field names can optionally be put in quotes (e.g. `weight` above)

# Repeated: Example XML data

---

```
<?xml version="1.0" encoding="UTF-8"?>
<note private="true">
  <from>Alice Smith (alice@example.com) </from>
  <to>Robert Jones (roberto@example.com) </to>
  <to>Charles Dodd (cdodd@example.com) </to>
  <subject>Tomorrow's "Birthday Bash" event!</subject>
  <message language="english">
    Hey guys, don't forget to call me this weekend!
  </message>
</note>
```

XML

- Could we express this message data as a JavaScript object?
- Each attribute and tag could become a property or sub-object within the overall message object

# The equivalent JSON data

---

```
{
  "private": "true",
  "from": "Alice Smith (alice@example.com)",
  "to": [
    "Robert Jones (roberto@example.com)",
    "Charles Dodd (cdodd@example.com)"
  ],
  "subject": "Tomorrow's \"Birthday Bash\" event!",
  "message": {
    "language": "english",
    "text": "Hey guys, don't forget to call me this weekend!"
  }
}
```

JSON



# Valid JSON

```
var student = { // no variable assignment  
  "first_name": !Bart!, // strings must be double-quoted  
  !last_name!: "Simpson", // property names must be quoted  
  "birthdate": new Date("April 1, 1983"), // Date objects not supported  
  "enroll": function() { // Functions not supported  
    this.enrolled = true;  
  }  
} ;
```

JSON

- JSON has a few rules that differ from regular JS:
  - Strings must be quoted (in JS, single- or double-quoted are allowed)
  - All property/field names must be quoted
  - Unsupported types: Function, Date, RegExp, Error
  - All others supported: Number, String, Boolean, Array, Object, null
- Numerous validators/formatters available: [JSONLint](#), [JSON Formatter & Validator](#), [Free Formatter](#), [JSON Validator](#)

# Browser JSON methods

---

method	description
JSON.parse( <i>string</i> )	converts the given string of JSON data into an equivalent JavaScript object and returns it
JSON.stringify( <i>object</i> )	converts the given object into a string of JSON data (the opposite of JSON.parse)

- you can use Ajax to fetch data that is in JSON format
- then call `JSON.parse` on it to convert it into an object
- then interact with that object as you would with any other JavaScript object

# JSON expressions exercise

Given the JSON data at right, what expressions would produce:

- The window's title? (*use the Console*)
- The image's third coordinate?
- The number of messages?
- The y-offset of the last message?

```
var title = data.window.title;
var coord = data.image.coords[2];
var len = data.messages.length;
var y = data.messages[len - 1].offset[1];
```

```
var data = JSON.parse(this.responseText);
```

```
{
  "window": {
    "title": "Sample Widget",
    "width": 500,
    "height": 500
  },
  "image": {
    "src": "images/logo.png",
    "coords": [250, 150, 350, 400],
    "alignment": "center"
  },
  "messages": [
    {"text": "Save", "offset": [10, 20]},
    {"text": "Help", "offset": [ 0, 50]},
    {"text": "Quit", "offset": [30, 15]}
  ],
  "debug": "true"
}
```

# JSON example: Books

---

Suppose we have a service [books\\_json.php](#) about library books.

- If no query parameters are passed, it outputs a list of book categories:

```
{ "categories": ["computers", "cooking", "finance", ...] }
```

JSON

- Supply a `category` query parameter to see all books in one category:

[http://allisonobourn.com/examples/books\\_json.php?category=cooking](http://allisonobourn.com/examples/books_json.php?category=cooking)

```
{
  "books": [
    {"category": "cooking", "year": 2009, "price": 22.00,
     "title": "Breakfast for Dinner", "author": "Amanda Camp"},
    {"category": "cooking", "year": 2010, "price": 75.00,
     "title": "21 Burgers for the 21st Century", "author": "Stuart Reges"},
    ...
  ]
}
```

JSON

# Parameters

---

Values you pass to a web service to specify what you want it to give back

- Parameters have names and values

Syntax:

`<url>?<name>=<value>&<name>=<value> ...`

Example:

[www.allisonobourn.com/examples/books\\_json.php?category=cooking](http://www.allisonobourn.com/examples/books_json.php?category=cooking)

# JSON exercise

---

Write a page that processes this JSON book data.

- Initially the page lets the user choose a category, created from the JSON data.
  - Children  Computers  Finance
- After choosing a category, the list of books in it appears:

Books in category "Cooking":

- Breakfast for Dinner, by Amanda Camp (2009)
- 21 Burgers for the 21st Century, by Stuart Reges (2010)
- The Four Food Groups of Chocolate, by Victoria Kirst (2005)

# Working with JSON book data - solution

---

```
function showBooks() {  
    // add all books from the JSON data to the page's bulleted list  
    var data = JSON.parse(this.responseText);  
    for (var i = 0; i < data.books.length; i++) {  
        var li = document.createElement("li");  
        li.innerHTML = data.books[i].title + ", by " +  
            data.books[i].author + " (" + data.books[i].year + ")";  
        document.getElementById("books").appendChild(li);  
    }  
}
```

JS

# Bad style: the eval function

---

```
// var data = JSON.parse(this.responseText);  
var data = eval(this.responseText);    // don't do this!  
...
```

JS

- JavaScript includes an `eval` keyword that takes a string and runs it as code
- this is essentially the same as what `JSON.parse` does,
- but `JSON.parse` filters out potentially dangerous code; `eval` doesn't
- `eval` is evil and should not be used!