

Persistence

Saving and retrieving objects to/from XML files

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Persistence – lack of (volatility - volatile)



Our Shop App



Shop V4.0

implemented the **CRUD** process



Problem: All entered **data is lost** if we **close our application**

Shop V5.0

use XML to make our **data persistent**
beyond the life of our app



Solution: **Store our objects from memory to XML files.**

Shop V5.0 (using XML)



- For our XML persistence, we will use a component called **Xstream**.
- **XStream**
 - is a simple library to serialize objects to XML and back again.
 - is called a component and we must download the **jar** file it is stored in, and incorporate it into our project.



<http://x-stream.github.io/index.html>

Shop V5.0 (using XML) - STEPS



- 
1. Download the **xstream-1.4.10.jar** component
 - Add it to your Shop project.

2. Store Class

- Write the load(), save() methods.

3. Driver Class

- include extra load and save functionality to the menu.

Download the component

The screenshot shows the Maven Repository website for the XStream Core 1.4.10 artifact. The page includes a search bar, a sidebar with 'Indexed Artifacts (8.76M)' and 'Popular Categories', and a main content area with a table of file details. A red box highlights the 'jar (575 KB)' file, and a red arrow points to it from a text box that says 'Download the xstream-1.4.10.jar component.'

Indexed Artifacts (8.76M)

8750k
4375k
0
2004 2018

Popular Categories

- Aspect Oriented
- Actor Frameworks
- Application Metrics
- Build Tools
- Bytecode Libraries
- Command Line Parsers
- Cache Implementations
- Cloud Computing
- Code Analyzers
- Collections

Home » com.thoughtworks.xstream » xstream » 1.4.10

XStream Core » 1.4.10
XStream Core

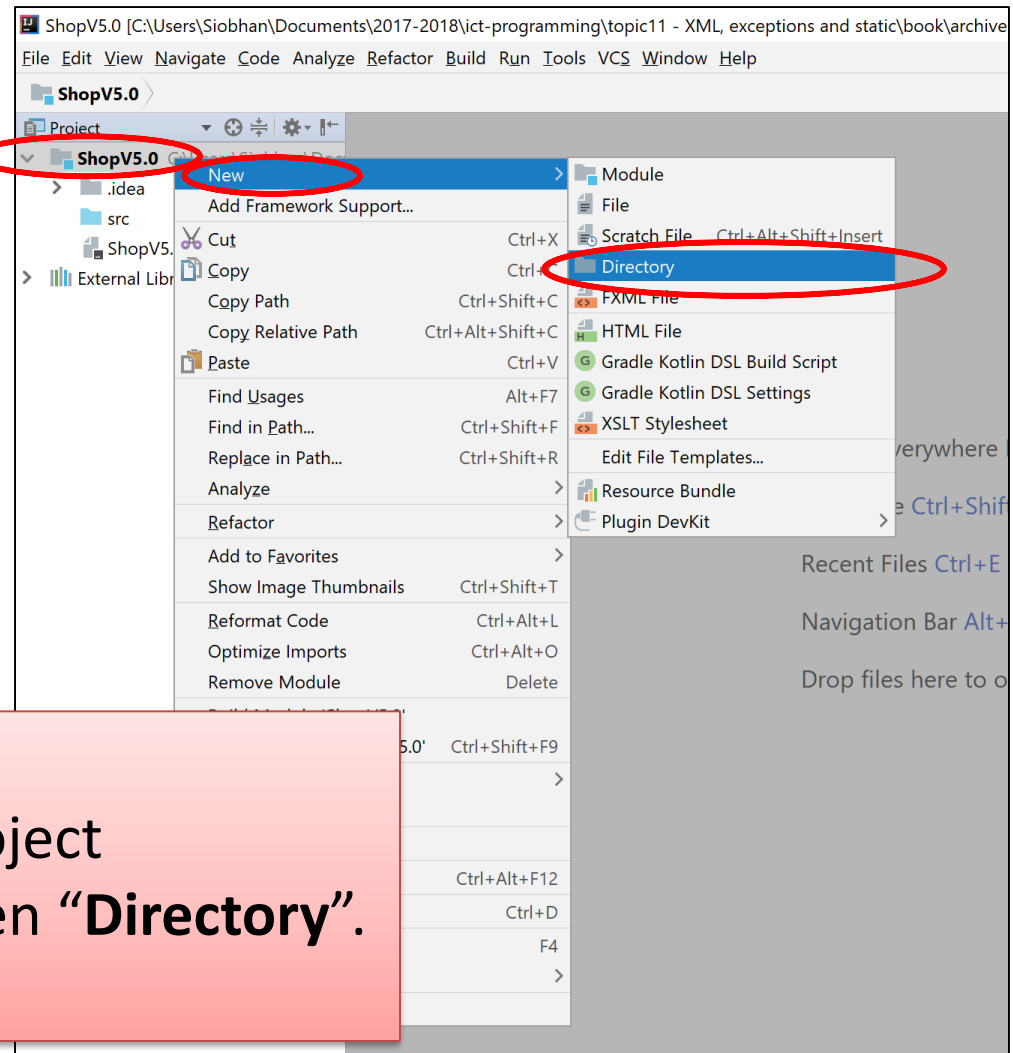
License	BSD
Categories	XML Processing
Date	(May 23, 2017)
Files	pom (14 KB) jar (575 KB) View All
Repositories	Central Sonatype Releases Spring Libs Spring Plugins
Used By	1,228 artifacts

Maven [Gradle](#) [SBT](#) [Ivy](#) [Grape](#) [Leiningen](#) [Buildr](#)

```
<!-- https://mvnrepository.com/artifact/com.thoughtworks.xstream/xstream -->
<dependency>
  <groupId>com.thoughtworks.xstream</groupId>
  <artifactId>xstream</artifactId>
  <version>1.4.10</version>
</dependency>
```

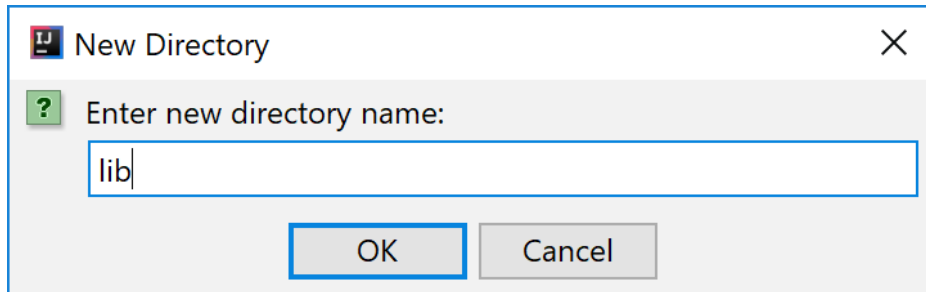
<https://mvnrepository.com/artifact/com.thoughtworks.xstream/xstream/1.4.10>

Adding a component to the lib folder -1

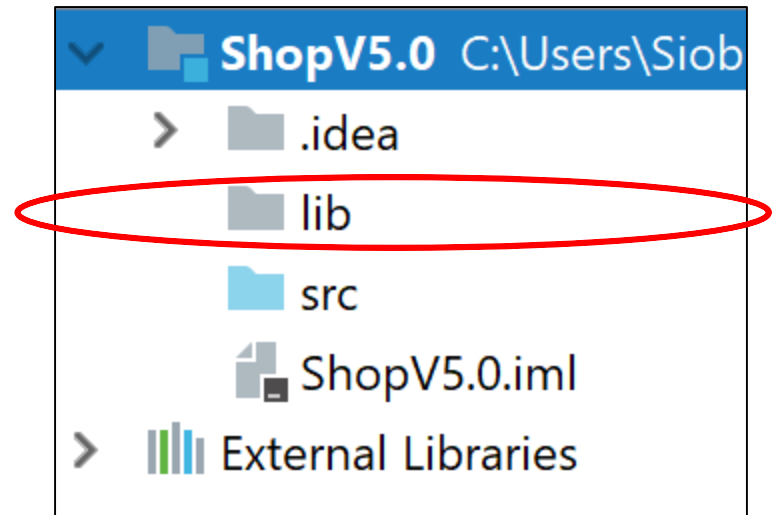
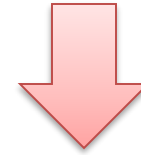


On the ShopV5.0 project
right click | select “**New**” | then “**Directory**”.

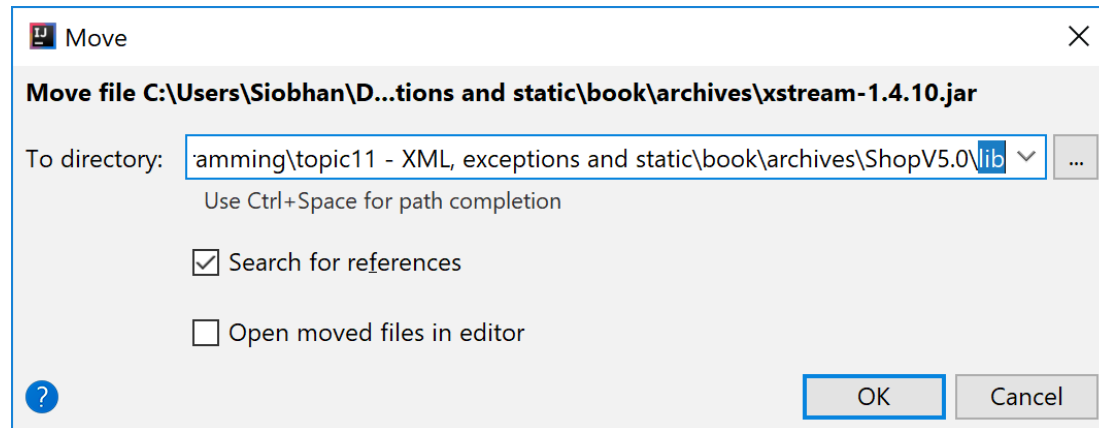
Adding a component to the lib folder - 2



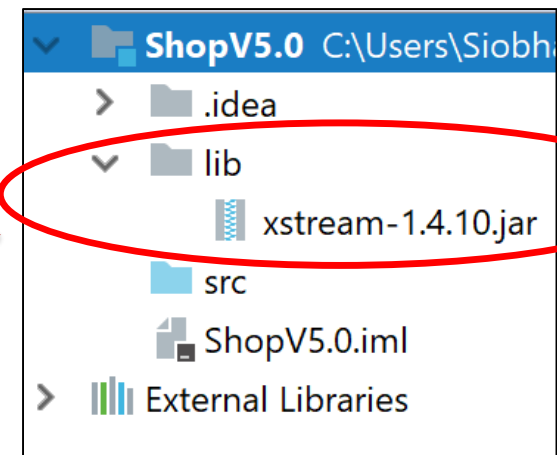
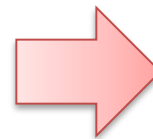
Call the new
directory "lib".



Adding a component to the lib folder - 3

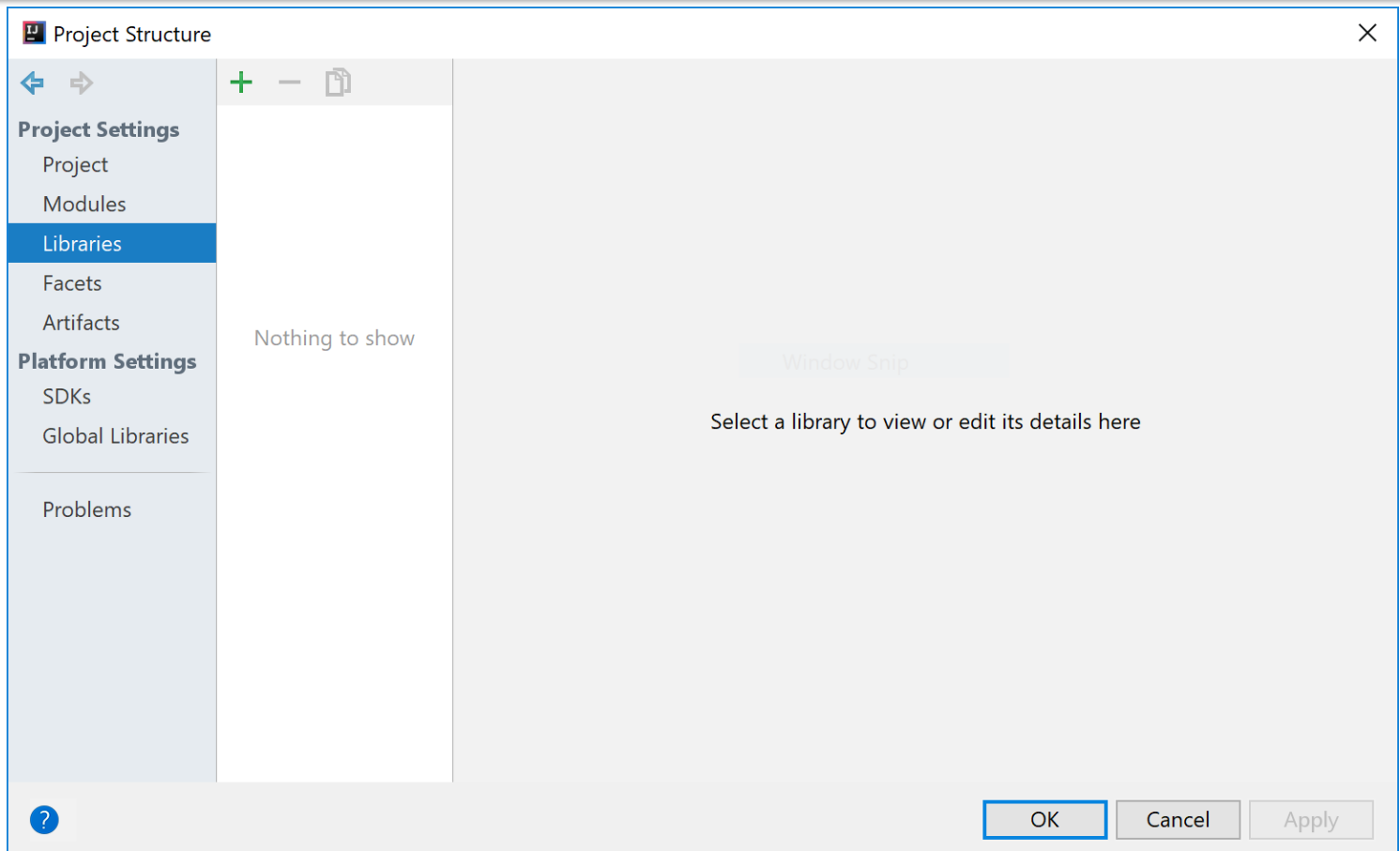


Drag the **xstream-1.4.10.jar** file into the lib folder.



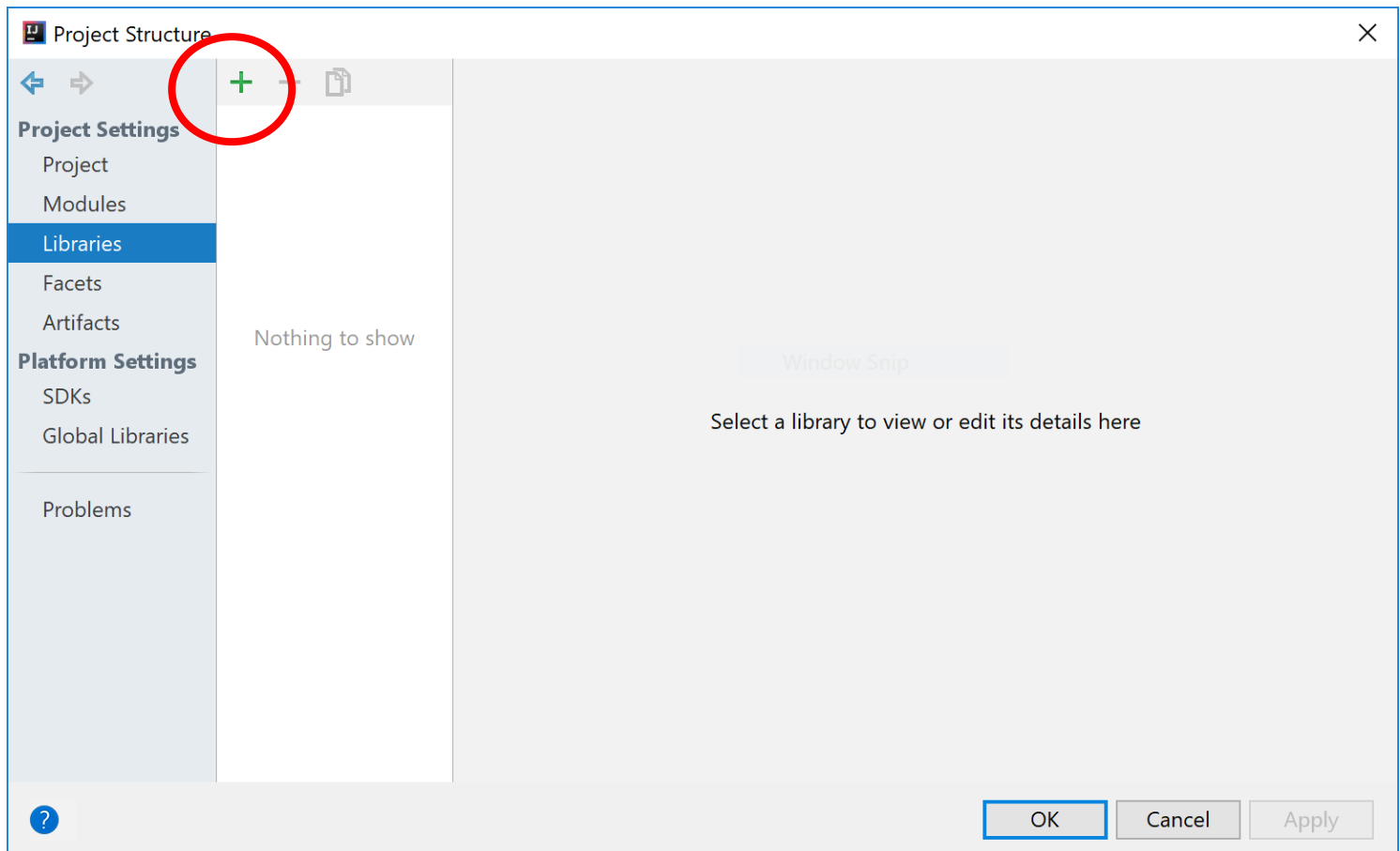
Adding the component to your **build path** - 1

From **File** menu, select **Project Structure**. Click on **Libraries**.



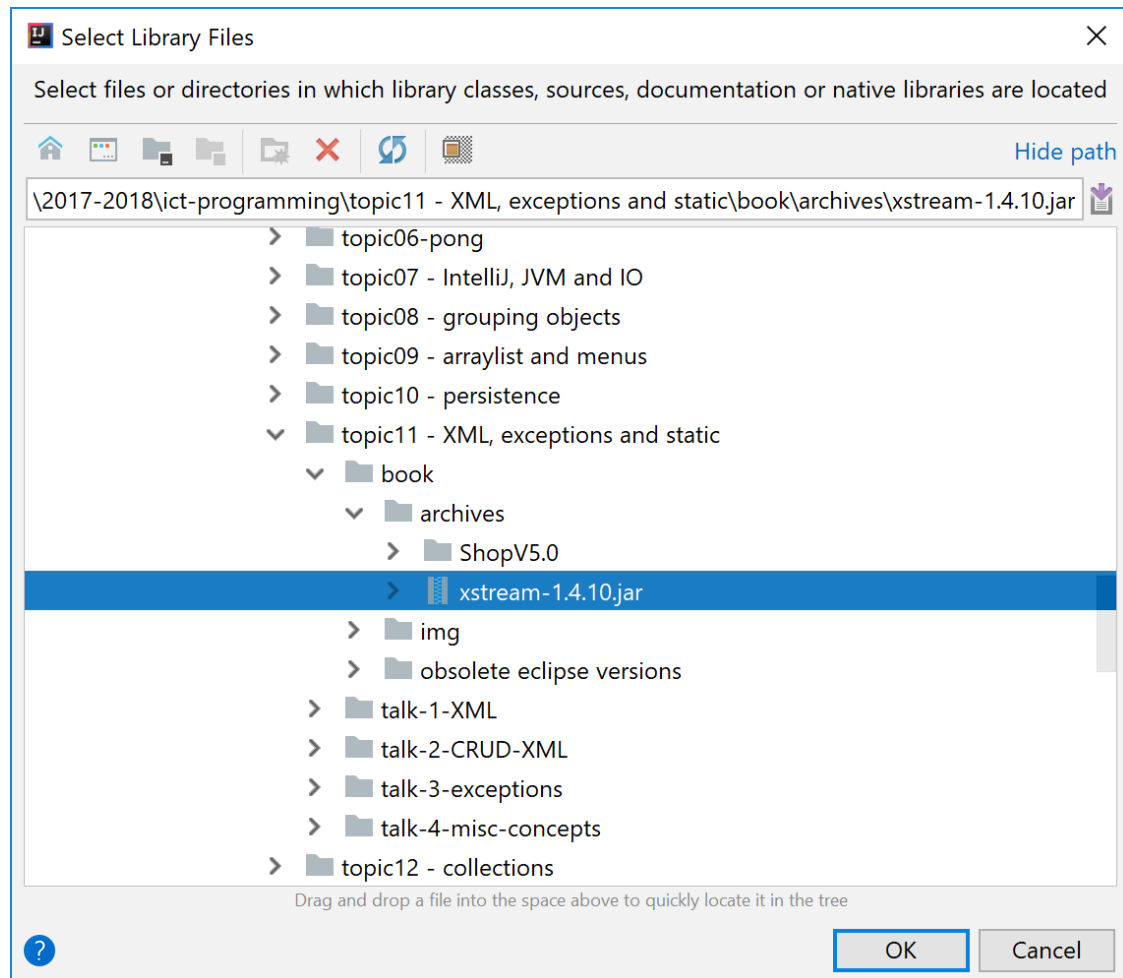
Adding the component to your **build path** - 2

To add a library to your build path, click on the green +



Adding the component to your **build path** - 3

Select **Java** and locate your library...click **OK** (a few times!)



Shop V5.0 (using XML) - STEPS



1. Download the **xstream-1.4.10.jar** component
 - Add it to your Shop project.



2. Store Class

- Write the **save()**, and **load()** methods.

3. Driver Class

- include extra load and save functionality to the menu.

Store

.java

save()

```
@SuppressWarnings ("unchecked")

public void save() throws Exception
{
    XStream xstream = new XStream(new DomDriver()); // 1.

    ObjectOutputStream out = xstream.createObjectOutputStream
        (new FileWriter("products.xml")); // 2.

    out.writeObject(products); // 3.

    out.close(); // 4.
}
```

// 1. Initialize an xstream object variable

// 2. Use it to initialize an ObjectOutputStream to a specific file

// 3. Write out the objects you want saved e.g. products

// 4. Close the stream / file

Store
.java

load()

```
@SuppressWarnings("unchecked")

public void load() throws Exception
{
    XStream xstream = new XStream(new DomDriver()); // 1.

    ObjectInputStream is = xstream.createObjectInputStream
                          (new FileReader("products.xml")); // 2.
    products = (ArrayList<Product>) is.readObject(); // 3.

    is.close(); // 4.
}
```

// 1. Initialize an xstream object variable

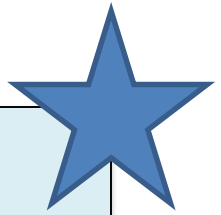
// 2. Use it to initialize an **ObjectInputStream** from a specific file

// 3. Call the `is.readObject()` method to assign values to the object e.g. products

// 4. Close the stream / file

Store
.java

Reusing save() and load() code



To use the **load()** & **save()** code in another project, change:

1. The **type** of object stored in the ArrayList.
2. The **name** of the xml file
3. The **name** of the ArrayList object.

Store

.java

Required Packages

```
import java.io.FileReader;  
import java.io.FileWriter;  
import java.io.ObjectInputStream;  
import java.io.ObjectOutputStream;  
  
import com.thoughtworks.xstream.XStream;  
import com.thoughtworks.xstream.io.xml.DomDriver;
```

Note: you need to import these additional **packages**.

Shop V5.0 (using XML) - STEPS



1. Download the **xstream-1.4.10.jar** component
 - Add it to your Shop project.

2. Store Class

- Write the **load()**, **save()** methods.

3. Driver Class

- include extra **load** and **save** functionality to the menu.

menu

Driver

```
private int mainMenu()  
{  
    System.out.println("Shop Menu");  
    System.out.println("-----");  
    System.out.println("  1) Add a Product");  
    System.out.println("  2) List the Products");  
    System.out.println("  3) Update a Product");  
    System.out.println("  4) Delete a Product");  
    System.out.println("-----");  
    System.out.println("  5) List the cheapest product");  
    System.out.println("  6) List the products in our current product line");  
    System.out.println("  7) Display average product unit cost");  
    System.out.println("  8) List products that are more expensive than a given price");  
    System.out.println("-----");  
    System.out.println("  9) Save Products to product.xml");  
    System.out.println(" 10) Load Products from product.xml");  
    System.out.println("-----");  
    System.out.println("  0) Exit");  
    System.out.print("==>> ");  
    int option = input.nextInt();  
    return option;  
}
```

Add **Save** and **Load** functionality
to the menu.

```
Shop Menu  
-----  
1) Add a Product  
2) List the Products  
3) Update a Product  
4) Delete a Product  
-----  
5) List the cheapest product  
6) List the products in our current product line  
7) Display average product unit cost  
8) List products that are more expensive than a given price  
-----  
9) Save Products to product.xml  
10) Load Products from product.xml  
-----  
0) Exit  
==>>
```

try/catch

Driver

```
case 9:
    try{
        store.save();
    }
    catch(Exception e){
        System.err.println("Error writing to file: " + e);
    }
    break;

case 10:
    try{
        store.load();
    }
    catch(Exception e){
        System.err.println("Error loading from file: " + e);
    }
    break;
```

Add **Save** and **Load** functionality to the menu.

Inside a **try/catch** block,

- Call the **save** method for **option 9**.
- Call the **load** method for **option 10**.



```
<object-stream>  
<list>
```

XML file



```
<Product>  
  <productName>24 inch monitor</productName>  
  <productCode>3423</productCode>  
  <unitCost>129.99</unitCost>  
  <inCurrentProductLine>true</inCurrentProductLine>  
</Product>
```

```
<Product>  
  <productName>14 inch monitor</productName>  
  <productCode>2322</productCode>  
  <unitCost>109.99</unitCost>  
  <inCurrentProductLine>true</inCurrentProductLine>  
</Product>  
</list>  
</object-stream>
```

When the **save** option is selected from the menu,
this **XML file** is created

The XML file is located in your **root project directory**.

Self Study Questions

1. What file type do we store Java components in?
2. Which Java component did we use for serializing objects?
3. What 2 methods do we have to write to use this component?

**Any
Questions?**

