

# While folks are joining

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- Get you laptops ready and login to [www.crio.do](http://www.crio.do)
- Open [Qmoney ME](#) and start your workspace.
- Open Terminal and type
  - `cd ~/workspace`
- Clone the repo in ~/workspace directory
  - `git clone git@gitlab.crio.do:bdt-sprint-codes/core-java-i/core-java-i-session-activities.git`
- Open session-1 folder.
- Wait for Java Language Server Setup to complete.
- [Setup Video for Reference](#)



# Crio Sprint: CORE-JAVA-1

## Session 1



# Contents of CORE-JAVA-1 Sprint

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- ME: QMoney
- JSON
- Jackson
- HTTP & REST API Basics
- Comparator & Comparable
- Builder Design Pattern
- Java Streams
- Factory Design Pattern
- Gradle
- Exception Handling
- MultiThreading



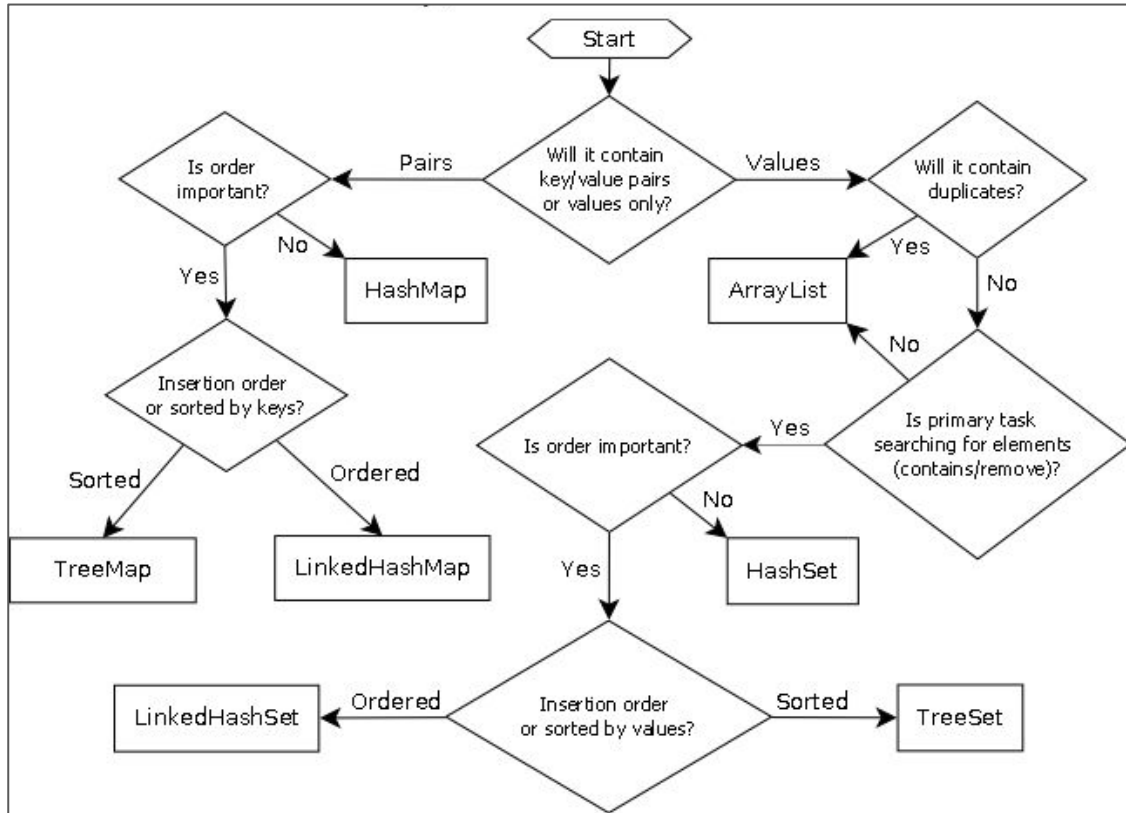
# Today's Session Agenda

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- Recap
  - Java Collection
- JSON
- Jackson
- ME: QMoney Intro
- ME: QMoney Module 1 Intro



# Recap - Java Collection



# Thinking Caps

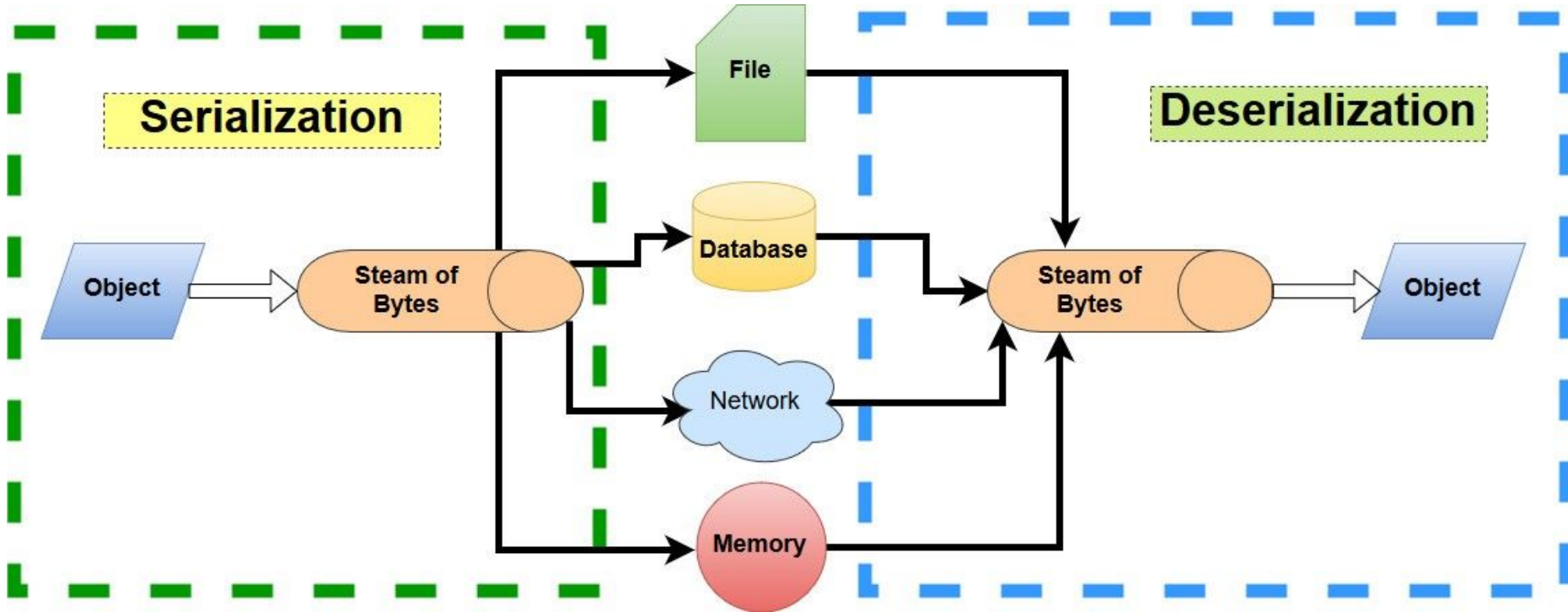
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- What happens to data stored in Java Collections when program execution is completed?
- How can we persist the data even after completion of the program?
- Can persistent data be utilized by program written in any language? Why?
- In which format is data transferred across internet?
- What are the different video formats supported by Youtube video?
- How does Youtube convert data packets into streaming video?
  - Using a Decoder
- What is the process of encoding / decoding called as?
  - Serialization and Deserialization



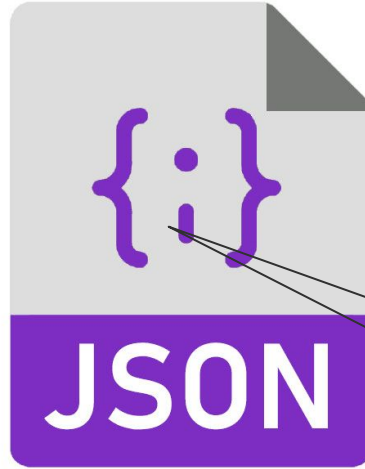
# (De) Serialization





# Data File Format

- Can you list down famous data formats used to store / exchange data?



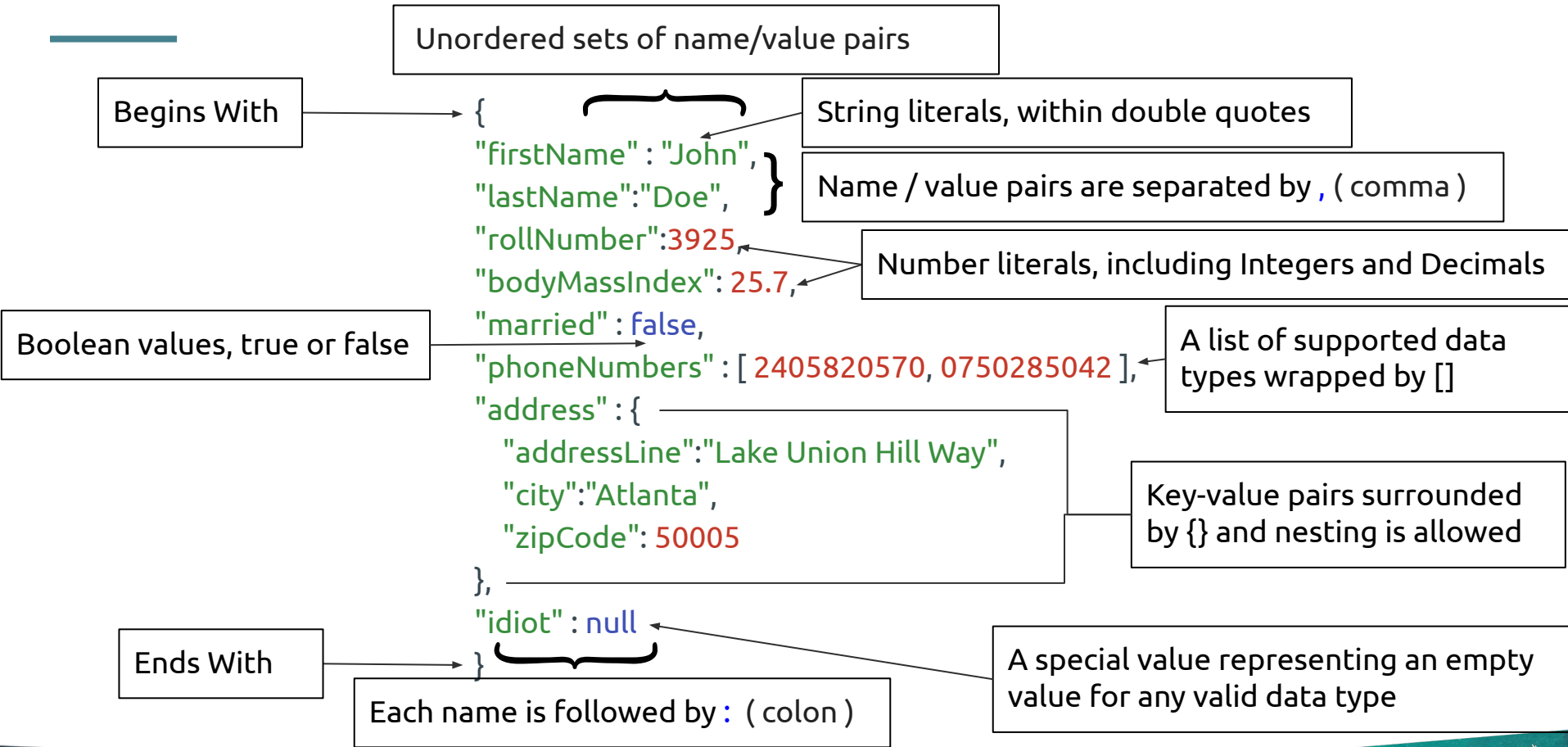
- Less common - many more like Avro, Parquet, ORC ,etc.

- Most common format to transfer data on the internet. Human readable.
- Microservices - mostly use JSON to exchange information.





# JSON



# JSON (De)Serialization

Java stores information as Objects. How to (De) Serialize Java POJO to JSON vice-versa?

```
ObjectMapper om = new ObjectMapper();  
Member m = new Member("J Jonah Jameson",29,"Omni  
Man");  
String s = om.writeValue(outputFile,m);
```

```
public class Member {  
    public String name;  
    public Integer age;  
    public String secretIdentity;  
    ...  
}
```

Serialization

Deserialization

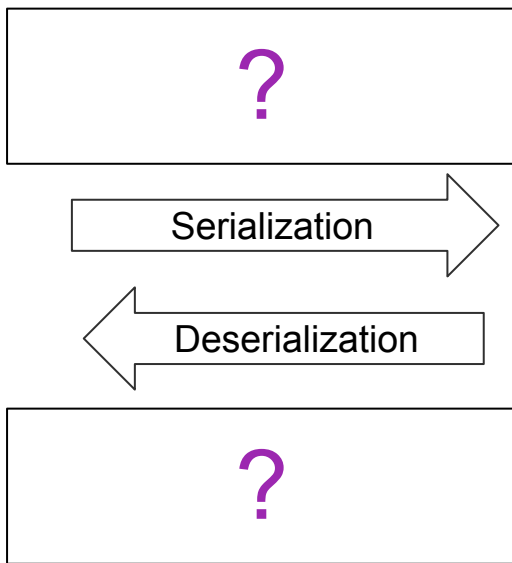
```
{  
    "name": "J Jonah Jameson",  
    "age": 60,  
    "secretIdentity": "Omni Man"  
}
```

```
String inputFile = "{\"name\": \"J Jonah Jameson\", \"age\":  
60, \"secretIdentity\": \"Omni Man\"}";  
ObjectMapper om = new ObjectMapper();  
Member m = om.readValue(inputFile, Member.class);
```



# Activity #1 - Parse Stock Data

```
public class Trade {  
    public String symbol;  
    public int quantity;  
    public String purchaseDate;  
}
```



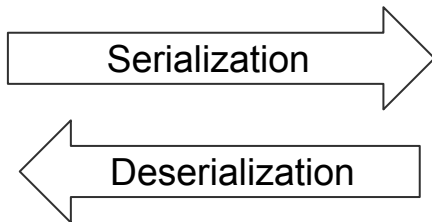
```
[  
  {  
    "symbol": "AAPL",  
    "purchaseDate": "2019-01-02",  
    "quantity": 100  
  },  
  {  
    "quantity": 10,  
    "purchaseDate": "2019-01-02",  
    "symbol": "MSFT"  
  }  
]
```

- Complete the (De)Serialization Logic in parseJSONJacksonomatically method.
- How does Jackson know which variable to map a JSON key to?
- What happens if change the name of symbol to symbl in POJO? Edit and Run the Program.
- What happens if change data type of quantity to String in POJO? Edit and Run the program.
- What will Jackson if there are duplicate keys in JSON? Try it out!



# Activity #2 - Annotations to the Rescue

```
public class Trade {  
    public String symbol;  
    public int quantity;  
    public String purchaseDate;  
}
```



Keys don't match ?

```
[  
  {  
    "1. symbol": "AAPL",  
    "2. quantity": 100,  
    "3. purchaseDate": "2019-01-02",  
  },  
  {  
    "1. symbol": "MSFT",  
    "2. quantity": 10,  
    "3. purchaseDate": "2019-01-02",  
  }  
]
```

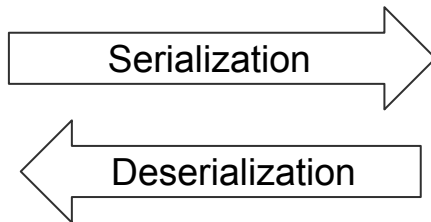
- Copy (De)Serialization logic from activity 1 to this activity.
- Run the program. What do you see?
- Suddenly keys have changed. What would you do? Do we have better solution?
  - Use @JsonProperty Annotation
- Annotate other required fields as well. Execute the program.

```
public class Trade {  
    @JsonProperty("1. Symbol")  
    public String symbol;
```



# Activity #2.1 - Annotations to the Rescue

```
public class Trade {  
    public String symbol;  
    public int quantity;  
    public String purchaseDate;  
}
```



```
[  
  {  
    "1. symbol": "AAPL",  
    "2. quantity": 100,  
    "3. purchaseDate": "2019-01-02",  
    "4. weather": "Rainy"  
  },  
  {  
    "1. symbol": "MSFT",  
    "2. quantity": 10,  
    "3. purchaseDate": "2019-01-02",  
    "4. weather": "Sunny"  
  }  
]
```

Unwanted fields ?

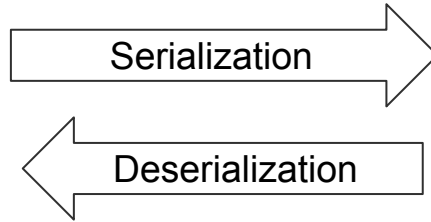
- Copy (De)Serialization logic from activity 1 to this activity.
- Copy changes made in Trade.java from activity 2 to this activity.
- Run the program. What do you see?
- Unwanted field was added in JSON. What would you do? Do we have better solution?
  - Use @JsonIgnoreProperties Annotation
  - Annotate the Trade POJO



# Activity #3 - Private Data

```
public class Trade {  
    private String symbol;  
    private int quantity;  
    private String purchaseDate;  
}
```

Fields are private ?



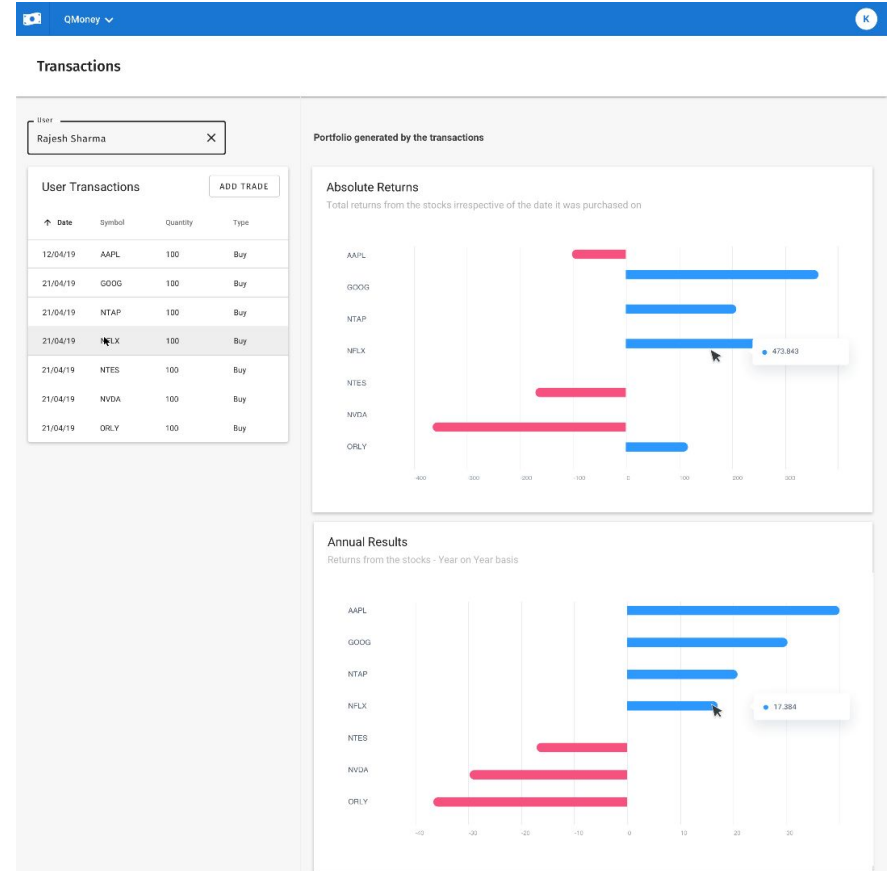
```
[  
  {  
    "symbol": "AAPL",  
    "purchaseDate": "2019-01-02",  
    "quantity": 100  
  },  
  {  
    "quantity": 10,  
    "purchaseDate": "2019-01-02",  
    "symbol": "MSFT"  
  }  
]
```

- Copy (De)Serialization logic from activity 1 to this activity.
- Run the program. What do you see? Any solution?
  - Add Getters
- What happens if change getSymbol to getSYmbol?
- Is there any annotation to make non-public field serializable without Getters? Google it.



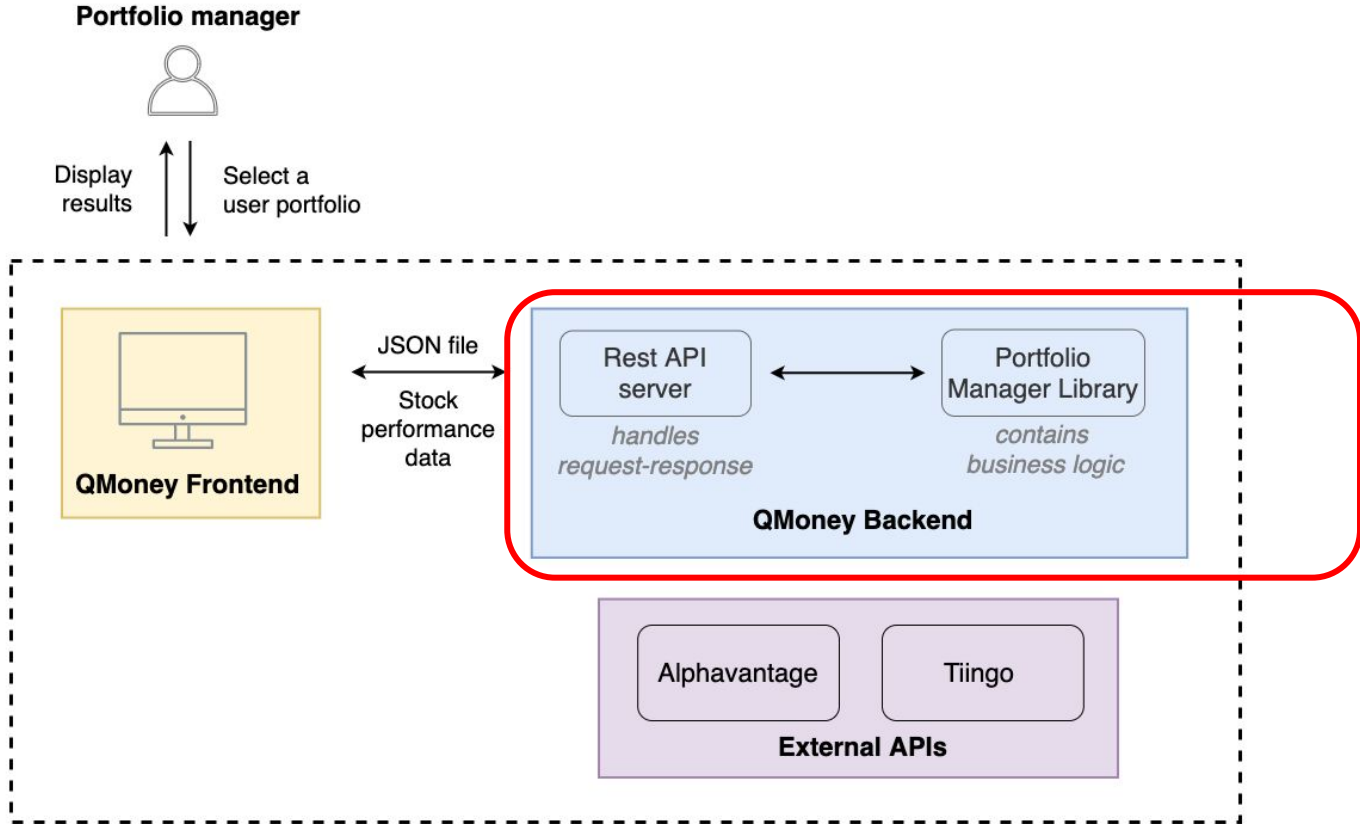
# Introduction to QMoney

- Stock Analyzer Tool for Portfolio Managers
- Annualized Returns and Absolute Returns





# QMoney Architecture



# Concepts Covered in QMoney

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- JSON
- Jackson
- Consuming REST API
- Gradle
- Factory Pattern
- Exception Handling
- Concurrency



# QMoney Product Features to be implemented

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1. Read user portfolio file
  2. Get stock quotes from a third-party provider
  3. Implement logic to perform calculations
  4. Create a portfolio management library
  5. Publish the library
  6. Add another service provider
  7. Handle user issues
  8. Enhance performance of the app
- } Optional



# Module 1 Overview - JSON Parsing

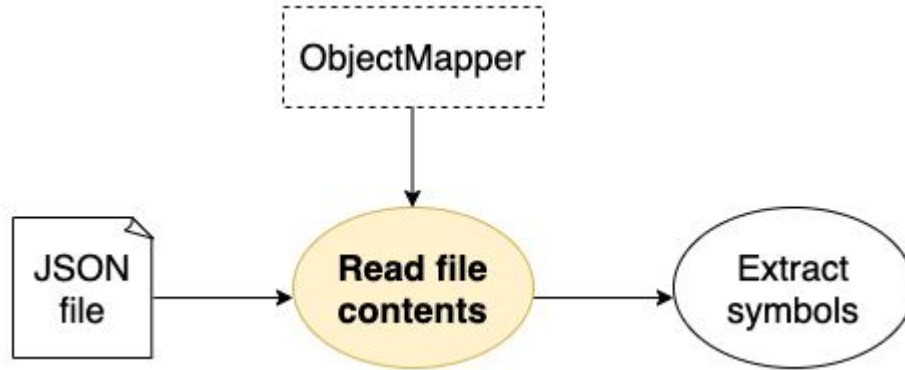
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- User Stock Portfolio is in the form of JSON Data format.
- In the longer term, this JSON Data will be retrieved through REST API but for this module, data will be retrieved from a temporary JSON file.
- Learn how to parse this data and perform operations on it.
- This will be required to calculate Annualized Returns of Portfolio in Upcoming Modules.



# Module 1 Intro - JSON Parsing

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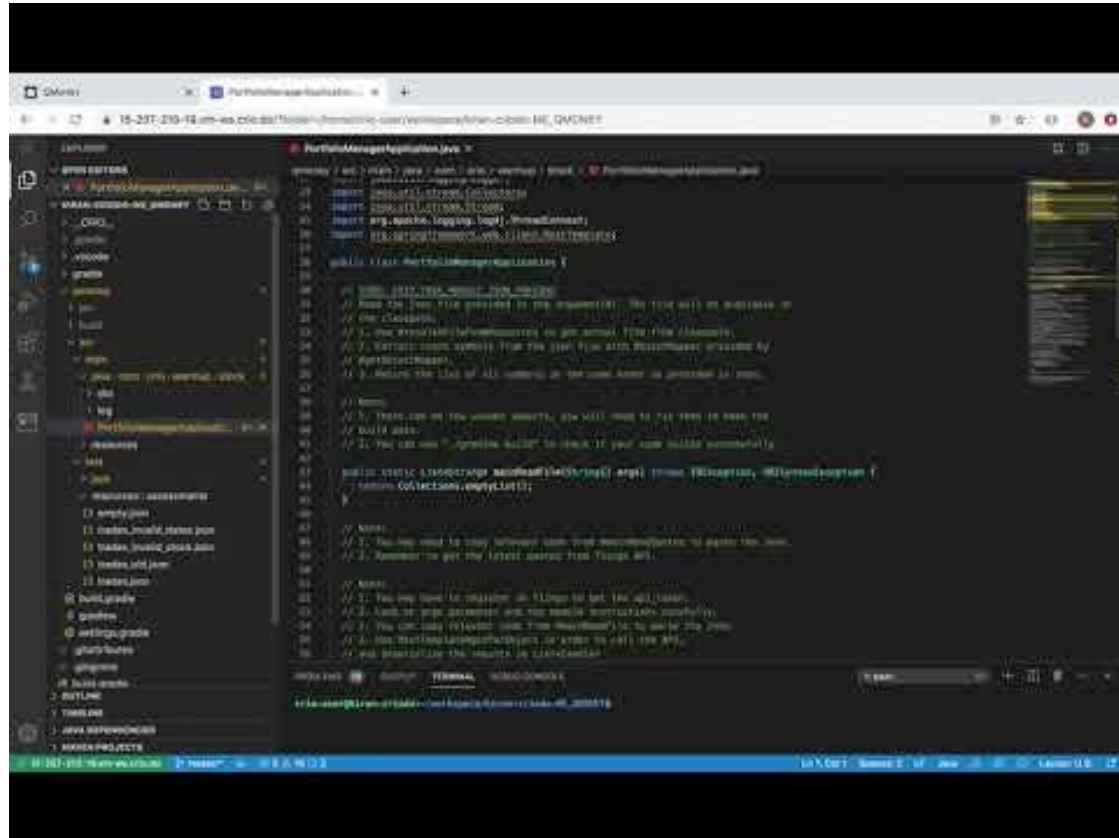
# Files to be modified

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PortfolioManager.java



# QMoney Module Intro Video ( Available on Crio.Do )





# Take home exercises for the session

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- [Byte: Jackson \( Crio.Do \)](#)
- [Byte: Jackson Advanced \( Crio.Do \)](#)
- [ME: QMoney - Module 1](#)



# Feedback

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Thank you for joining in today.

We'd love to hear your thoughts and feedback - [Feedback for CORE-JAVA-1 Session](#)



# Further Reading

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- [Do+JSON+with+Jackson+by+Baeldung.pdf](#)



# References

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- [Byte: Jackson \( Crio.Do \)](#)



**Thank you**

