Java Programming

Arthur Hoskey, Ph.D. Farmingdale State College Computer Systems Department

Go over important dates

Important Dates

- JavaScript Object Notation (JSON)
- Importing GSON library
- Using the GSON library

Today's Lecture

JavaScript Object Notation (JSON)

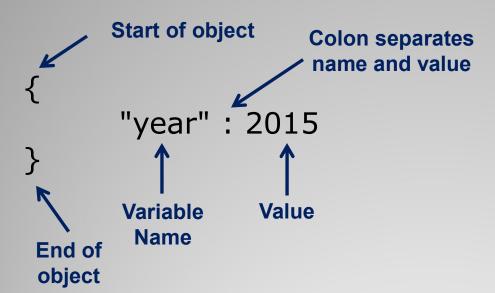
Format used to transfer data.

• Line:

www.json.org



Car class storing only the year...



Stores member variable names and their values together (name-value pairs)

- Variable names: Must be surrounded by double quotes.
- Variable values:
 - String value Must be surrounded by double quotes
 - Any other value NO double quotes

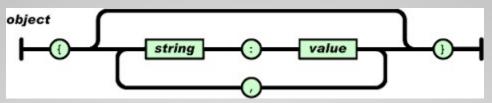
JSON

Car class storing year, speed, and color...

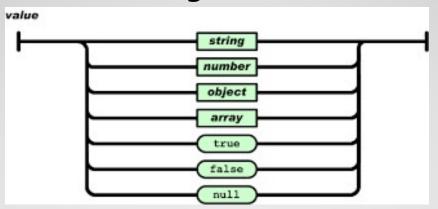
This object contains multiple member variables and their values

JSON

- www.json.org contains diagrams showing the correct sequence of characters for various types of data.
- Here is a railroad diagram for a JSON object:



• Here is a railroad diagram for a JSON value:



JSON Railroad Diagrams

- Can use a JSON library to create and consume JSON.
- A JSON library is not part of the JDK.
- GSON Google's JSON library.
- The following slides detail how to import the GSON library into an Apache NetBeans project that uses Maven Java Application Project.

JSON Library

- The following discusses importing the GSON library using Maven.
- This will only work if you create a Java with Maven type project in Apache NetBeans.
- You must first get the GSON library dependency info (groupId, artifactId, version).

Find GSON Library Dependency Info

1. Find the GSON library in the Maven repository. Here is a link:

https://mvnrepository.com/artifact/com.google.code.gson/gs
on

- 2. Click the link for the version you want to use.
- 3. Choose the Maven tab to get the dependency info.

Import GSON Library Using Maven

Add Dependency in Apache NetBeans

- 1. In the Projects window right-click the Dependencies folder. Choose Add Dependency from the context menu.
- 2. Fill in the groupId, artifactId, and version. Click Add when done. The GSON library should now appear under the Dependencies folder for the project.

Import GSON Library Using Maven

Employee class

No mapping attributes

```
private String name; private int id;

If member variables do not have mapping attributes then the class variable names must match the JSON variable names
```

Required JSON

```
Not using mapping so JSON

"name": "Jane Smith",

"id": 200

Not using mapping so JSON

variable names MUST be exactly the
same as the class variable names

}
```

Class Setup for JSON

Employee class

- Mapping attributes
- @SerializedName Attribute that maps class variables to JSON variables

Required JSON

```
{
 "namexyz": "Jane Smith",
 "id": 200
}
```

Class Setup for JSON

 You must create some GSON related variables to parse or create JSON.

```
GsonBuilder builder = new GsonBuilder();
builder.setPrettyPrinting();
Gson gson = builder.create();
```

The gson variable can now be used to create or parse JSON

Note: Pretty printing means it will cause the JSON to appear on different lines and be properly indented.

Setup GSON Variables

 toJson – This method generates a JSON string given an object.

Create JSON String from Object

JSON OUTPUT

- fromJSON String version. Takes a JSON string and sets an object's member variable values.
- After the code below runs e2 will have "Jane Smith" and 200 in its member variables.

```
String jsonString = "{ \"name\": \"Jane Smith\", \"id\": 200 }"; OR
```

String jsonString = Read it from a file (you will most likely do this)

Employee e2 = gson.fromJson(jsonString, Employee.class);

JSON string contain values to set member variables to

Employee.class has data about the member variable names and types

Create Object from JSON String

- fromJSON File version. Takes a FileReader as its first parameter.
- Open a FileReader and pass it in to fromJson.

```
Employee.json File
{
    "name": "Jane Smith",
    "id": 200
}

FileReader fr = new FileReader("Employee.json");
Employee e2 = gson.fromJson(fr, Employee.class);

Pass in FileReader

String name = e2.getName();
int id = e2.getId();
// Next, you copy name and id into member variables
Get the data that you need from the instance that fromJson created.
```

Create Object from JSON File

- toJson Generates a JSON string from an object.
- The example below writes the JSON string to a file.

```
Employee e = new Employee();
                                                  "name": "Jane Smith",
e.setName("Jane Smith");
                                                  "id": 200
e.setId(200);
GsonBuilder builder = new GsonBuilder();
                                              Setup GSON
builder.setPrettyPrinting();
Gson gson = builder.create();
                                               Pass the object into the toJson
                                              method. This method returns the
String isonString = qson.toJson(e); <
                                                 JSON string for the object.
PrintStream ps = new PrintStream("EmpOut.json");
ps.println(jsonString); <</pre>
                                                   Write JSON to file
```

Write JSON to File

EmpOut.json

 Reading an array from a file is similar to reading a class from a file (use array data type instead).

```
FileReader fr = new FileReader("EmployeeArray.json");
Employee[] ea = gson.fromJson(fr, Employee[].class);
       EmpArray.json
   "name": "Jane Smith",
   "id": 200
   "name": "Jose Diaz",
   "id": 300
```

Employee[].class tells **GSON** that it is reading an array of Employee

Read JSON Array From File

The example below writes a JSON array to a file.

EmpArray.json

```
Employee[] ea = new Employee[2];
// Code to fill array goes here...

GsonBuilder builder = new GsonBuilder();
builder.setPrettyPrinting();
Gson gson = builder.create();

String jsonString = gson.toJson(ea);

PrintStream ps = new PrintStream("EmpArrayOut.json");
ps.println(jsonString);

"name": "Jane Smith",
"id": 200

"name": "Jose Diaz",
"id": 300

}
```

Write JSON Array to File

Take Attendance!

Attendance

Written by Arthur Hoskey, PhD