CPSC475/575 Networking using http

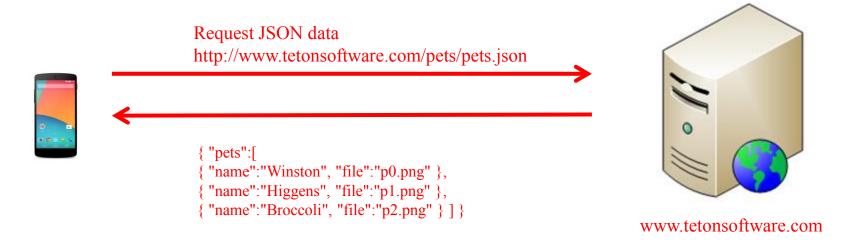
Topics

- Networking overview
- HttpURLConnection
- Why all the http based networking?
- Webservices data transport mechanism
 - XML
 - JSON
- JSON
 - Introduction
 - How to use it
 - Troubleshooting
- How to query Connectivity

Networking choices

- Many ways to communicate with a server
 - Socket class
 - Lets you do general-purpose network programming
 - Same as with desktop Java programming
 - HttpURLConnection
 - Simplifies connections to HTTP servers
 - Same as with desktop Java programming
 - HttpClient Removed as of 6.0 don't use anymore
 - Simplest way to download entire content of a URL
 - Not standard in Java SE, but standard in Android
 - JSONObject
 - Simplifies creation and parsing of JSON data
 - Not standard in Java SE, but standard in Android

Why all the bother with web based networking?



- Webservices applications that run over the web, meant to be <u>machine</u> consumed, not intended for browser display.
- Much of the worlds data available through webservices
- Connect via http or https
- They mostly use XML and JSON for serialization and transport

http GET- format of request

- Can send data to server as part of URL
- Data encoded in URL as name value pairs
- Known as a http query string
- first character after URL is "?"
- Each name-value pair separated by &

Name-value pair
https://api.twitter.com/1/statuses/user_timeline.json?screen_name=maddow&day=today

Query String

http POST- format of request

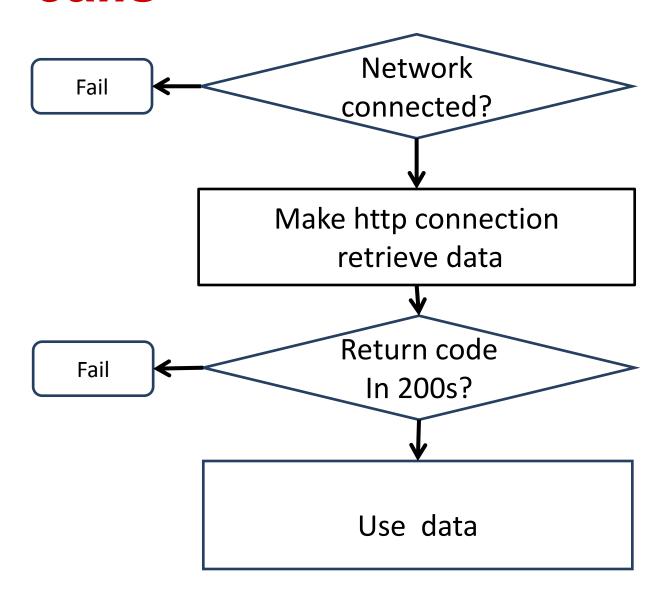
- Sends data to server, form of name-value pairs
- No ? mark
- Each pair separated by &
- URLEncode for POST transactions
 - slightly more complicated than GET
 - Use when you have a lot of data to send (like an image upload)

http GET vs POST summary

| | GET | POST | |
|-----------------------------|---|--|---|
| Encoding type | application/x-www-form-urlencoded | application/x-www-form-urlencoded or multipart/form-data. Use multipart encoding for binary data | |
| History | Parameters remain in browser history | Parameters are not saved in browser history | |
| Restrictions on data length | Yes, when sending data, the GET method adds the data to the URL; and the length of a URL is limited (maximum URL length is 2048 characters) | No restrictions Size matters | |
| Restrictions on data type | Only ASCII characters allowed | allowed har | ow you andle nages and acrypted ata |
| Security | GET is less secure compared to POST because data sent is part of the URL Never use GET when sending passwords or other sensitive information! | DOST is a little eafer than GET | |
| Visibility | Data is visible to everyone in the URL | Data is not displayed in the URL | |

Chart from http://www.w3schools.com/tags/ref_httpmethods.asp

Software procedure for network calls



Network Connected?

If not you cannot do http, so you must verify your connection as the first order of business

Are you connected?

- Network isn't always there
- Check before attempting network call
- See isNetworkReachable() isWifiReachable()
- Notify user? isNetworkReachableAlertUserIfNot?
 - Kind of Lazy, you want to ease their burden not put your burden on them
 - Maybe wait a while and try again?

Are you connected?

- Can also lose connection after initial success
- Check to see if you have connectivity whenever a network request fails.
- Don't forget to add the following permission to manifest

<uses-permission android:name="android.permission.ACCESS NETWORK STATE"/>

Demonstration ParseJSON

NetworkCheck

both on GitHub

Http in Android HttpURLConnection

Perform all network calls on a separate Thread!

Manifest File Permissions AndroidManifest.xml

URL and HttpURLConnection: Overview

URL

- The URL class can parse a URL and extract its components (protocol, host, port, URI, etc.)
- Use openConnection to get a stream to the URL

HttpURLConnection

- If the URL's protocol is HTTP, cast the result of openConnection to HttpURLConnection
 - Lets you read the response codes
 - 200, 404, etc.
 - Lets you read data returned from stream

Demonstration ParseJSON DownLoadTask

XML and JSON (webservice 'language')

XML and JSON

- Both character or string based transport
- XML most common format
 - General purpose with validation
 - Can do everything but a bit more complex than JSON

JSON – also very common

- Easier for humans to read than XML
- Smaller in size (data objects verses equivalent XML)
- Faster to parse than XML
- Generally easier to use, therefore we will focus on it in this course

JSON - where used

Yahoo APIs

- Search, travel, answers
 - http://developer.yahoo.com/

Twitter APIs

– https://dev.twitter.com/

GeoNames

http://www.geonames.org/export/web-services.html

Flickr

http://www.flickr.com/services/api/

Thousands of others

- See list here
 - http://www.programmableweb.com/apis/directory/1?format=J SON

JSON – Syntax Rules

- Data is in name/value pairs
- Data is separated by commas
- Curly braces hold objects
- Entire JSON code is wrapped in {}

```
"employees": [
{ "firstName":"John" , "lastName":"Doe" },
{ "firstName":"Anna" , "lastName":"Smith" },
{ "firstName":"Peter" , "lastName":"Jones" }
]
Original content located at http://www.w3schools.com/json/default.asp
```

JSON – Arrays

- JSON arrays are written inside square brackets.
- An array can contain multiple objects:

```
"employees": [
{ "firstName":"John" , "lastName":"Doe" },
{ "firstName": "Anna" , "lastName": "Smith" },
{ "firstName":"Peter" , "lastName":"Jones" }
```

JSON - Values

- A number (integer or floating point)
- A string (in double quotes)
- A Boolean (true or false)
- An array (in square brackets)
- An object (in curly brackets)
- null

JSON and Android

- Android has built in classes (JSONObject, JSONArray) that will both build and parse strings representing JSON
- Downside- have to know what is in data

```
try {
    JSONObject jsonObject = jsonArray.getJSONObject(i);
    tvfirstname.setText(jsonObject.getString("firstname"));
    tvlastname.setText(jsonObject.getString("lastname"));
} catch (JSONException e) {
    // TODO Auto-generated catch block
    e.printStackTrace();
}
```

JSONObject and Android Extracting Data From JSONObject

Accessors

- get(propertyName)
 - Returns Object associated with name
- getString(propertyName)
 - Returns String associated with name. Works for any type (if Object, uses its toString method)
- getDouble(propertyName)
 - Returns double associated with name. Throws
 JSONException if value cannot be converted to double.
- get*Blah*(propertyName)
 - getInt, getBoolean, etc. Similar in spirit to getDouble.
- getJSONArray(propertyName)
 - Returns JSONArray (not native Java array!) associated with name

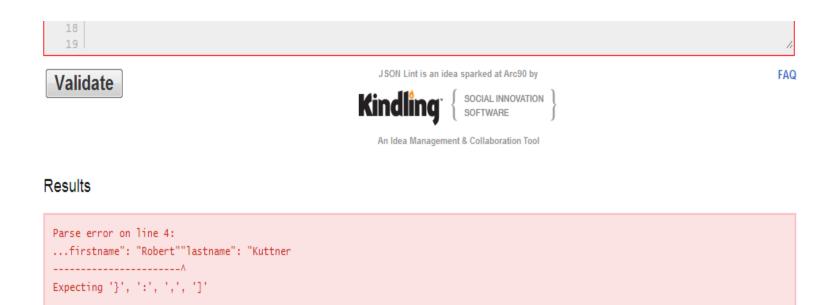
JSONs not working. Is it my JSON script or my Java code?

- Test your JSON. Paste into JSON validator.
- Ex. http://jsonlint.com/
- Paste code, click validate button



JSONs not working. Is it my JSON script or my Java code?

I appear to be missing a ,



More Reading

- JSON Tutorial (generic lots of others)
 - http://www.w3schools.com/json/default.asp
- Json is used a <u>LOT</u> in the world, and also in Projects 3 and 4

Demonstration 8_ParseJSON ParseJSONActivity. processJSON