What is JSON?

JSON (JavaScript Object Notation) is a lightweight data-interchange format. It is easy for humans to read and write and easy for machines to parse and generate. JSON is a text format that is completely language independent.

JSON supports the following two data structures,

• Collection of name/value pairs - This Data Structure is supported by different programming languages.

• Ordered list of values - It includes array, list, vector or sequence etc.

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Serialization

Serialization is the saving of the structure or state of objects or data.

The target that you save to may be in memory, on a hard-disk, or by internet protocols, or other protocols, to a local or remote database, server, etc.

Here we use SerializeObject method with JsonConvert class to do serialization.

Deserialization

Deserialization is the reading back in from the same types of storage you saved on a hard-disk, or by internet protocols, or other protocols , refresh the state of existing objects by setting their properties, field, etc.

Or you may deserialize to completely re-create classes, user interfaces, and code, instances of classes, values for properties, fields, etc.

Here we use DeserializeObject generic method with JsonConvert class to do deserialization.

NewtonSoft.Json library

World-class JSON Serializer

Serialize and deserialize any .NET object with Json.NET's powerful JSON serializer.

High Performance

50% faster than DataContractJsonSerializer, and 250% faster than JavaScriptSerializer.

Open Source

Json.NET is open source software and is completely free for commercial use.

Easy to Use

Json.NET makes the simple easy and the complex possible.

Run Anywhere

Json.NET supports Windows, Windows Store, Windows Phone, Mono, and Xamarin.

JSON Path

Query JSON with an XPath-like syntax.