

LESSON – 9

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JSON & GSON

# Agenda

- Today we will discuss three things
  1. How to work with built-in JSON Parsing, also discussing how to create JSONObject and JSONArray to store and retrieve on File.
  2. Third Party Library Google Gson(Gson), discussing how to work with SharedPreferences to store and retrieve object using Gson.
  3. How to store and retrieve list objects into file using Gson.

# JSON

- JSON stands for JavaScript Object Notation. It is an independent data exchange format and is the best alternative for XML.
- A modifiable set of name/value mappings. Names are unique, non-null strings. Values may be any mix of [JSONObjects](#), [JSONArrays](#), Strings, Booleans, Integers, Longs, Doubles. Values may not be null.
- It is easy for machines to parse and generate" (*Introducing JSON*. Retrieved on Dec 10, 2015 from [www.json.org](http://www.json.org))
- JSON object represented using { } braces. JSON arrays represented using [ ] braces.

# JSON - Elements

An JSON file consist of many components. Here is the table defining the components of an JSON file and their description –

Sr.No	Component & description
1	<b>Array([])</b> In a JSON file , square bracket ([]) represents a JSON array
2	<b>Objects({})</b> In a JSON file, curly bracket ({}) represents a JSON object
3	<b>Key</b> A JSON object contains a key that is just a string. Pairs of key/value make up a JSON object
4	<b>Value</b> Each key has a value that could be string , integer or double e.t.c

# XML & JSON Format of Employee record

## XML Format

```
<employees>
  <employee>
    <id> 123 </id>
    <name> Renuka </name>
    <desig> AP </desig>
    <dept> CS </dept>
  </employee>
  <employee>
    <id> 125 </id>
    <name> Mohanraj </name>
    <desig> GD </desig>
    <dept> CS </dept>
  </employee>
</employees>
```

## JSON Format

```
{"employees": [
  {
    "id" : 123,
    "name": "Renuka",
    "desig" : "AP"
    "dept": "CS"
  },
  {
    "id" : 125,
    "name": "Mohanraj",
    "desig" : "GD"
    "dept": "CS"
  }
]}
```

# XML vs JSON

- Both are used to transfer data from one technology to another technology.
- JSON occupies less space and load faster than XML.
- Information is represented as a collection of key/value pairs, and that each key/value pair is grouped into an ordered list of objects. JSON can provide data type like Integer, String.
  - “id” : 123,
  - “name”: “Renuka”
- JSON parsing is simple. Converting object to JSON and JSON to object.
- Android has a build-in support for JSON parsing.
- Third party libraries are available in the market for parsing such as GSON, Retrofit, Jackson & Jettison etc.
- In our course we will discuss, JSON basics and Gson to store the list of objects also to store object on Shared Preferences.

# Hands on Example

- Here is the example to store an Employee record in your device external storage in a JSON format and also read the stored data from your device and display as a Toast.

Add this line into AndroidManifest.xml

```
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
```

# Hands on Example – 1 for built-in JSON

- Design your activity\_main.xml as per the screen shot.
- If the user click the WRITE JSON button, Entered data will be stored in your device external storage.
- If the user click the READ JSON button, file data will be displayed on Toast
- Ref : Lesson9\JSON Demo

The screenshot shows an Android application interface with a blue header bar containing the title 'SQLiteEmployeeTest'. Below the header, there are four text input fields with placeholder text: 'Enter ID', 'Enter Name', 'Enter Desig', and 'Enter Dept'. At the bottom of the form area, there are two grey buttons: 'WRITE JSON' on the left and 'READ JSON' on the right. The entire application is displayed within a mobile device frame, showing status bar icons at the top and navigation icons at the bottom.



# Create JSON object and Store into File

- **JSON uses JSON Object and JSON Array**

- **Create JSON Object using**

```
JSONObject main = new JSONObject();  
JSONObject emp_obj = new JSONObject();
```

- **Insert a Key/Value pair**

```
emp_obj.put("id", Integer.parseInt(et1.getText().toString()));  
emp_obj.put("name", et2.getText().toString());  
emp_obj.put("desig", et3.getText().toString());  
emp_obj.put("dept", et4.getText().toString());
```

- **Create JSON array using**

```
JSONArray array = new JSONArray();  
array.put(emp_obj);
```

- **Finally add emp\_obj and array into main JSON object.**

```
main.put("employees", array);
```

- **To Store into a File**

```
String path = Environment.getExternalStorageDirectory()  
                .getAbsolutePath()+"/employee.json";  
File f=new File(path);  
FileWriter writer=new FileWriter(f);  
writer.write(main.toString());
```

## Retrieve from File and Store into JSON

```
String path = Environment.getExternalStorageDirectory()  
    .getAbsolutePath()+"/employee.json";  
File f=new File(path);  
FileReader reader = new FileReader(f);  
String msg = "";  
int i = reader.read();  
    while (i != -1) { // Check the file is empty or not  
        msg = msg + (char) i;  
        i = reader.read();  
    }
```

# Retrieve from File and Store into JSON

*// Pass the String object and retrieve as a JSONObject*

**JSONObject** object = **new** **JSONObject**(msg);

*// Pass the Key name which is used on writing into JSON object*

**JSONArray** array = object.**getJSONArray**("employees");

**for**(**int** j=0;j<array.length();j++){

*// Read the individual object*

**JSONObject** emp\_obj=array.**getJSONObject**(j);

*Toast.makeText*(getApplicationContext(),

emp\_obj.**getInt**("id")+"\n"+

emp\_obj.**getString**("name")+"\n"+

emp\_obj.**getString**("desig")+"\n"+

emp\_obj.**getString**("dept")

,*Toast.LENGTH\_LONG*).show();

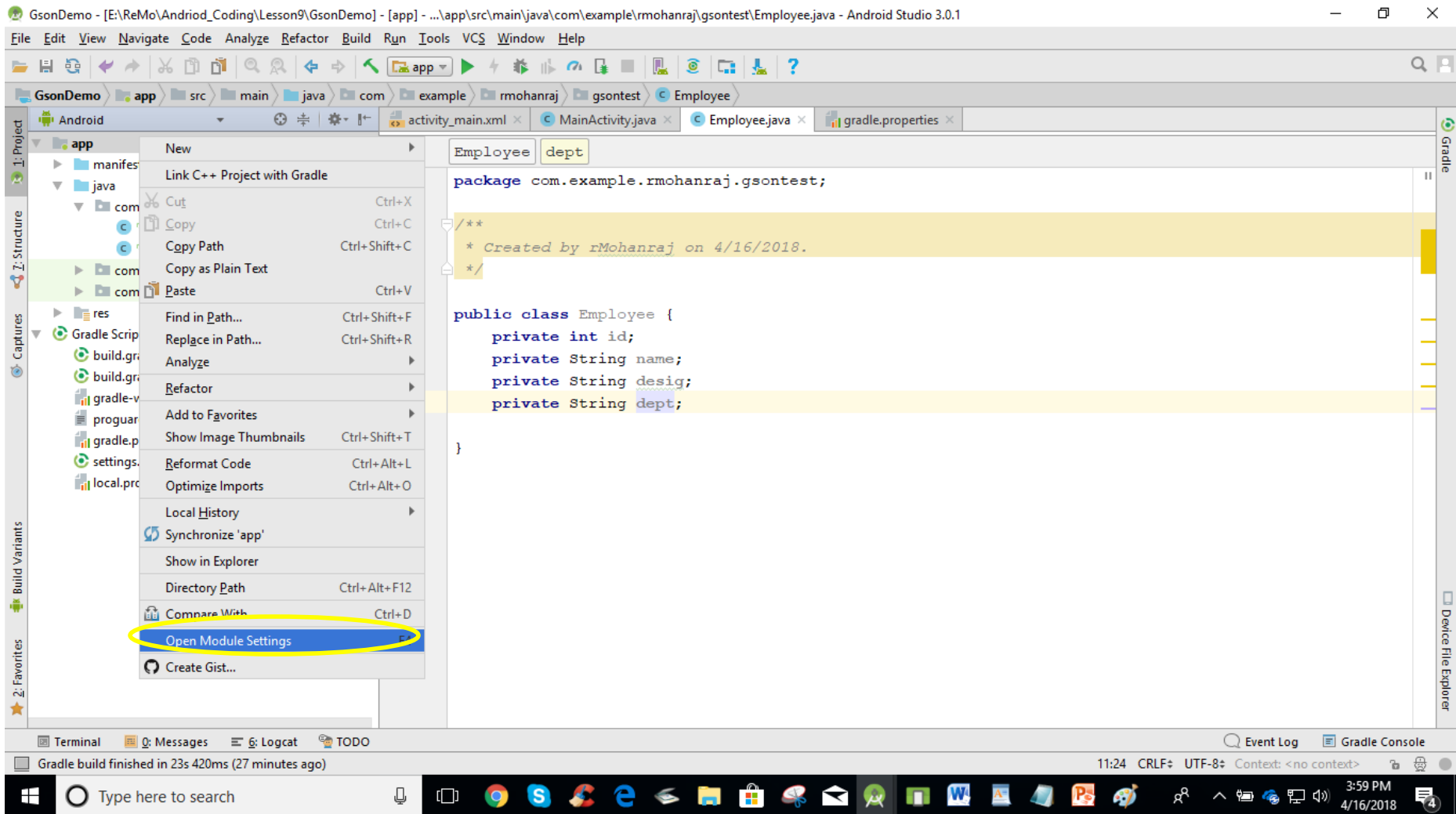
}

# Google Gson (Gson)

- Gson is a Java library that can be used to convert Java Objects into their JSON representation.
- It can also be used to convert a JSON string to an equivalent Java object.
- It has extensive support for java generics.
- Provide simple toJson() and fromJson() methods to convert Java objects to JSON and vice-versa.
- To use Gson in Android add the below dependencies  
`dependencies { compile 'com.google.code.gson:gson:2.8.2' }`
- Square's Retrofit, including its Gson-based converter code, for retrieving JSON data from Web services.

# Add Gson dependencies

- Step 1 : Right click app-> Open Module Settings



# Add Gson dependencies

- Step 2 : Choose the Dependencies Tab and click Library Dependency

The screenshot shows the Android Studio interface with the Project Structure dialog box open. The 'Dependencies' tab is selected, and a list of dependencies is shown. A yellow circle highlights the '+' icon in the top right corner of the dialog, and another yellow circle highlights the '1 Library dependency' option in the dropdown menu.

Project Structure

Dependencies

Dependency	Scope
(include=[*.jar], dir=libs)	Implementation
com.android.support:appcompat-v7:26.1.0	Implementation
com.android.support.constraint:constraint-layout:1.0.2	Implementation
junit:junit:4.12	Unit Test implementation
com.android.support.test:runner:1.0.1	Test implementation
com.android.support.test.espresso:espresso-core:3.0.1	Test implementation

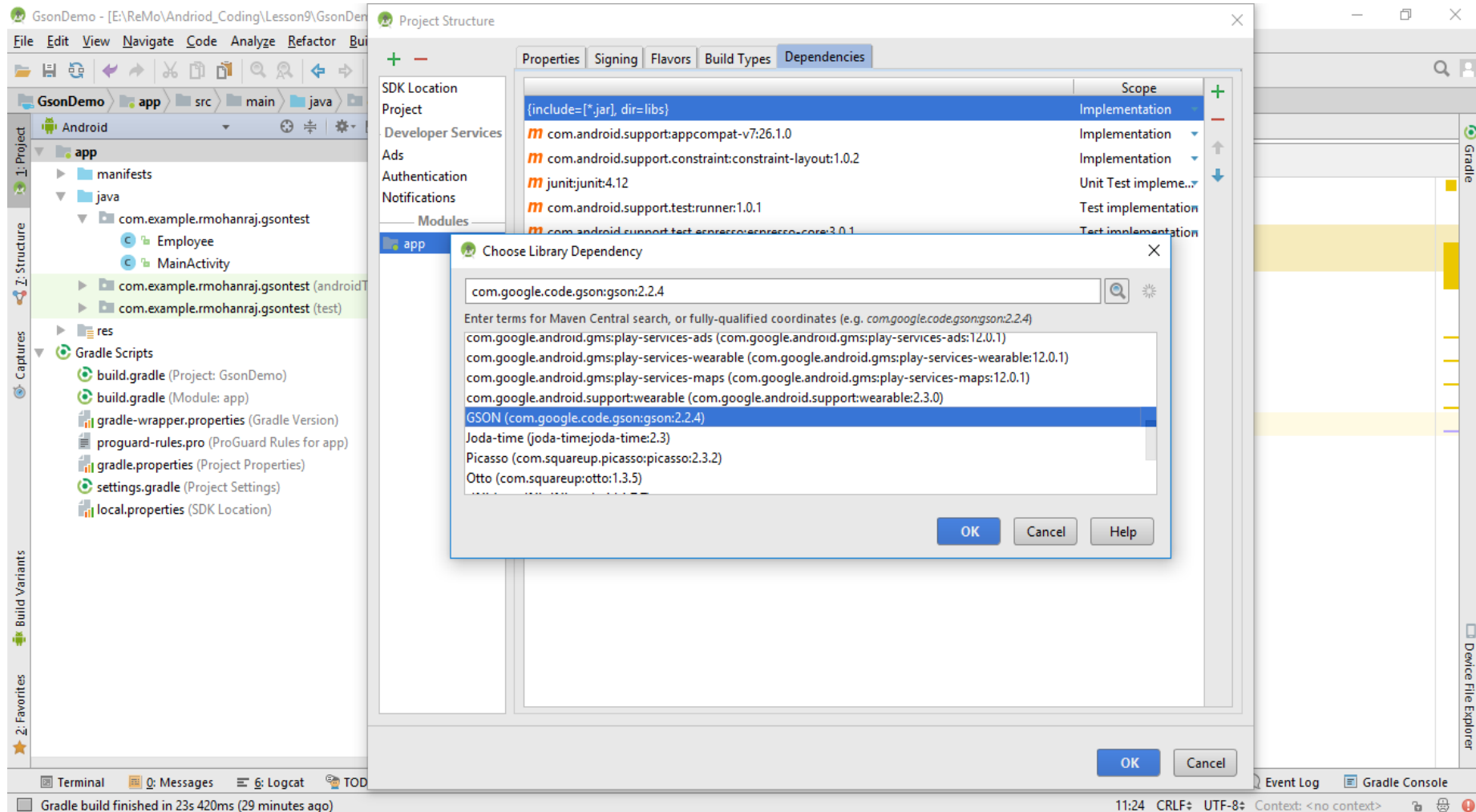
1 Library dependency

2 Jar dependency

3 Module dependency

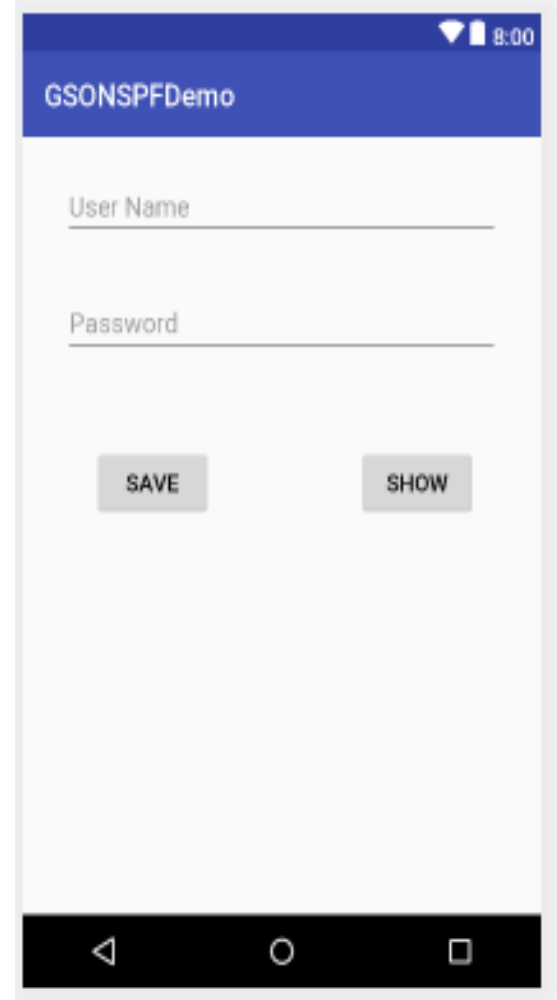
# Add Gson dependencies

- Step 3 : Choose the Gson Dependencies and Click OK



## Hands on Example – 2 using Gson

- Here User Name and Password stored as a User Object.
- Using Gson, object is stored and retrieved on Shared Preferences.
- Once the user select the SAVE button, data will be stored into Shared Preference.
- Once the user select the SHOW button, data will be retrieved from Shared Preference.
- Refer : Lesson9\GSONSPF





# User.java

```
public class User {  
    String uname;  
    String password;  
  
    public User(String uname, String password) {  
        this.uname = uname;  
        this.password = password;  
    }  
}
```

// Need to include Getters and Setters

# MainActivity.java

- *// This demonstrates to insert User object into Shared Preferences using GSON*

```
public class MainActivity extends AppCompatActivity {  
    EditText uname,pwd;  
    @Override  
    protected void onCreate(Bundle savedInstanceState)  
{  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
        uname = (EditText) findViewById(R.id.et1);  
        pwd = (EditText) findViewById(R.id.et2);  
    }  
}
```

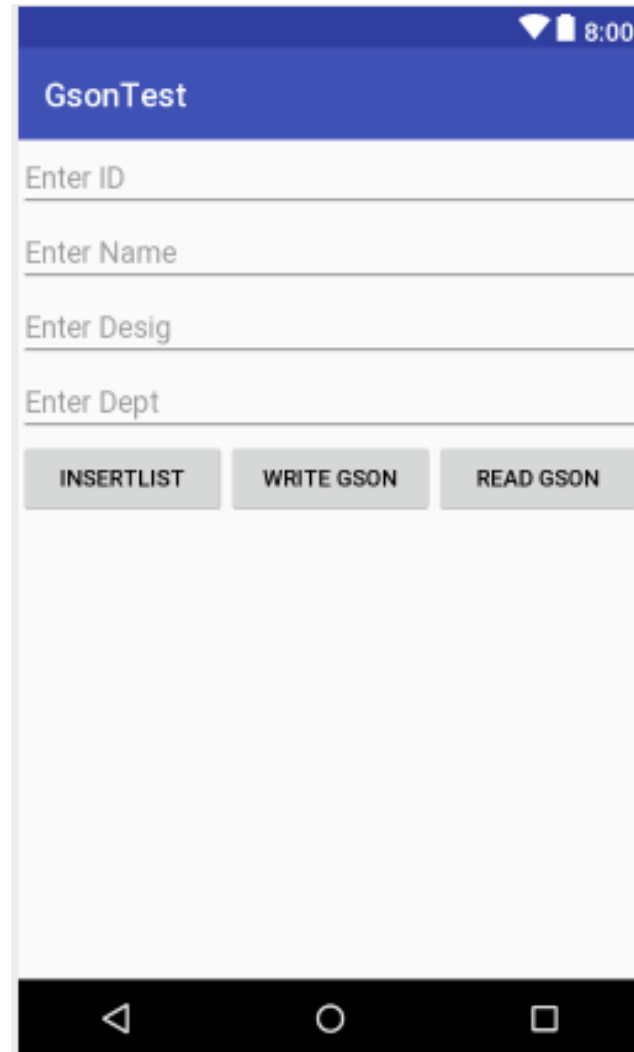
```
public void save(View view) {  
    // Create Gson object to store into Shared Preferences  
    Gson gson = new Gson();  
    String name = uname.getText().toString();  
    String pass = pwd.getText().toString();  
    // Get the Input from the Edit text and make an User Object  
    User ob = new User(name,pass);  
    // Convert User object into String object using toJson() method  
    String first = gson.toJson(ob);  
    // Store the retrieved Sting into Shared Preferences  
    SharedPreferences spf = getSharedPreferences("user", 0);  
    SharedPreferences.Editor edit = spf.edit();  
    edit.putString("data",first);  
    edit.commit();  
}
```

```
public void show(View view) {  
    // Create Gson object to retrieve data from Shared Preferences  
    Gson gson = new Gson();  
    SharedPreferences spf = getSharedPreferences("user", 0);  
    String res = spf.getString("data", "");  
    // Convert the String object into User object using fromJson() method, return a type of User  
    User opt = gson.fromJson(res, User.class);  
    uname.setText(opt.getUname());  
    pwd.setText(opt.getPassword());  
}
```

# Hands on Example-3 to store Multiple objects using Gson

File Reading and Writing JSON format using Gson

- If the user click the INSERT LIST button, Entered employee data will be stored into `ArrayList<Employee>`.
- If the user click the WRITE GSON button, Employee List will be stored on File.
- If the user click the READ GSON button, employee data will be read from file and displayed one by one on Toast.
- Ref : Lesson9\GSON DeMO



The screenshot shows an Android application interface with a blue header bar labeled "GsonTest". Below the header, there are four text input fields with labels "Enter ID", "Enter Name", "Enter Desig", and "Enter Dept". At the bottom of the form, there are three buttons: "INSERTLIST", "WRITE GSON", and "READ GSON". The status bar at the top right shows a Wi-Fi icon, a battery icon, and the time "8:00". The bottom navigation bar shows the standard Android navigation icons (back, home, recent apps).

# POJO Classes

- POJO, or *Plain Old Java Object*, is a normal [Java object](#) class (that is, not a [JavaBean](#), Entity Bean etc.)
- To work with Example – 3, you have to create two POJO classes.
  1. Employee (Structure of Individual Employee)
  2. Employees ( Structure to store Multiple Employees)
- Data member of these classes annotated with `@SerializedName` *indicates this member should be serialized to JSON with the provided name value as its field name.*

# Employee class

```
public class Employee {
```

```
    /* @SerializedName annotation indicates this member should be serialized to  
    JSON with the provided name value as its field name.  
    It will be serialized with that key, if Serialized {"id":10}*/
```

```
    @SerializedName("id")
```

```
    private int id;
```

```
    @SerializedName("name")
```

```
    private String name;
```

```
    @SerializedName("desig")
```

```
    private String desig;
```

```
    @SerializedName("dept")
```

```
    private String dept;
```

```
}
```

```
// Need to provide Getters and Setters
```

# Employee s class

*// This class helps to hold multiple Employee object*

```
public class Employees {  
    @SerializedName("employees")  
    private ArrayList<Employee> employees;  
  
    public ArrayList<Employee> getEmployees() {  
        return employees;  
    }  
  
    public void setEmployees(ArrayList<Employee> employees) {  
        this.employees = employees;  
    }  
}  
  
// Need to provide Getters and Setters
```



# INSERT LIST BUTTON CLICK LOGIC

*// This class helps to hold multiple Employee object*

```
ArrayList<Employee> list = new ArrayList<>();
```

```
public void add(View v){
```

*// Create an Employee object using the EditText Inputs*

```
Employee e = new Employee();
```

```
e.setId(Integer.parseInt(et1.getText().toString()));
```

```
e.setName(et2.getText().toString());
```

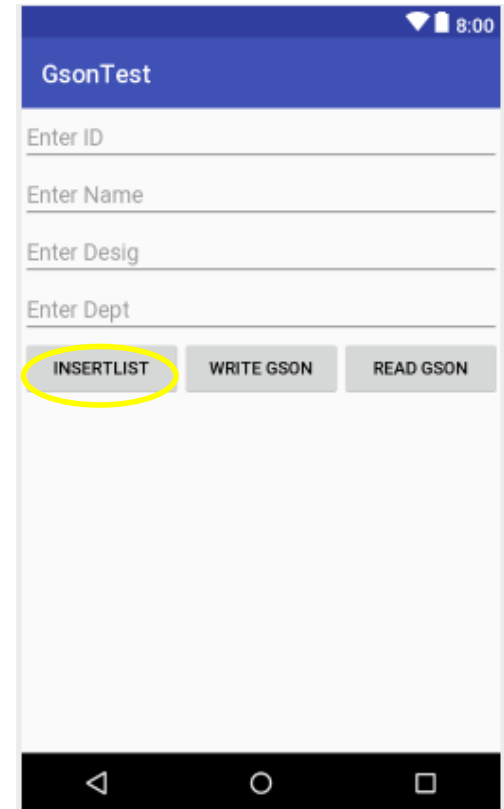
```
e.setDesig(et3.getText().toString());
```

```
e.setDept(et4.getText().toString());
```

*// Add an Employee into the list*

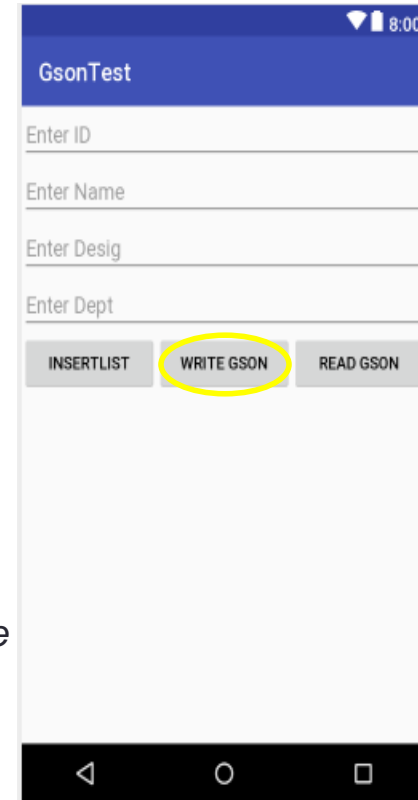
```
list.add(e);
```

```
}
```



# WRITE GSON BUTTON CLICK LOGIC

```
public void write(View v){  
    // Set the list of Employees  
    Employees emps = new Employees();  
    emps.setEmployees(list);  
    // Conversion Employees list object to JSON using Gson  
    Gson gson = new Gson();  
    String response = gson.toJson(emps);  
    // Writing the converted data into File using FileWriter in Your device external storage  
    String path = Environment.getExternalStorageDirectory()  
        .getAbsolutePath() + "/emps_gson.json";  
    try {  
        FileWriter writer = new FileWriter(path);  
        writer.write(response);  
        writer.flush();  
        writer.close();  
    } catch (IOException e1) {  
        e1.printStackTrace();  
    } }
```



# READ GSON BUTTON CLICK LOGIC

```
public void read(View v){  
    // Read the File using FileReader  
    String path = Environment.getExternalStorageDirectory()  
        .getAbsolutePath()+"/emps_gson.json";  
    try {  
        FileReader reader = new FileReader(path);  
        Gson gson = new Gson();  
        Employees emps = gson.fromJson(reader, Employees.class);  
        ArrayList<Employee> list = emps.getEmployees();  
        if (list.size() > 0) {  
            for (Employee e : list) {  
                Toast.makeText(getApplicationContext(), e.toString(),  
                    Toast.LENGTH_LONG).show();  
            }  
        }  
        else  
            Toast.makeText(getApplicationContext(), "No data",  
                Toast.LENGTH_LONG).show();  
    } catch (FileNotFoundException e){  
        e.printStackTrace();  
    }  
}
```

