

# Settings & Attributes

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# Settings & Attributes

**User preference**  
**Provided during conversion**  
**Customize serialization  
process**

**Settings**

**Declarative tag**  
**Specified on classes,  
properties...**  
**Control serialization &  
deserialization**

**Attributes**



# Settings

DateFormatHandling*	Binder
MissingMemberHandling	ConstructorHandling
ReferenceLoopHandling	Converters
NullValueHandling	ContractResolver
DefaultValueHandling	TraceWriter
ObjectCreationHandling	Error
TypeNameHandling	



# Attributes

## Json.NET

JsonObjectAttribute

JsonArrayAttribute

JsonDictionaryAttribute

JsonPropertyAttribute

JsonIgnoreAttribute

JsonConverterAttribute

JsonExtensionDataAttribute

JsonConstructorAttribute

## .NET Attributes

SerializableAttribute

DataContractAttribute

DataMemberAttribute

NonSerializedAttribute



```
JsonSerializerSettings jsonSettingsIgnore = new JsonSerializerSettings  
{  
    MissingMemberHandling = MissingMemberHandling.Ignore  
};
```

## Handling Missing Members

**MissingMemberHandling** specifies behavior when a JSON text contains a member

- With no equivalent property in the class that it is being deserialized to

Options are

- **Ignore** or **Error**



# Demo



## Settings: MissingMemberHandling



```
JsonSerializerSettings settingsAll = new JsonSerializerSettings  
{  
    ReferenceLoopHandling = ReferenceLoopHandling.Ignore  
};
```

## Circular References

**ReferenceLoopHandling** setting specifies how to handle reference loops

- Loops can be ignored, an error is raised, or serialize references

Use **PreserveReferencesHandling** to reference objects



# Demo



## Managing Circular References with the ReferenceLoopHandling Setting





```
JsonSerializerSettings jsonSettingsIgnore = new JsonSerializerSettings  
{  
    NullValueHandling = NullValueHandling.Ignore  
};
```

## Handling Null Values

Specify how to handle when a null value is encountered with **NullValueHandling**

Property can be serialized with a null value

- Or property is ignored and not included in the resulting JSON



# Demo



## Handling null Values with NullValueHandling



```
[DefaultValue("Passionate about teaching")]
```

```
public string state { get; set; }
```

## Default Values

**Attribute used to specify how to handle default values**

- For serialization and deserialization

**Can be included or ignored**



# Demo



## Default Value Attribute and DefaultValueHandling Setting



```
new JsonSerializerSettings
```

```
{
```

```
    ObjectCreationHandling = ObjectCreationHandling.Replace
```

```
});
```

## Object Creation

Control behavior on object creation

Via the `ObjectCreationHandling` setting

Append or replace values



# Demo



Controlling object creation with the  
`ObjectCreationHandling` setting



```
JsonSerializerSettings settingsAll = new JsonSerializerSettings  
{  
    TypeNameHandling = TypeNameHandling.All  
};
```

## Type Name Handling

**Type name information usually not preserved on serialization**

- May be important for deserialization

Use the **TypeNameHandling** setting



# Demo



## Preserving Type Information with TypeNameHandling





```
new JsonSerializerSettings
{
    TypeNameHandling = TypeNameHandling.All,
    TypeNameAssemblyFormatHandling = TypeNameAssemblyFormatHandling.Full
});
```

## Assembly Name

The assembly name is preserved with **TypeNameHandling**

- Potentially, multiple assembly versions

Preserve the full assembly name and version with **TypeNameAssemblyFormatHandling**

- Replaces **TypeNameAssemblyFormat** (obsolete)



# Demo



Full Assembly Name with  
`TypeNameAssemblyFormatHandling`



```
JsonSerializerSettings settings = new JsonSerializerSettings  
{  
    TypeNameHandling = TypeNameHandling.All,  
    SerializationBinder = binder  
};
```

## Custom Serialization Binder

**Get type and assembly information**

- Use `TypeNameHandling` and `TypeNameAssemblyFormatHandling`

**Create a custom serializer to control serialization output**



# Demo



## Custom Serializer with TypeSerializationBinder



```
new JsonSerializerSettings
{
    TypeNameHandling = TypeNameHandling.All,
    MetadataPropertyHandling = MetadataPropertyHandling.ReadAhead
});
```

## Metadata Handling

### **Json.NET focuses on speed**

- Reads and processes properties in order

### **Can configure to read all properties with `MetadataPropertyHandling`**

- Affects performance



# Demo



## Settings: MetadataPropertyHandling



```
new JsonSerializerSettings
```

```
{
```

```
    ConstructorHandling = ConstructorHandling.AllowNonPublicDefaultConstructor
```

```
};
```

## Constructor Handling

Can specify which constructor to use with **ConstructorHandling**

- Even a non-public constructor



# Demo



## Settings: ConstructorHandling





# Attributes

## Json.NET

JsonObjectAttribute

JsonArrayAttribute

JsonDictionaryAttribute

JsonPropertyAttribute

JsonIgnoreAttribute

JsonConverterAttribute

JsonExtensionDataAttribute

JsonConstructorAttribute

## Standard .NET Attributes

SerializableAttribute

DataContractAttribute

DataMemberAttribute

NonSerializedAttribute



[JsonObject()]

```
public class AuthorJsonObject : Author
{
    public AuthorJsonObject()
    {
        courses = new List<Course>();
    }
}
```

# Attributes

**Control the serialization process**

**Directly from the class**



# Demo



## Attributes



```
[JsonObject(MemberSerialization = MemberSerialization.OptOut)]
```

```
public class AuthorJsonObjectOptOut
```

```
{
```

```
    ...
```

```
}
```

## MemberSerialization Enumeration

**Control which members are included or excluded**

- Use **MemberSerialization** enumeration

**Specify **OptIn**, **OptOut**, or **Fields****



# Demo



## MemberSerialization OptIn and OptOut



```
[JsonProperty(PropertyName = "AuthorName", Required = Required.Always)]
```

```
public string name { get; set; }
```

## JsonPropertyAttribute

**Can be used to specify if a field is required**

- Among other useful properties



# Demo



## JsonProperty



```
[JsonConverter(typeof(StringEnumConverter))]
```

```
public Relationship relationship { get; set; }
```

```
[JsonConverter(typeof(JavaScriptDateTimeConverter))]
```

```
public DateTime since { get; set; }
```

## JsonConverter Attribute

### **Specify JsonConverter using an attribute**

- Provides greater control of the serialization process





# Demo



## JsonConverter Attribute



[JsonConstructor]

AuthorConstructorAttribute(string authorName)

## JsonConstructor Attribute

**Specify constructor to use on deserialization**

- Using the **JsonConstructor** attribute



# Demo



## JsonConstructor Attribute



[JsonExtensionData]

```
public IDictionary<string, JToken> unMappedFields;
```

## JsonExtensionData Attribute

**Json.NET can be configured to respond to multiple scenarios**

- For example missing members
  - Raise an exception or ignore

Use **JsonExtensionData** to store all unmapped fields in a collection



# Demo



## JsonExtensionData Attribute



# Takeaway



## Serialization and deserialization

- Main functionalities of Json.NET
- Json  $\leftrightarrow$ .NET objects

## JsonConvert provides a quick conversion

- May want to customize the process
- Use settings and attributes

## Settings

- Control on conversion

## Attributes

- Placed on classes and members