

saveJSON()

Saves an `Object` or `Array` to a JSON file.

JavaScript Object Notation (**JSON**) is a standard format for sending data between applications. The format is based on JavaScript objects which have keys and values. JSON files store data in an object with strings as keys. Values can be strings, numbers, Booleans, arrays, `null`, or other objects.

The first parameter, `json`, is the data to save. The data can be an array, as in `[1, 2, 3]`, or an object, as in `{ x: 50, y: 50, color: 'deeppink' }`.

The second parameter, `filename`, is a string that sets the file's name. For example, calling `saveJSON([1, 2, 3], 'data.json')` saves the array `[1, 2, 3]` to a file called `data.json` on the user's computer.

The third parameter, `optimize`, is optional. If `true` is passed, as in `saveJSON([1, 2, 3], 'data.json', true)`, then all unneeded whitespace will be removed to reduce the file size.

Note: The browser will either save the file immediately or prompt the user with a dialogue window.

Examples

```
Double-click to save ► □
function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the text.
  textAlign(LEFT, CENTER);
  textFont('Courier New');
  textSize(12);

  // Display instructions.
  text('Double-click to save', 5, 50, 90);

  describe('The text "Double-click to save" written in black on a gray background.');
}

// Save the file when the user double-clicks.
function doubleClicked() {
  if (mouseX > 0 && mouseX < 100 && mouseY > 0 && mouseY < 100) {
    // Create an array.
    let data = [1, 2, 3];

    // Save the JSON file.
    saveJSON(data, 'numbers.json');
  }
}
```

```
► □
function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the text.
  textAlign(LEFT, CENTER);
  textFont('Courier New');
  textSize(12);

  // Display instructions.
  text('Double-click to save', 5, 50, 90);

  describe('The text "Double-click to save" written in black on a gray background.');
}

// Save the file when the user double-clicks.
function doubleClicked() {
  if (mouseX > 0 && mouseX < 100 && mouseY > 0 && mouseY < 100) {
    // Create an object.
    let data = { x: mouseX, y: mouseY };

    // Save the JSON file.
    saveJSON(data, 'state.json');
  }
}
```

```
► □
function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the text.
  textAlign(LEFT, CENTER);
  textFont('Courier New');
  textSize(12);

  // Display instructions.
  text('Double-click to save', 5, 50, 90);

  describe('The text "Double-click to save" written in black on a gray background.');
}

// Save the file when the user double-clicks.
function doubleClicked() {
  if (mouseX > 0 && mouseX < 100 && mouseY > 0 && mouseY < 100) {
    // Create an object.
    let data = { x: mouseX, y: mouseY };

    // Save the JSON file and reduce its size.
    saveJSON(data, 'state.json', true);
  }
}
```

Syntax

```
saveJSON(json, filename, [optimize])
```

Parameters

<code>json</code>	Array Object: data to save.
<code>filename</code>	String: name of the file to be saved.
<code>optimize</code>	Boolean: whether to trim unneeded whitespace. Defaults to <code>true</code> .

This page is generated from the comments in [src/io/files.js](#). Please feel free to edit it and submit a pull request!

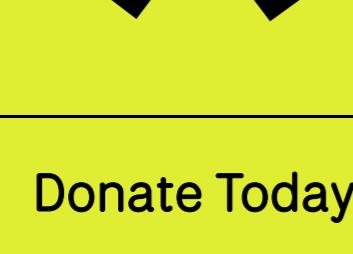
Related References

`clear`
Clears all data from the print stream.

`close`
Saves the file and closes the print stream.

`print`
Writes data to the print stream with new lines added.

`write`
Writes data to the print stream without adding new lines.



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