

# Data Representation and Querying

ian.mcloughlin@gmit.ie

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NoSQL

Map Reduce

# About this module

On completion of this module the learner will/should be able to:

- Explain the benefits and the limitations of a variety of data models.
- Determine the most appropriate data model given a set of requirements.
- Represent, integrate and query large datasets using existing API's and frameworks.
- Describe the principles behind both the linked data and the open data movements.

| Type                 | %  | Date                |
|----------------------|----|---------------------|
| Project              | 50 | Week 8              |
| End of Semester Exam | 50 | See exams timetable |

# HTTP

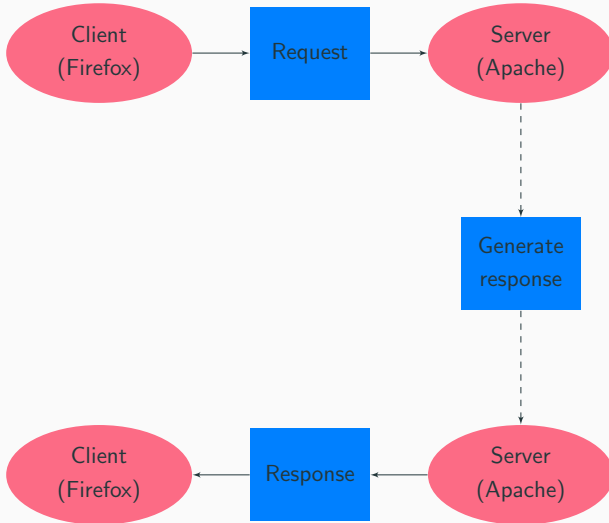
# HyperText Transfer Protocol

**HyperText** Text with links.

**Transfer** Communication of data.

**Protocol** Set of rules for communication.

# Request-Response





# Uniform Resource Locator

`http://username:password@www.reddit.com:80/r/funny/?limit=1`

|                         |           |
|-------------------------|-----------|
| <code>http</code>       | Protocol  |
| <code>username</code>   | Username  |
| <code>password</code>   | Password  |
| <code>www</code>        | Subdomain |
| <code>reddit.com</code> | Domain    |
| <code>80</code>         | Port      |
| <code>/r/funny/</code>  | Path      |
| <code>limit=1</code>    | Parameter |



File



Database

*HTTP is used to transmit resources . . . A resource is some chunk of information that can be identified by a URL . . . The most common kind of resource is a file, but a resource may also be a dynamically-generated query result . . .*

**GET** Retrieve information from the server.

**HEAD** Like get, but retrieve only the response header.

**POST** Send data to the server.

**PUT** Set the resource at the URL to the request data.

**DELETE** Delete the resource at the URL.

**CONNECT** Set up tunnel for other traffic to pass through HTTP.

**OPTIONS** Find the allowable operations at the given URL.

**TRACE** Echo the received request.

**PATCH** Partial resource modification.

Requests and responses both have this format:

- Initial line.
- Zero or more header lines.
- A blank line.
- Optional message body (e.g. a HTML file)

## Request (GET) Example

GET /path/item/1?q=Funny+cats HTTP/1.0

From: someuser@jmarshall.com

User-Agent: HTTPTool/1.0

## Request (POST)

POST /path/script.cgi HTTP/1.0

From: frog@jmarshall.com

User-Agent: HTTPTool/1.0

Content-Type: application/x-www-form-urlencoded

Content-Length: 32

home=Cosby&favorite+flavor=flies

## Response Example

HTTP/1.1 200 OK

Date: Mon, 27 Jul 2009 12:28:53 GMT

Server: Apache/2.2.14 (Win32)

Last-Modified: Wed, 22 Jul 2009 19:15:56 GMT

Content-Length: 88

Content-Type: text/html

Connection: Closed

<html>

  <body>

    <h1>Hello, World!</h1>

  </body>

</html>

HTML form data is usually URL-encoded by changing;

- Unsafe characters to % *xx* where *xx* is the ASCII value.
- All spaces to plusses.
- Names and values to: `name1=value1&name2=value2`.

**GET** Parameters go in the URL after `?`, e.g.

`http://www.google.ie?q=Funny+cats`.

**POST** Parameters go in the body.



- HTTP is not encrypted.
- HTTPS is a protocol based on HTTP, but it provides security.
- GET and POST are by far the most commonly used HTTP methods (by web developers).
- Data sent by GET and POST will be encrypted over HTTPS.
- However, it's generally accepted that POST is more secure for sending sensitive data.
- This is because browsers will typically cache and servers will typically log URLs, with the data encoded in them.

REST

- REST stands for Representational State Transfer.
- REST is an architecture describing how we might use HTTP.
- RESTful APIs make use of more HTTP methods than just GET and POST.
- Most HTTP APIs are not RESTful.
- RESTful APIs adhere to a few loosely defined constraints.
- Two of those constraints are that the API is stateless and cacheable.

## Typical example

Suppose we have a system for storing and retrieving emails.

| Method | URL       | Description               |
|--------|-----------|---------------------------|
| GET    | /emails   | list all emails           |
| POST   | /email    | store new email           |
| GET    | /email/32 | retrieve email with id 32 |
| PUT    | /email/32 | update email with id 32   |
| DELETE | /email/32 | delete email with id 32   |

- Statelessness is a REST constraint.
- HTTP uses the client-server model.
- The server should treat each request as a single, independent transaction.
- No client state should be stored on the server.
- Each request must contain all of the information to perform the request.

- REST APIs should provide responses that are cacheable.
- Intermediaries between the client and server should be able to cache responses.
- This should be transparent to the client.
- Cacheability increases response time.
- Browsers usually cache resources, in case they are requested again.
- There is usually a time limit on cached resources.

# JSON

**JavaScript** A scripting/programming language.

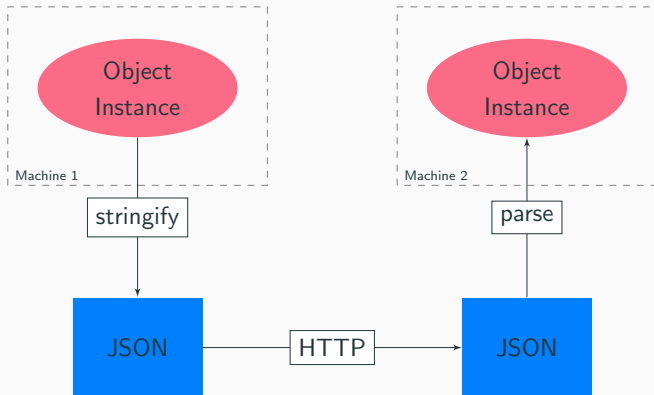
**Object** Groups of name–value pairs.

**Notation** Set of rules for representing objects.



- JSON is just text, but text that conforms to a syntax.
- JSON is heavily influenced by JavaScript, but it is used in with all languages.
- JSON's primary purpose is to represent information in text form.
- JSON is popular because it is easy to send over HTTP and parse in JavaScript.

# Sending JSON



# JSON Example

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

## Using JSON in JavaScript

```
// Turning text into a JavaScript object.  
var obj = JSON.parse(text);  
// obj is an object.  
  
// Turning a JavaScript object into text.  
var text = JSON.stringify(obj);  
// text is a string.
```

- Name/Value pairs separated by a colon.

`"name": "Ian"`

- Objects identified by curly braces.

`{}`

- Lists identified by square brackets.

`[]`

- All strings (and names) use double quotes (not single).

`"Ian"`

# JSON Types

- Numbers

123.456

- Strings

"Hello, world!"

- Boolean

true

- Arrays

[1,2,3]

- Objects

{"name": "Ian"}

- null

null

XML

**Extensible** Designed to accommodate change.

**Markup** Annotates text.

**Language** Set of rules for communication.



- XML is an alternative to JSON.
- XML looks like HTML, but it is different.
- XML's purpose is to represent information in text form.
- There are no pre-defined tag names – you make them up yourself.
- XML has a tree-like syntax.
- The Document Object Model (DOM) can be applied to XML.

```
<?xml version="1.0" encoding="UTF-8"?>  
<book isbn-13="978-0131774292" isbn-10="0131774298">  
  <title>Expert C Programming: Deep C Secrets</title>  
  <publisher>Prentice Hall</publisher>  
  <author>Peter van der Linden</author>  
</book>
```

**Declaration** XML documents should have a single line at the start stating that it's XML, the version of XML it is, and an encoding.

**Elements** XML is structured as elements, which are enclosed in angle brackets.

**Root element** XML must have a single root element that wraps all others.

**Attributes** Elements can have attributes, which are name–value pairs within the angle brackets. A given attribute name can only be specified once per element.

**Entity references** Certain characters must be escaped with entity references, e.g. &lt; for <.

**Case sensitive** Everything in XML is case sensitive.

```
<?xml version="1.0" encoding="UTF-8"?>
<parent-element attribute-name="attribute-value">
  <child name="value">Text</child-element>
  <child name="value">Text</child-element>
  <child name="value">Text</child-element>
  <lone-warrior />
</parent-element>
```

# Document Object Model

- The Document Object Model (DOM) is a programming interface for HTML and XML documents.
- It provides a model of the document as a structured group of nodes that have properties and methods.
- The DOM connects web pages to scripts or programming languages.
- You can use `document.createElement`, `document.createTextNode` and `document.element.appendChild` to add to the DOM.
- You can use `document.getElementById` to access elements of the DOM.

AJAX

AJAX stands for Asynchronous JavaScript and XML.

**Asynchronous** In the background, and without a page refresh.

**JavaScript** Programming language for the web.

**XML** eXtensible Markup Language.

- AJAX allows us to make a HTTP request from JavaScript without a page refresh.
- AJAX also allows us to receive the response from that request and deal with it.
- Despite the name, we don't have to use XML – we can use JSON or anything else.
- This happens asynchronously, so that the rest of our code be run while waiting for a slower piece of code to complete.
- HTTP requests are usually relatively slow.
- We use a callback function, which is called when the HTTP transaction is complete.



```
var xmlhttp = new XMLHttpRequest();

xmlhttp.onreadystatechange = function() {
    if (xmlhttp.readyState == 4) {
        var mydiv = document.getElementById("mydivid");
        mydiv.innerHTML = xmlhttp.responseText;
    }
};

xmlhttp.open("GET", "https://goo.gl/2GCp1C");
xmlhttp.send();
```

- XMLHttpRequest is a built-in class that provides AJAX functionality in JavaScript.
- httpRequest.onreadystatechange should be set to a function to run every time something happens in our HTTP call.
- httpRequest.open is called to initialize the request.
- httpRequest.send is used to send the request to the server.
- XMLHttpRequest.readyState changes when the state of the AJAX call changes. This triggers a call to httpRequest.onreadystatechange.

```
<script src="jquery.min.js"></script>
```

```
$.get("https://goo.gl/2GCp1C", function(data) {  
    $("#mydivid").html(data);  
});
```

# HTTP APIs

# NoSQL

# Map Reduce