

COMP1531



Full-Stack - Data Interchange

Lecture 3.1

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In This Lecture

- Why? 🤔

- We need a common way of communicating between different operating systems, servers, and programming languages

- What? 📰

- Standard Interfaces
- JSON
- YAML
- XML



Standard Interfaces

What is a standard interface?

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What do you think of when you think of a standard interface?



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Standard Interfaces

What do all of these systems have in common?

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They are **standard interfaces**: A universal method of connecting different systems together



Standard Interfaces For Data

In the world of software, we actually have standard interfaces for how we transfer and store data between different applications.

For example, how would you share the results that a C program outputs with a Javascript program?...



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Use a data interchange format

Data Interchange Formats

To enable this standard interface for data, we have **data interchange formats**. These are basically extremely simple markup languages that are collections of arrays, objects, numbers, strings, booleans.

- Three main interchange formats we will talk about:
 - JSON
 - YAML
 - XML

JSON

JavaScript Object Notation (JSON) - TFC 7159

A format made up of braces for objects, square brackets for arrays, where all non-numeric items must be wrapped in quotations. Very similar to javascript data structures.

JSON

Let's represent a structure that contains a list of locations, where each location has a suburb and postcode:

```
1  {  
2    "locations": [  
3      {  
4        "suburb" : "Kensington",  
5        "postcode" : 2033  
6      },  
7      {  
8        "suburb" : "Mascot",  
9        "postcode" : 2020  
10     },  
11     {  
12       "suburb" : "Sydney CBD",  
13       "postcode" : 2000  
14     }  
15   ]  
16 }
```

It's very similar to normal Javascript, except:

- No trailing commas allowed
- Object keys must be strings and include apostrophes

JSON

Most languages have capabilities either built-in or via libraries to write and read json.

Most of the time these libraries are responsible for converting between Javascript-based data structure and a stringified / text-based dump of JSON.



JSON Code

```
1 import fs from 'fs';
2
3 const DATA_STRUCTURE = {
4   names: [
5     {
6       first: 'Bob',
7       last: 'Carr',
8     },
9     {
10      first: 'Julia',
11      last: 'Gillard',
12    },
13    {
14      first: 'Ken',
15      last: 'Henry',
16    },
17  ],
18 };
19
20 const data = JSON.stringify(DATA_STRUCTURE);
21 fs.writeFileSync('export.json', data, { flag: 'w' });
```

3.1_json_it.js

JSON Code

```
1 import fs from 'fs';  
2  
3 const json = fs.readFileSync('export.json', { flag: 'r' });  
4 const data = JSON.parse(json);  
5 console.log(data);
```

3.1_unjson_it.js

YAML

YAML Ain't Markup Language (YAML) is a popular modern interchange format due to its ease of editing and concise nature. It's easy to convert between JSON and YAML online.

```
1 ---
2 locations:
3 - suburb: Kensington
4   postcode: 2033
5 - suburb: Mascot
6   postcode: 2020
7 - suburb: Sydney CBD
8   postcode: 2000
```

- Unlike javascript, indentation matters
- A dash is used to begin a list item
- Very common for configuration(s)



eXtensible Markup Language (XML) is more of a legacy interchange format being used less and less

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <root>
3     <locations>
4         <element>
5             <postcode>2033</postcode>
6             <suburb>Kensington</suburb>
7         </element>
8         <element>
9             <postcode>2020</postcode>
10            <suburb>Mascot</suburb>
11        </element>
12        <element>
13            <postcode>2000</postcode>
14            <suburb>Sydney CBD</suburb>
15        </element>
16    </locations>
17 </root>
```



Issues with XML include:

- More verbose (harder to read at a glance)
- More demanding to process/interpret
- More bytes required to store (due to open/closing tags)

While you will find very few modern applications choose to use XML as an interchange format, many legacy systems will still use XML as a means of storing data

👂 Feedback



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