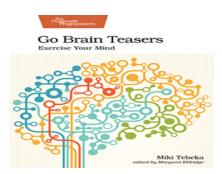
JSON

the fine print











Serialization



In computing, serialization ... is the process of translating a data structure or object state into a format that can be stored ... or transmitted ... and reconstructed later (possibly in a different computer environment).

Regular Function Call

```
def add(a, b):
    return a + b
val = add(1, 2)
```

Client

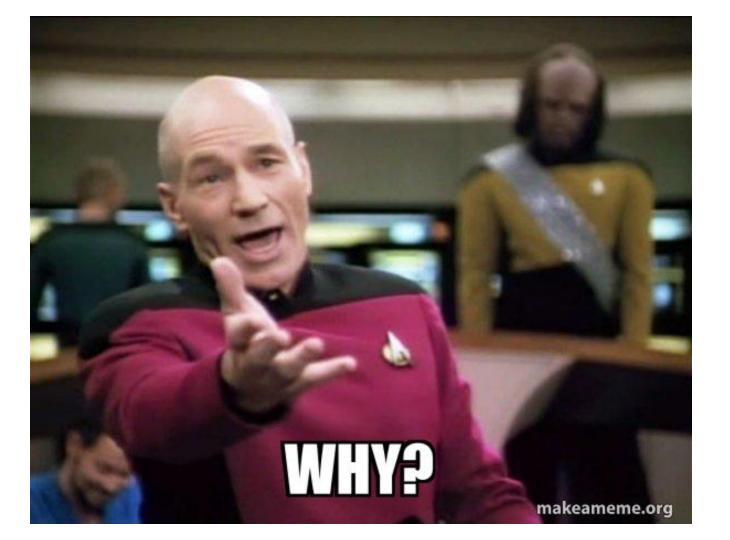
```
request = {
    'fn': 'add',
    'args': (1, 2),
data = json.dumps(request)
send_to_server(data)
```

Client

```
request = {
    'fn': 'add',
    'args': (1, 2),
data = json.dumps(request)
send_to_server(data)
```

Client

```
val = json.loads(data)
```

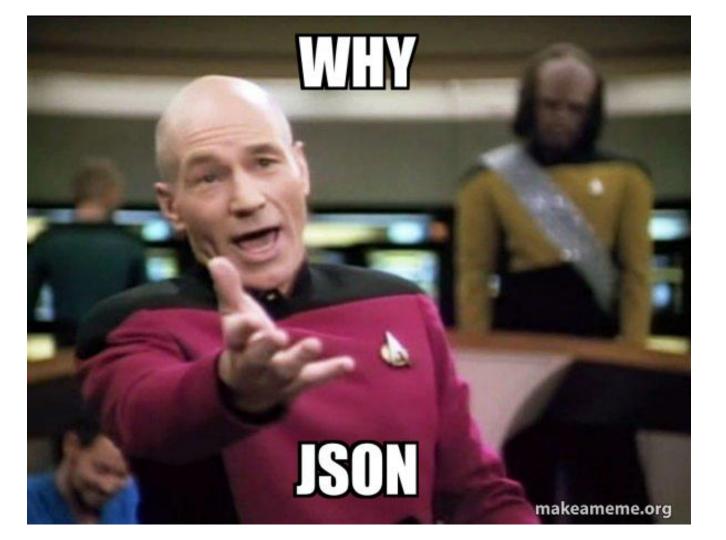


Serialization Formats

- JSON
- XML
- CSV
- YAML
- TOML
- ...

- MessagePack
- Protobuf
- Flat buffers
- Cap'n Proto
- BSON
- •





From	То	Medium	Use
Python	JSON	bytes	dumps
JSON	Python	bytes	loads
Python	JSON	File like	dump
JSON	Python	File like	load

JSON	Python	
null	None	
true/false	True/False	
number	int/float	
string	str	
array	list	
object	dict	

tuple

```
loc = (32.071517, 34.8445123)
data = json.dumps(loc)
loc2 = json.loads(data)
print(loc == loc2) # False
```

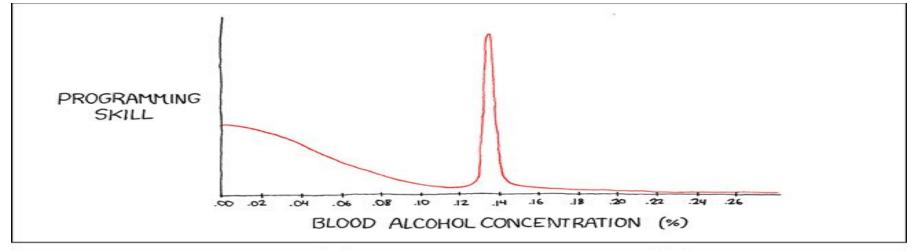
tuple

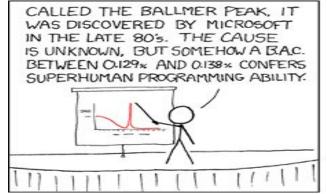
```
print(loc)
# (32.071517, 34.8445123)
print(loc2)
# [32.071517, 34.8445123]
```

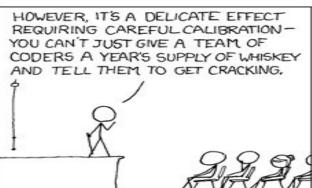
MIA

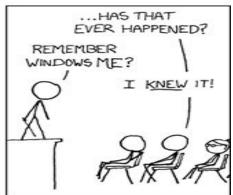
- datetime
- bytes (binary data)
- set
- ...

Writing User Store









https://xkcd.com/323/

Closing Words

- Use hooks for custom serialization
- Serializes at program "edges"
- Valid JSON << Valid data
- You can do streaming
 - See also <u>HTTP chunked</u>
- Don't tie internal objects to API

Thank You @tebeka

