Working with Files

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Serializing and Deserializing types that rely on inheritance may not work in older versions of System.Text.Json without lots of additional code.

TypeNameHandling

“None	= Do not include the .NET type name when serializing types.
Objects	= Include the .NET type name when serializing into a JSON object structure.
Arrays	= Include the .NET type name when serializing into a JSON array structure.
All	= Always include the .NET type name when serializing.
Auto	= Include the .NET type name when the type of the object being serialized is not the same as its declared type. Note that this doesn't include the root serialized object by default.”

www.newtonsoft.com/json/help/html/T_Newtonsoft_Json_TypeNameHandling.htm

Avoid ambiguity by following the standard ISO 8601!

Using NodaTime

```csharp
using NodaTime; // Install-Package NodaTime

var now = SystemClock.Instance
               .GetCurrentInstant();

var stockholmTimeZone =
    DateTimeZoneProviders.Tzdb["Europe/Stockholm"];

var swedenTime = now.InZone(stockholm);
```

Avoid CurrentCulture and use Invariant Culture

```
int number       =  1;
decimal number2 =  150.5m;
decimal number3 = -1_500_000.1337m;
```

```
number.ToString();
number2.ToString();
number3.ToString();
```

Will use the **CurrentCulture** to determine how to represent the string.

NOT GOOD when persisting data!

Use Invariant Culture to Store and Restore Data

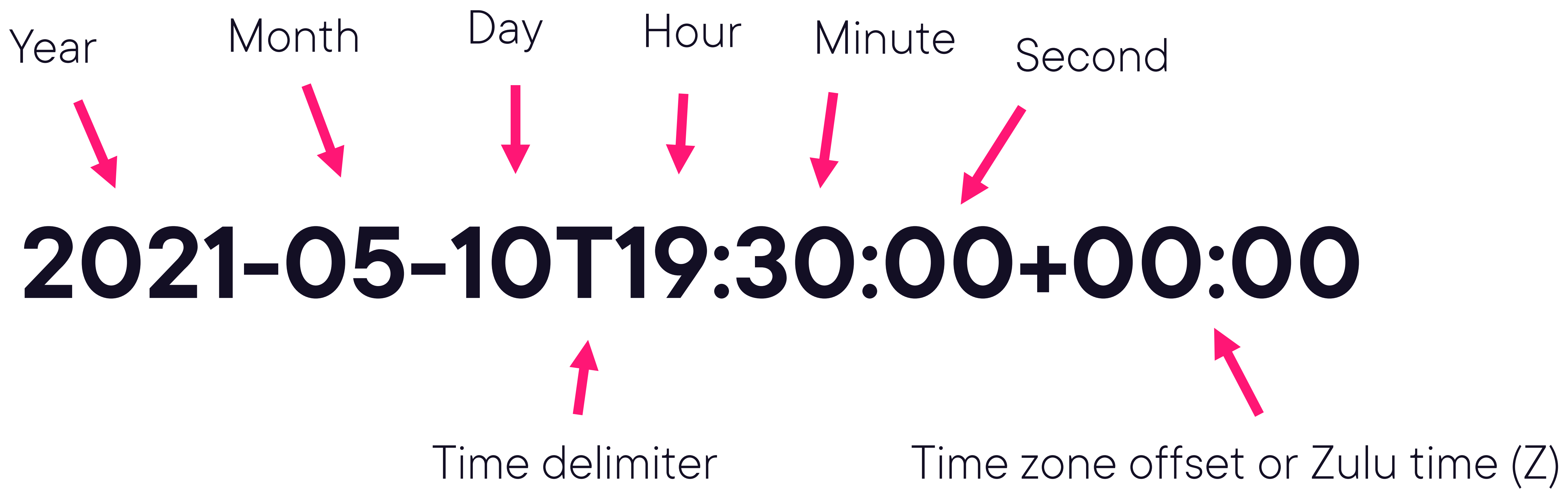
```
// Prepare data to be stored
string data = 1_500_000.50.ToString(CultureInfo.InvariantCulture);


// Restore data
var number = decimal.Parse(data, CultureInfo.InvariantCulture);
```

JSON.NET uses InvariantCulture by default which is the best practice when serializing data

Importing and Exporting data may seem trivial but it is not always!

Example: ISO 8601



Example: Decimal Separator

```
var price = decimal.Parse("10,1");
```

↑

sv-SE = 10 dollars and 10 cents
en-US = 101 dollars

Some of the code in the UI project can be extracted to a separate layer – as it is not UI specific and could be shared!