JSON The x in Ajax

Douglas Crockford Yahoo! Inc.

YAHOO IS HIRING DEVELOPERS

Ajax, PHP, DHTML/XHTML, Javascript, CSS, Actionscript / Flash

Josie Aguada
JAGUADA@YAHOO-INC.COM

Data Interchange

The key idea in Ajax.

An alternative to page replacement.

Applications delivered as pages.

How should the data be delivered?

History of Data Formats

Ad Hoc

Database Model

Document Model

Programming Language Model

JSON

JavaScript Object Notation

Minimal

Textual

Subset of JavaScript

JSON

A Subset of ECMA-262 Third Edition.

Language Independent.

Text-based.

Light-weight.

Easy to parse.

JSON Is Not...

- JSON is not a document format.
- JSON is not a markup language.
- JSON is not a general serialization format.
 - No cyclical/recurring structures.
 - No invisible structures.
 - No functions.

History

1999 ECMAScript Third Edition

2001 State Software, Inc.

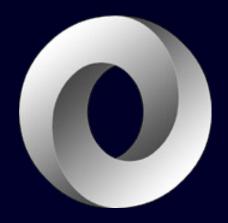
2002 JSON.org

• 2005 Ajax

• 2006 **RFC** 4627

Languages

- Chinese
- English
- French
- German
- Italian
- Japanese
- Korean



Languages

- ActionScript
- C / C++
- C#
- Cold Fusion
- Delphi
- E
- Erlang
- Java
- Lisp

- Perl
- Objective-C
- Objective CAML
- PHP
- Python
- Rebol
- Ruby
- Scheme
- Squeak

Object Quasi-Literals

JavaScript

Python

NewtonScript

Values

- Strings
- Numbers
- Booleans

- Objects
- Arrays

• null

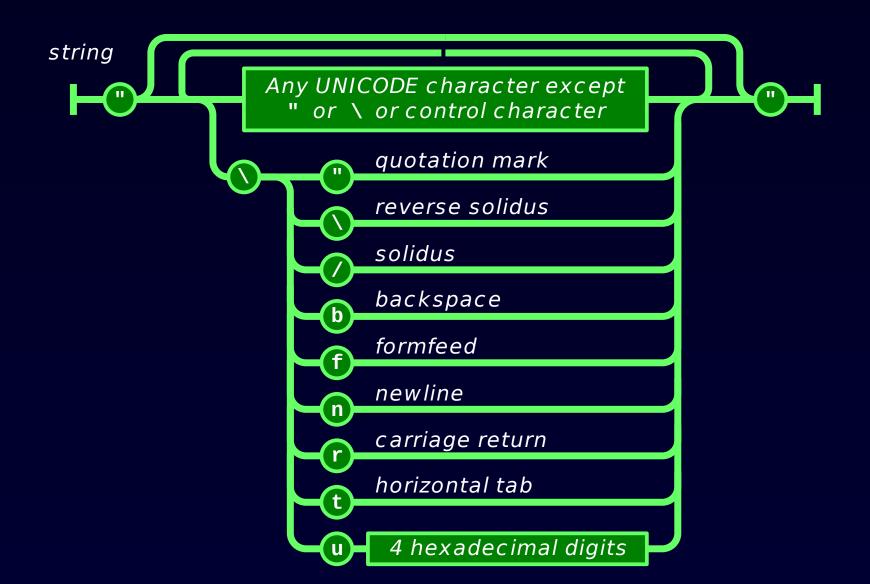
Value

```
value
                                string
                               number
                               object
                                array
                                true
                                false
                                null
```

Strings

- Sequence of 0 or more Unicode characters
- No separate character type
 A character is represented as a string with a length of 1
- Wrapped in "double quotes"
- Backslash escapement

String

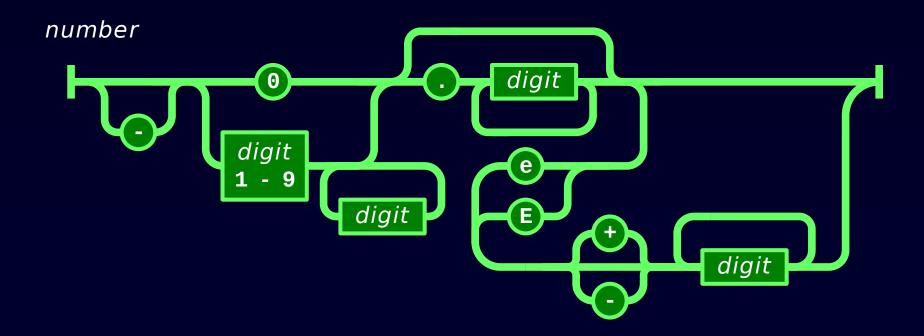


Numbers

- Integer
- Real
- Scientific

- No octal or hex
- No NaN or Infinity
 Use null instead

Number



Booleans

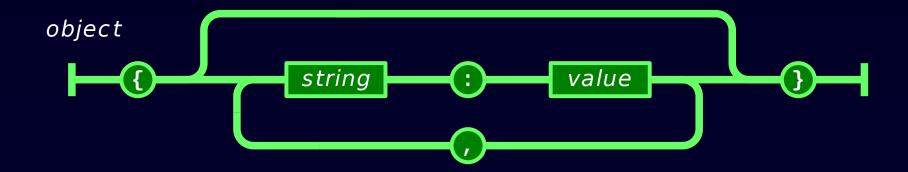
- true
- false

null

A value that isn't anything

- Objects are unordered containers of key/value pairs
- Objects are wrapped in { }
- , separates key/value pairs
- : separates keys and values
- Keys are strings
- Values are JSON values

struct, record, hashtable, object



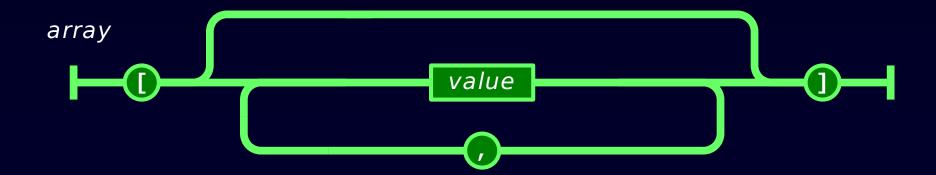
```
{"name":"Jack B. Nimble", "at large":
true, "grade": "A", "level": 3, "format":
{"type":"rect", "width": 1920,
"height": 1080, "interlace": false,
"framerate": 24}}
```

```
"name": "Jack B. Nimble",
"at large": true,
"grade": "A",
"format": {
   "type": "rect",
   "width": 1920,
   "height": 1080,
   "interlace": false,
   "framerate": 24
```

Array

- Arrays are ordered sequences of values
- Arrays are wrapped in []
- , separates values
- JSON does not talk about indexing.
 An implementation can start array indexing at 0 or 1.

Array



Array

```
["Sunday", "Monday", "Tuesday",
 "Wednesday", "Thursday",
 "Friday", "Saturday"]
   [0, -1, 0],
   [1, 0, 0],
   [0, 0, 1]
```

Arrays vs Objects

 Use objects when the key names are arbitrary strings.

 Use arrays when the key names are sequential integers.

 Don't get confused by the term Associative Array.

MIME Media Type

application/json

Character Encoding

• Strictly UNICODE.

• Default: UTF-8.

UTF-16 and UTF-32 are allowed.

Versionless

JSON has no version number.

 No revisions to the JSON grammar are anticipated.

JSON is very stable.

Rules

- A JSON decoder must accept all wellformed JSON text.
- A JSON decoder may also accept non-JSON text.
- A JSON encoder must only produce well-formed JSON text.
- Be conservative in what you do, be liberal in what you accept from others.

Supersets

YAML is a superset of JSON.
 A YAML decoder is a JSON decoder.

JavaScript is a superset of JSON.
 A JavaScript compiler is a JSON decoder.

 New programming languages based on JSON.

JSON is the X in Ajax

JSON in Ajax

HTML Delivery.

JSON in Ajax

XMLHttpRequest
 Obtain responseText

 Parse the responseText

```
responseData = eval(
    '(' + responseText + ')');
responseData =
    responseText.parseJSON();
```

JSON in Ajax

Is it safe to use eval with XMLHttpRequest?

• The JSON data comes from the same server that vended the page. **eval** of the data is no less secure than the original html.

 If in doubt, use string.parseJSON instead of eval.

JSON in Ajax

- Secret <iframe>
- Request data using form.submit to the
 <iframe> target.
- The server sends the JSON text embedded in a script in a document.

```
<html><head><script>
document.domain = 'penzance.com';
parent.deliver({ ... JSONtext ... });
</script></head></html>
```

The function deliver is passed the value.

JSON in Ajax

- Dynamic script tag hack.
- Create a script node. The src url makes the request.
- The server sends the JSON text embedded in a script.

```
deliver({ ... JSONtext ... });
```

- The function deliver is passed the value.
- The dynamic script tag hack is insecure.

- A new facility.
- Two way data interchange between any page and any server.
- Exempt from the Same Origin Policy.
- Campaign to make a standard feature of all browsers.

```
function done(requestNr, value, exception) {
var request =
    JSONRequest.post(url, data, done);
var request =
    JSONRequest.get(url, done);
```

- No messing with headers.
- No cookies.
- No implied authentication.

- Requests are transmitted in order.
- Requests can have timeouts.
- Requests can be cancelled.
- Connections are in addition to the browser's ordinary two connections per host.
- Support for asynchronous, full duplex connections.

Tell your favorite browser maker

I want JSONRequest!

http://www.JSON.org/JSONRequest.html

ECMAScript Fourth Ed.

• New Methods:

Object.prototype.toJSONString

String.prototype.parseJSON

Available now: JSON.org/json.js

supplant

```
var template = '' +
  'Last{last}' +
  'First{first}' +
  '';
var data = {
  "first": "Carl",
  "last": "Hollywood",
  "border": 2
};
mydiv.innerHTML = template.supplant(data);
```

supplant

```
String.prototype.supplant = function (o) {
    return this.replace(/{([^{{}}]*)}/g,
        function (a, b) {
            var r = o[b];
            return typeof r === 'string' ?
                r : a;
```

JSONT

```
var rules = {
   self:
'<svg><{closed} stroke="{color}" points="{points}" /></svg>',
   closed: function (x) {return x ? 'polygon' : 'polyline';},
    'points[*][*]': '{$} '
};
var data = {
   "color": "blue",
   "closed": true,
   "points": [[10,10], [20,10], [20,20], [10,20]]
};
jsonT(data, rules)
<svg><polygon stroke="blue"</pre>
    points="10 10 20 10 20 20 10 20 " /></svg>
```

http://goessner.net/articles/jsont/

```
function jsonT(self, rules) {
   var T = {
        output: false,
        init: function () {
            for (var rule in rules) if (rule.substr(0,4) != "self") rules["self." + rule] = rules[rule];
            return this;
        apply: function(expr) {
           var trf = function (s) {
                return s.replace(/{([A-Za-z0-9_\$\.\[\]\'@\(\)]+)}/g, function ($0, $1){
                    return T.processArg($1, expr);
            x = \exp(([0-9]+)]/g, [*]), res;
           if (x in rules) {
                if (typeof(rules[x]) == "string") res = trf(rules[x]);
                else if (typeof(rules[x]) == "function") res = trf(rules[x](eval(expr)).toString());
            } else res = T.eval(expr);
            return res;
        processArg: function (arg, parentExpr) {
           var expand = function (a, e) {
                return (e = a.replace(/^\$/,e)).substr(0, 4) != "self" ? ("self." + e) : e;
           }, res = "";
           T.output = true;
            if (arg.charAt(0) == "@") res = eval(arg.replace(/@([A-za-z0-9_]+)\(([A-Za-z0-9_\$\.\[\]\']+)\)/, function($0, $1, $2){
                return "rules['self." + $1 + "'](" + expand($2, parentExpr) + ")";
            else if (arg != "$") res = T.apply(expand(arg, parentExpr));
            else res = T.eval(parentExpr);
           T.output = false;
            return res;
        eval: function (expr) {
           var v = eval(expr), res = "";
           if (typeof(v) != "undefined") {
                if (v instanceof Array) {
                    for (var i = 0; i < v.length; i++) if (typeof(v[i]) != "undefined") res += T.apply(expr + "[" + i + "]");
                        } else if (typeof(v) == "object") {
                            for (var m in v) if (typeof(v[m]) != "undefined") res += T.apply(expr+"."+m);
                        } else if (T.output) res += v;
            return res;
    };
    return T.init().apply("self");
}
```

Some features that make *it* well-suited for data transfer

- It's simultaneously human- and machine-readable format;
- It has support for Unicode, allowing almost any information in any human language to be communicated;
- The self-documenting format that describes structure and field names as well as specific values;
- The strict syntax and parsing requirements that allow the necessary parsing algorithms to remain simple, efficient, and consistent;
- The ability to represent the most general computer science data structures: records, lists and trees.

JSON Looks Like Data

- JSON's simple values are the same as used in programming languages.
- No restructuring is required: JSON's structures look like conventional programming language structures.
- JSON's object is record, struct, object, dictionary, hash, associate array...
- JSON's array is array, vector, sequence, list...

Arguments against JSON

JSON Doesn't Have Namespaces.

JSON Has No Validator.

JSON Is Not Extensible.

JSON Is Not XML.

JSON Doesn't Have Namespaces

 Every object is a namespace. Its set of keys is independent of all other objects, even exclusive of nesting.

 JSON uses context to avoid ambiguity, just as programming languages do.

Namespace

- http://www.w3c.org/TR/REC-xml-names/
- In this example, there are three occurrences of the name title within the markup, and the name alone clearly provides insufficient information to allow correct processing by a software module.

Namespace

```
{"section":
    "title": "Book-Signing Event",
    "signing": [
            "author": { "title": "Mr", "name": "Vikram Seth" },
            "book": { "title": "A Suitable Boy",
                      "price": "$22.95" }
       }, {
            "author": { "title": "Dr", "name": "Oliver Sacks" },
            "book": { "title": "The Island of the Color-Blind",
                      "price": "$12.95" }
}}
section.title
 section.signing[0].author.title
  section.signing[1].book.title
```

JSON Has No Validator

 Being well-formed and valid is not the same as being correct and relevant.

 Ultimately, every application is responsible for validating its inputs. This cannot be delegated.

A YAML validator can be used.

JSON is Not Extensible

It does not need to be.

 It can represent any non-recurrent data structure as is.

 JSON is flexible. New fields can be added to existing structures without obsoleting existing programs.

JSON Is Not XML

- objects
- arrays
- strings
- numbers
- booleans
- null

- element
- attribute
- attribute string
- content
- <![CDATA[]]>
- entities
- declarations
- schema
- stylesheets
- comments
- version
- namespace

Data Interchange

• JSON is a simple, common representation of data.

 Communication between servers and browser clients.

Communication between peers.

 Language independent data interchange.

Why the Name?

 XML is not a good data interchange format, but it is a document standard.

 Having a standard to refer to eliminates a lot of squabbling.

Going Meta

- By adding one level of metaencoding, JSON can be made to do the things that JSON can't do.
- Recurrent and recursive structures.
- Values beyond the ordinary base values.

Going Meta

• Simply replace the troublesome structures and values with an object which describes them.

```
{
    "$META$": meta-type,
    "value": meta-value
}
```

Going Meta

Possible meta-types:

"label"	Label a structure for reuse.
"ref"	Reuse a structure.
"class"	Associate a class with a structure.
"type"	Associate a special type, such as Date, with a structure.

Browser Innovation

 During the Browser War, innovation was driven by the browser makers.

 In the Ajax Age, innovation is being driven by application developers.

 The browser makers are falling behind.

The Mashup Security Problem

- Mashups are an interesting new way to build applications.
- Mashups do not work when any of the modules or widgets contains information that is private or represents a connection which is private.

The Mashup Security Problem

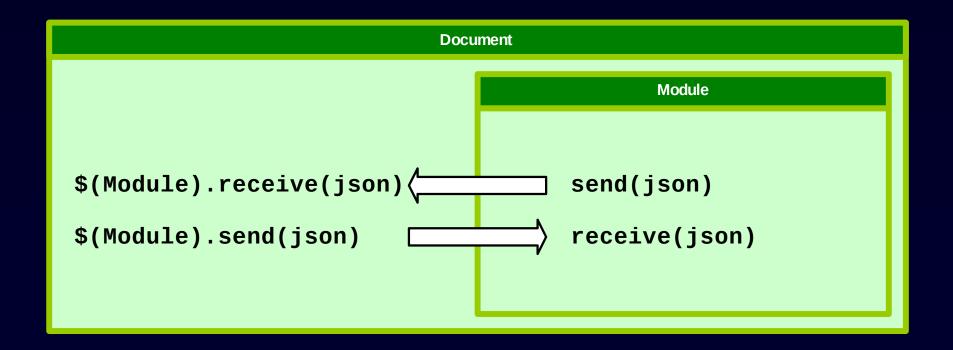
- JavaScript and the DOM provide completely inadequate levels of security.
- Mashups require a security model that provides cooperation under mutual suspicion.

```
<module id="NAME" href="URL"
   style="STYLE" />
```

 A module is like a restricted iframe. The parent script is not allowed access to the module's window object. The module's script is not allowed access to the parent's window object.

- The module node presents a send method which allows for sending a JSON string to the module script.
- The module node can accept a receive method which allows for receiving a JSON string from the module script.

- Inside the module, there is a global send function which allows for sending a JSON string to the outer document's script.
- Inside the module, you can define a receive method which allows for receiving a JSON string from the outer document's script.



- Communiciation is permitted only through cooperating send and receive functions.
- The module is exempt from the Same Origin Policy.

<module id="NAME" href="URL" style="STYLE" />

 Ask your favorite browser maker for the <module> tag.

www.JSON.org

