

# 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...

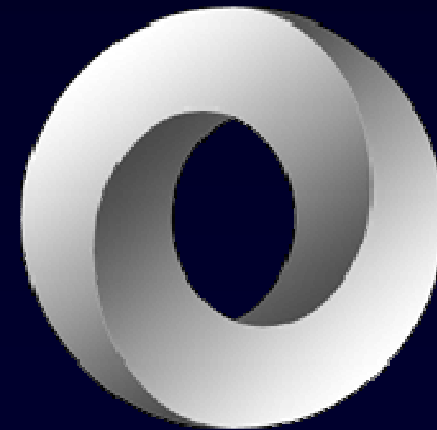
- **JSON is not a document format.**
- **JSON is not a markup language.**
- **JSON is not a general serialization format.**
  - No cyclical/recurring structures.**
  - No invisible structures.**
  - No functions.**

# 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

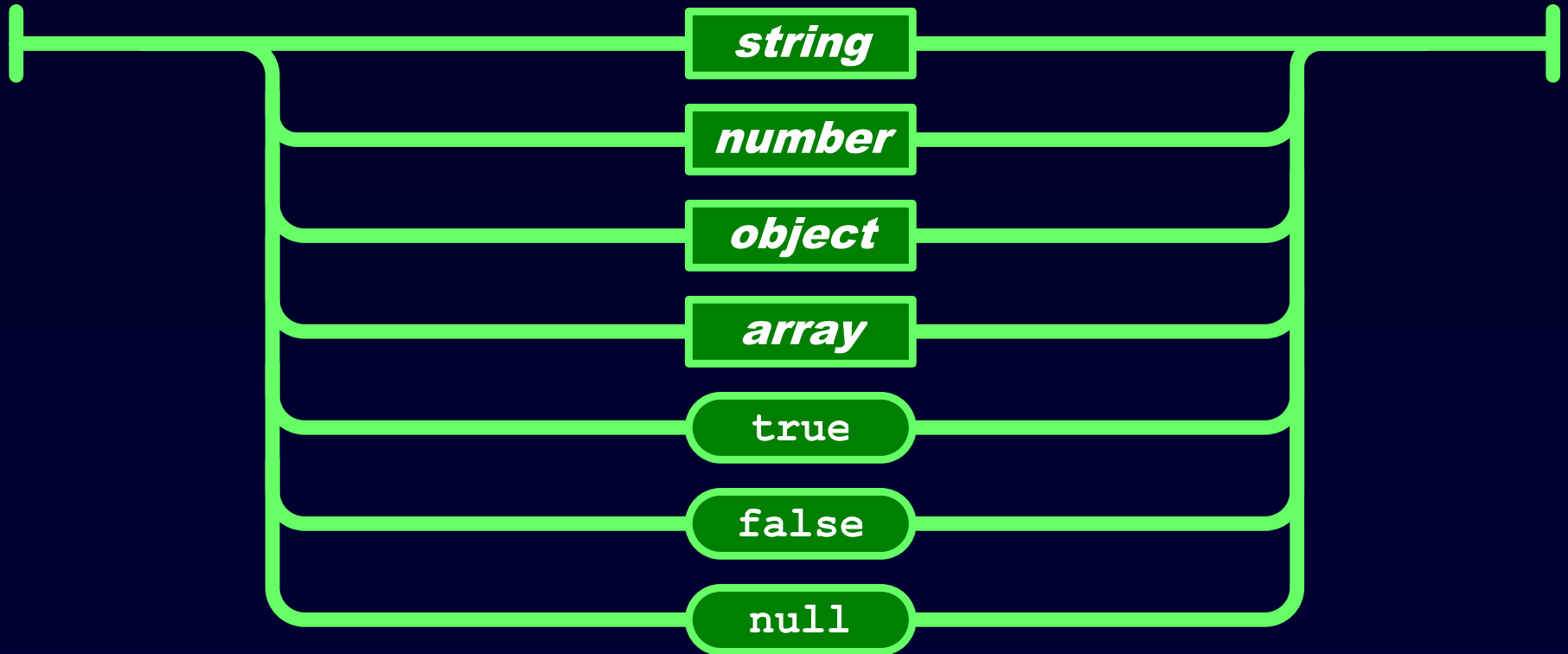
- **JavaScript**
- **Python**
- **NewtonScript**

# Values

- **Strings**
- **Numbers**
- **Booleans**
  
- **Objects**
- **Arrays**
  
- `null`

# Value

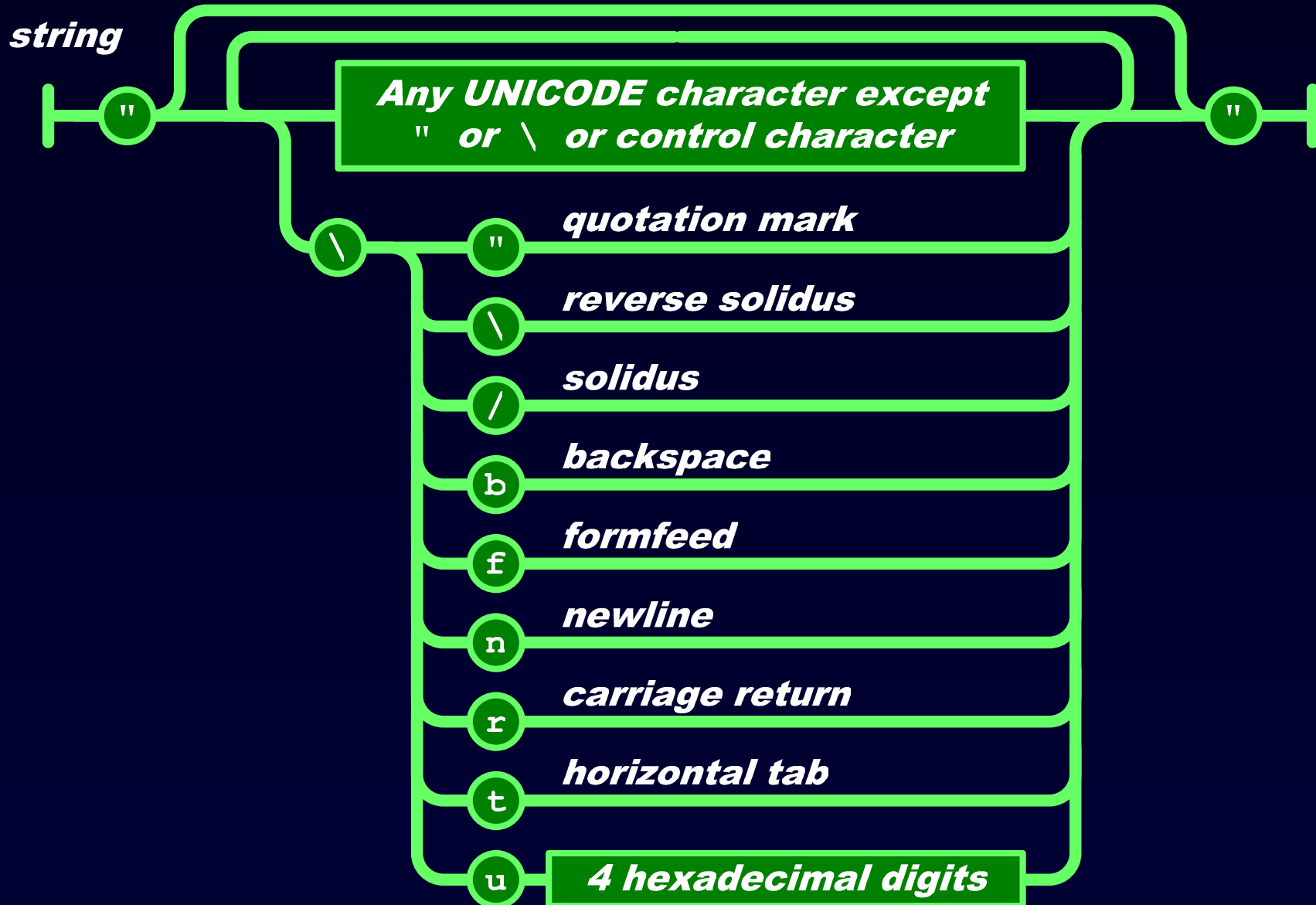
*value*



# 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**



# Booleans

- `true`
- `false`

# null

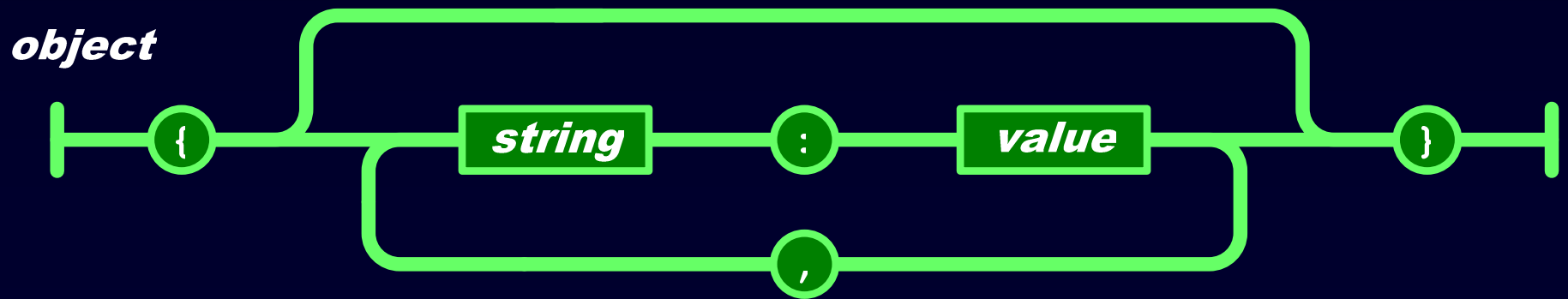
- **A value that isn't anything**

# Object

- **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**

# Object



# Object

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

# Object

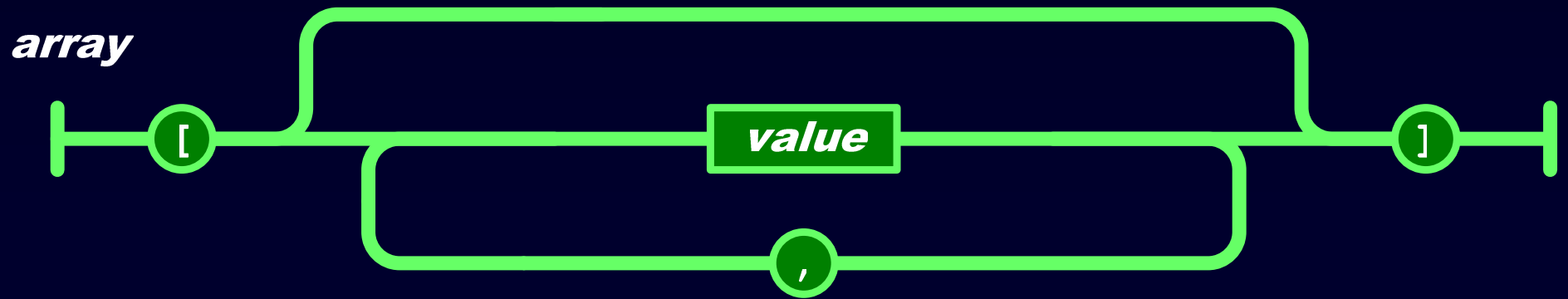
```
{  
  "name": "Jack B. Nimble",  
  "at large": true,  
  "grade": "A",  
  "format": {  
    "type": "rect",  
    "width": 1920,  
    "height": 1080,  
    "interlace": false,  
    "framerate": 24  
  }  
}
```

# 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 well-formed 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 data is built into the page.**

```
<html>...
```

```
<script>
```

```
var data = { ... JSONdata ... };
```

```
</script>...
```

```
</html>
```

# 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.**

# **JSONRequest**

- **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.**

# JSONRequest

```
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.**

# **JSONRequest**

- **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.**

# **JSONRequest**

- **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](http://JSON.org/json.js)

# supplant

```
var template = '<table border="{border}">' +  
  '<tr><th>Last</th><td>{last}</td></tr>' +  
  '<tr><th>First</th><td>{first}</td></tr>' +  
  '</table>';
```

```
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"
  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 = expr.replace(/\[[0-9]+\]/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.**

```
<section>
  <title>Book-Signing Event</title>
  <signing>
    <author title="Mr" name="Vikram Seth" />
    <book title="A Suitable Boy" price="$22.95" />
  </signing>
  <signing>
    <author title="Dr" name="Oliver Sacks" />
    <book title="The Island of the Color-Blind"
      price="$12.95" />
  </signing>
</section>
```

# 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 meta-encoding, 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:**

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

# **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.**

# The Mashup Security Solution

```
<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 Mashup Security Solution

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

- **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.**

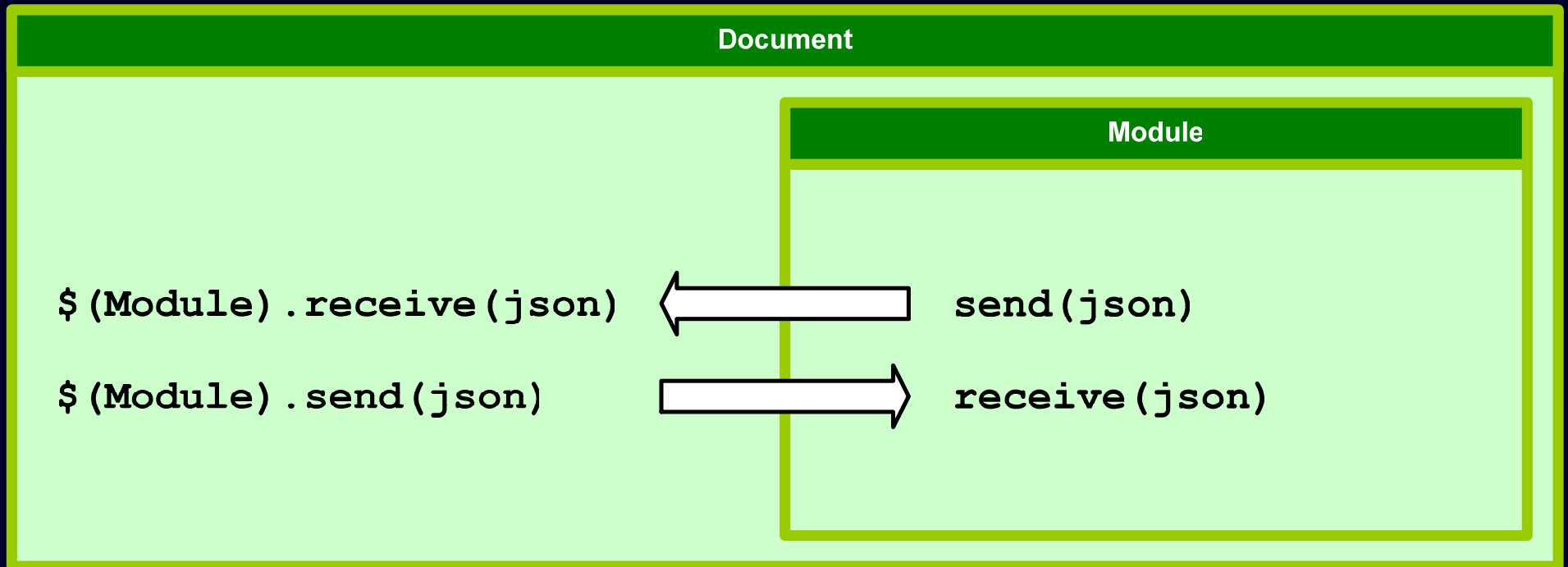
# The Mashup Security Solution

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

- **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.**

# The Mashup Security Solution

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



# The Mashup Security Solution

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

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

# The Mashup Security Solution

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

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

**[www.JSON.org](http://www.JSON.org)**

