Mobile Application Development

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File Formats

Common Formats

- Comma Separated Values (CSV)
- Name/Value Pairs
- YAML
- XML
- JSON

A comma-separated values (CSV)

(also sometimes called characterseparated values, because the separator character does not have to be a comma) file stores tabular data (numbers and text) in plain-text form. Plain text means that the file is a sequence of <u>characters</u>, with no data that has to be interpreted instead, as binary numbers. A CSV file consists of any number of <u>records</u>, separated by line breaks of some kind; each record consists of <u>fields</u>, separated by some other character or string, most commonly a literal comma or tab. Usually, all records have an identical sequence of fields.

"mocha", "costa", 2.0, 3.5, 0 "americano", "costa", 3.0, 4.5, 1 "cappucino", "starbucks", 4.0, 1.5, 0

coffees.csv

Name/Value Pairs

http://en.wikipedia.org/wiki/Attribute-value_pair

A name-value pair, key-value pair, field-value pair or attribute-value pair is a fundamental data <u>representation</u> in computing systems and applications. Designers often desire an open-ended data structure that allows for future extension without modifying existing code or data. In such situations, all or part of the data model may be expressed as a collection of <u>tuples</u> *< attribute name*, *value*>; each element is an attributevalue pair. Depending on the particular application and the implementation chosen by programmers, attribute names may or may not be unique.

db.url=jdbc:cloudbees://pacemaker db.driver=com.mysql.jdbc.Driver db.user=pacemaker db.pass=pacemaker jpa.ddl=create

application .conf

name="mocha"	
shop="costa"	
rating=3.5	
price=2.0	
favourite=0	
id=1	

coffees.conf

YAML

http://en.wikipedia.org/wiki/YAML

YAML (/jæməl/, rhymes with *camel*) is a human-readable data serialization format that takes concepts from programming languages such as <u>C</u>, <u>Perl</u>, and <u>Python</u>, and ideas from XML and the data format of electronic mail (<u>RFC 2822</u>). YAML was first proposed by Clark Evans in 2001, [1] who designed it together with Ingy döt Net^[2] and Oren Ben-Kiki.^[2] It is available for several programming languages. YAML is a <u>recursive acronym</u> for "YAML Ain't Markup Language". Early in its development, YAML was said to mean "Yet Another Markup Language",[3] but it was then reinterpreted (backronyming the original acronym) to distinguish its purpose as data-oriented, rather than document markup.

Coffee(c1):		
name	•	mocha
shop	•	costa
price	•	2.0
rating	•	3.5
favourite	•	0
Coffee(c2):		
name	•	americano
shop	•	costa
price	•	3.0
rating	•	4.5
favourite	•	1
Coffee(c3):		
name	•	cappucino
shop	:	starbucks
price	:	4.0
rating	:	1.5
favourite	•	0

data.yaml

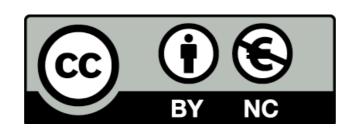
XML	http://en.wikipedia.org/wiki/XML	<pre><?xml version="1.0" encoding="UTF-8"?></pre>
language that documents in and <u>machine</u> Specification[larkup Language (XML) is a markup defines a set of rules for encoding aformat that is both <u>human-readable</u> readable. It is defined in the XML 1.0 3] produced by the <u>W3C</u> , and several specifications,[4] all free open	<pre><coffee objname="c1"> <name> mocha </name> <shop> costa </shop> <price> 2.0 </price> <rating> 3.5</rating> <favourite> 0 </favourite> </coffee> </pre>
generality, an textual data for for the languation of XML focus	bals of XML emphasize simplicity, d usability over the <u>Internet</u> .[6] It is a ormat with strong support via <u>Unicode</u> ages of the world. Although the design es on documents, it is widely used for ation of arbitrary <u>data structures</u> , for <u>eb services</u> .	<pre><name> americano </name> <shop> costa </shop> <price> 3.0 </price> <rating> 4.5 </rating> <favourite> 1 </favourite> <coffee objname="c1"></coffee></pre>
Many <u>applica</u> have been de with processi	tion programming interfaces (APIs) eveloped to aid software developers ng XML data, and several <u>schema</u> to aid in the definition of XML-based	<pre><name> cappucino </name> <shop> starbucks </shop> <price> 4.0 </price> <rating> 1.5 </rating> <favourite> 0 </favourite> </pre>

JSON

JSON (/ˈdʒeɪsɒn/ jay-sawn, /ˈdʒeɪsən/ jaysun), or JavaScript Object Notation, is a textbased open standard designed for humanreadable data interchange. Derived from the JavaScript scripting language, JSON is a language for representing simple data structures and associative arrays, called objects. Despite its relationship to JavaScript, JSON is <u>language-independent</u>, with parsers available for many languages. The JSON format was originally specified by Douglas Crockford, and is described in RFC <u>4627</u>. The official <u>Internet media type</u> for JSON is application/json. The JSON filename extension is .json. The JSON format is often used for serializing

The JSON format is often used for <u>serializing</u> and transmitting structured data over a network connection. It is used primarily to transmit data between a server and web application, serving as an alternative to <u>XML</u>.

```
{
  "name": "mocha",
  "shop":"costa",
  "rating":3.5,
  "price":2.0,
  "favourite":0,
  "id":1
},
  "name": "americano",
  "shop":"costa",
  "rating":4.5,
  "price":3.0,
  "favourite":1,
  "id":2
},
  "name": "cappuccino lite",
  "shop":"starbucks",
  "rating":1.5,
  "price":4.0,
  "favourite":1,
  "id":3
}
```



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