

JSON Web Services for Android

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The basics

IDE: [eclipse](#)

UI designer: [droiddraw](#)

Android libraries: <http://developer.android.com/resources/tutorials/hello-world.html>

JSON and JSON web services for practice

(JavaScript Object Notation) is a lightweight data-interchange format.

<http://www.json.org/>

Picked JSON because I was originally doing the same thing with J2ME and it was a natural transition.
Some JSON web service examples:

<http://www.geonames.org/export/JSON-webservices.html>

<http://ws.geonames.org/earthquakesJSON?north=44.1&south=-9.9&east=-22.4&west=55.2>

Raw JSON:

```
{ "earthquakes": [ { "eqid": "2007hear", "magnitude": 8.4, "lng": 101.3815, "src": "us", "datetime": "2007-09-12 09:10:26", "depth": 30, "lat": -4.5172 }, { "eqid": "2007aqbk", "magnitude": 8, "lng": 156.9567, "src": "us", "datetime": "2007-04-01 18:39:56", "depth": 10, "lat": -8.4528 }, { "eqid": "2007hec6", "magnitude": 7.8, "lng": 100.9638, "src": "us", "datetime": "2007-09-12 21:49:01", "depth": 10, "lat": -2.5265 }, { "eqid": "a00043nx", "magnitude": 7.7, "lng": 100.1139, "src": "us", "datetime": "2010-10-25 12:42:22", "depth": 20.6, "lat": -3.4841 }, { "eqid": "2010utc5", "magnitude": 7.7, "lng": 97.1315, "src": "us", "datetime": "2010-04-06 20:15:02", "depth": 31, "lat": 2.3602 }, { "eqid": "2009mebz", "magnitude": 7.6, "lng": 99.9606, "src": "us", "datetime": "2009-09-30 08:16:09", "depth": 80, "lat": -0.7889 }, { "eqid": "2009kdb2", "magnitude": 7.6, "lng": 92.9226, "src": "us", "datetime": "2009-08-10 17:55:39", "depth": 33.1, "lat": 14.0129 }, { "eqid": "2010zbca", "magnitude": 7.6, "lng": 123.533, "src": "us", "datetime": "2010-07-23 20:51:11", "depth": 576.3, "lat": 6.4939 }, { "eqid": "2010xkbv", "magnitude": 7.5, "lng": 91.9379, "src": "us", "datetime": "2010-06-12 17:26:50", "depth": 35, "lat": 7.7477 }, { "eqid": "2007fubd", "magnitude": 7.5, "lng": 107.6553, "src": "us", "datetime": "2007-08-08 15:04:58", "depth": 289.2, "lat": -5.9682 } ] }
```

Indented:

```
{ "earthquakes":  
  [  
    {  
      "eqid": "2007hear"  
      , "magnitude": 8.4  
      , "lng": 101.3815  
      , "src": "us"  
      , "datetime": "2007-09-12 09:10:26"  
      , "depth": 30  
      , "lat": -4.5172  
    }  
    , {  
      ...  
    }  
  ]  
}
```

Translated into Java:

```
package com.infostructure.experimental;  
  
public class Earthquake {  
  
    public String eqid;  
    public String src;  
    public String datetime;  
    public double magnitude;  
    public double lng;  
    public double lat;  
    public double depth;  
  
    @Override  
    public String toString()  
    {  
        return "eqid: "+alertid+ " src: "+alerttext+ " datetime: "+alertdate;
```

```
}  
}
```

Getting your app to talk HTTP and JSON

Shamelessly borrowed some code from “Jose C Gomez”:

<http://www.josecgomez.com/2010/04/30/android-accessing-restfull-web-services-using-json/>

WebService class

```
package com.infostructure.experimental;  
  
import java.io.IOException;  
import java.io.InputStream;  
import java.io.UnsupportedEncodingException;  
import java.net.HttpURLConnection;  
import java.net.URL;  
import java.net.URLConnection;  
import java.net.URLEncoder;  
import java.util.Map;  
  
import org.apache.http.HttpResponse;  
import org.apache.http.client.methods.HttpGet;  
import org.apache.http.client.methods.HttpPost;  
import org.apache.http.client.methods.HttpPut;  
import org.apache.http.client.methods.HttpDelete;  
import org.apache.http.client.params.ClientPNames;  
import org.apache.http.client.params.CookiePolicy;  
import org.apache.http.entity.StringEntity;  
import org.apache.http.impl.client.DefaultHttpClient;  
import org.apache.http.params.BasicHttpParams;  
import org.apache.http.params.HttpConnectionParams;  
import org.apache.http.params.HttpParams;  
import org.apache.http.protocol.BasicHttpContext;  
import org.apache.http.protocol.HttpContext;  
import org.apache.http.util.EntityUtils;  
import org.json.JSONException;  
import org.json.JSONObject;  
  
import android.util.Log;  
  
import com.google.gson.Gson;  
  
public class Webservice{  
  
    DefaultHttpClient httpClient;  
    HttpContext localContext;  
    private String ret;  
  
    HttpResponse response = null;  
    HttpPost httpPost = null;  
    HttpGet httpGet = null;  
    HttpPut httpPut = null;  
    HttpDelete httpDelete = null;  
    String webServiceUrl;  
  
    //The serviceName should be the name of the Service you are going to be using.
```

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```
public Webservice(String serviceName){
    HttpParams myParams = new BasicHttpParams();

    HttpConnectionParams.setConnectionTimeout(myParams, 10000);
    HttpConnectionParams.setSoTimeout(myParams, 10000);
    httpClient = new DefaultHttpClient(myParams);
    localContext = new BasicHttpContext();
    webServiceUrl = serviceName;
}

//Use this method to do a HttpPost\WebInvoke on a Web Service
public String webInvoke(String methodName, Map<String, Object> params) {

    JSONObject jsonObject = new JSONObject();

    for (Map.Entry<String, Object> param : params.entrySet()){
        try {
            jsonObject.put(param.getKey(), param.getValue());
        }
        catch (JSONException e) {
            Log.e("Groshie", "JSONException : "+e);
        }
    }
    return webInvoke(methodName, jsonObject.toString(), "application/json");
}

// POST
private String webInvoke(String methodName, String data, String contentType) {
    ret = null;

    httpClient.getParams().setParameter(ClientPNames.COOKIE_POLICY,
    CookiePolicy.RFC_2109);

    httpPost = new HttpPost(webServiceUrl + methodName);
    response = null;

    StringEntity tmp = null;

    //httpPost.setHeader("User-Agent", "SET YOUR USER AGENT STRING HERE");
    httpPost.setHeader("Accept",
    "text/html,application/xml,application/xhtml+xml,text/html;q=0.9,text/plain;q=0.8,i
mage/png,*/*;q=0.5");

    if (contentType != null) {
        httpPost.setHeader("Content-Type", contentType);
    } else {
        httpPost.setHeader("Content-Type", "application/x-www-form-
urlencoded");
    }

    try {
        tmp = new StringEntity(data, "UTF-8");
    } catch (UnsupportedEncodingException e) {
        Log.e("Groshie", "HttpUtils : UnsupportedEncodingException : "+e);
    }

    httpPost.setEntity(tmp);

    Log.d("Groshie", webServiceUrl + "?" + data);

    try {
        response = httpClient.execute(httpPost, localContext);

        if (response != null) {
            ret = EntityUtils.toString(response.getEntity());
        }
    } catch (Exception e) {
```

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```
        Log.e("Groshie", "HttpUtils: " + e);
    }

    return ret;
}

// GET
//Use this method to do a HttpGet/WebGet on the web service
public String webGet(String methodName, Map<String, String> params) {
    String getUrl = webServiceUrl + methodName;

    int i = 0;
    for (Map.Entry<String, String> param : params.entrySet())
    {
        if(i == 0){
            getUrl += "?";
        }
        else{
            getUrl += "&";
        }

        try {
            getUrl += param.getKey() + "=" +
                URLEncoder.encode(param.getValue(), "UTF-8");
        } catch (UnsupportedEncodingException e) {
            // TODO Auto-generated catch block
            e.printStackTrace();
        }

        i++;
    }

    httpGet = new HttpGet(getUrl);
    Log.e("WebGetURL: ", getUrl);

    try {
        response = httpClient.execute(httpGet);
    } catch (Exception e) {
        Log.e("Groshie:", e.getMessage());
    }

    // we assume that the response body contains the error message
    try {
        ret = EntityUtils.toString(response.getEntity());
    } catch (IOException e) {
        Log.e("Groshie:", e.getMessage());
    }

    return ret;
}

public static JSONObject Object(Object o){
    try {
        return new JSONObject(new Gson().toJson(o));
    } catch (JSONException e) {
        e.printStackTrace();
    }
    return null;
}

public InputStream getHttpStream(String urlString) throws IOException {
    InputStream in = null;
    int response = -1;

    URL url = new URL(urlString);
    URLConnection conn = url.openConnection();

    if (!(conn instanceof HttpURLConnection))
```

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```
        throw new IOException("Not an HTTP connection");

    try{
        HttpURLConnection httpConn = (HttpURLConnection) conn;
        httpConn.setAllowUserInteraction(false);
        httpConn.setInstanceFollowRedirects(true);
        httpConn.setRequestMethod("GET");
        httpConn.connect();

        response = httpConn.getResponseCode();

        if (response == HttpURLConnection.HTTP_OK) {
            in = httpConn.getInputStream();
        }
    } catch (Exception e) {
        throw new IOException("Error connecting");
    } // end try-catch

    return in;
}

public void clearCookies() {
    httpClient.getCookieStore().clear();
}

public void abort() {
    try {
        if (httpClient != null) {
            System.out.println("Abort.");
            httpPost.abort();
        }
    } catch (Exception e) {
        System.out.println("Your App Name Here" + e);
    }
}
}
```

GSON

In order to get this class to compile, need to get the GSON library:

<http://code.google.com/p/google-gson/>

"A Java library to convert JSON to Java objects and vice-versa"

...and add to your project's build path.

User interface

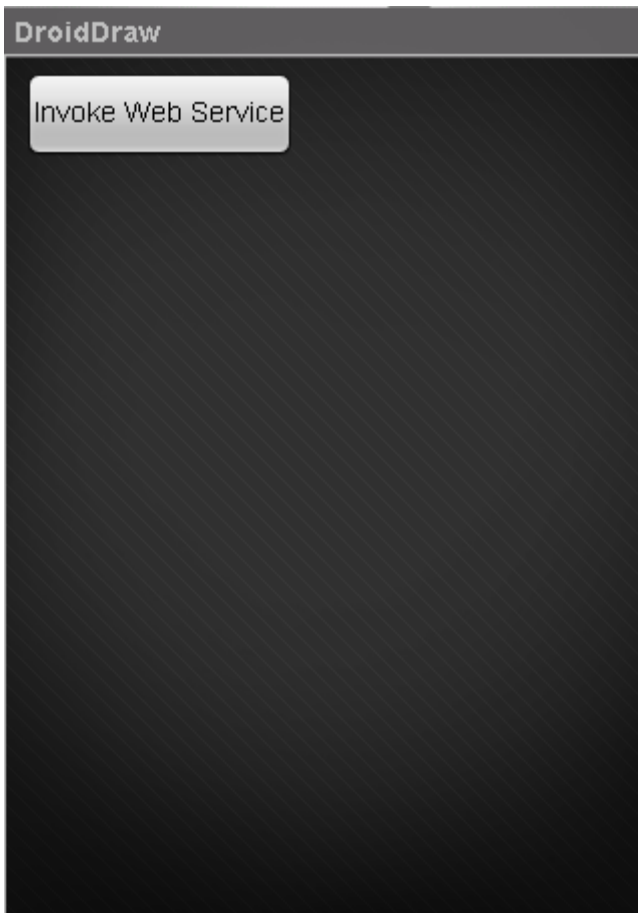
Use droiddraw to put a basic UI together:

```
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout
    android:id="@+id/widget0"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
```

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```
xmlns:android="http://schemas.android.com/apk/res/android">
<Button
    android:id="@+id/btninvokeWebService"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Invoke Web Service"
    android:layout_x="10px"
    android:layout_y="10px">
</Button>
</AbsoluteLayout>
```

Looks like this:



Put the generated XML code into “<YOUR_PROJECT_NAME>\res\layout\main.xml”.

Security

To get Android to allow internet access, edit the Android project’s “AndroidManifest.xml” file:

```
<manifest xmlns:android...>
...
<uses-permission android:name="android.permission.INTERNET">
```

```

    </uses-permission>
</manifest>

```

Putting it all together

A simple front-end that uses the “WebService” and “Earthquake” classes, the droiddraw UI output and by implication, the GSON library:

```

package com.infostructure.experimental;

import java.lang.reflect.Type;
import java.util.HashMap;
import java.util.List;
import java.util.Map;

import com.google.gson.Gson;
import com.google.gson.reflect.TypeToken;

import android.app.Activity;
import android.os.Bundle;

import android.widget.EditText;
import android.widget.TextView;
import android.widget.Button;
import android.util.Log;
import android.view.View;

public class MainActivity extends Activity
{
    private Button btninvokeWebService;

    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        initControls();
    }

    private void initControls()
    {
        btninvokeWebService.setOnClickListener(new Button.OnClickListener() {
public void onClick (View v){ invokeWebService(); });
    }

    private void invokeWebService()
    {
        // Instantiate the Web Service Class with he URL of the web service
not that you must pass
        WebService webService = new
WebService("http://ws.geonames.org/earthquakesJSON");

        //Pass the parameters if needed
        Map<String, String> params = new HashMap<String, String>();
        params.put("north", "44.1");
        params.put("south", "-9.9");
        params.put("east", "-22.4");
        params.put("west", "55.2");

        //Get JSON response from server the "" are where the method name would
normally go if needed example

```


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```
String response = webService.webGet("", params);

try
{
    //Parse Response into our object
    Type collectionType = new
TypeToken<List<Earthquake>>().getType();
    List<Earthquake> quakes = new Gson().fromJson(response,
collectionType);
}
catch(Exception e)
{
    Log.d("Error: ", e.getMessage());
}
}
```

Further details

<http://bernard-on-technology.blogspot.com/2010/10/programming-droid.html>