

CS 10:

Problem solving via Object Oriented Programming

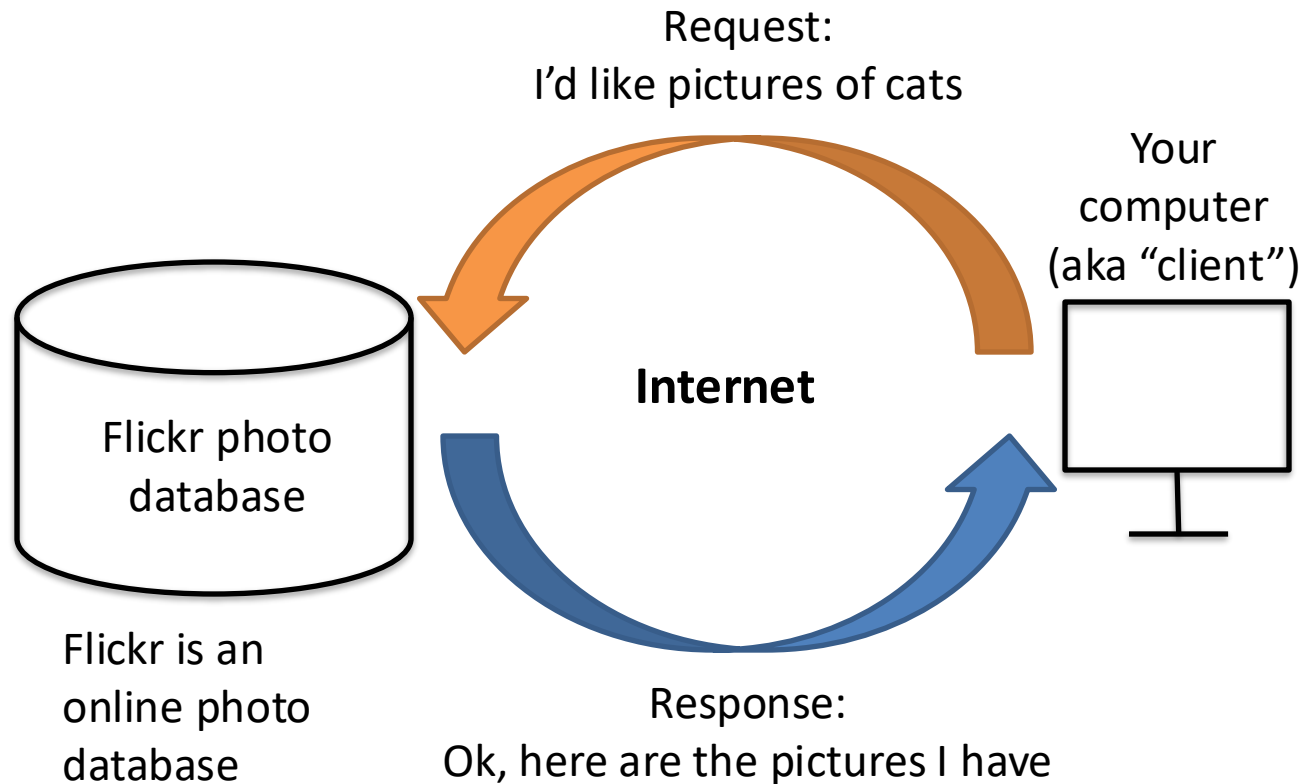
Web Services

DEMO: FlickrSearchJSON.java

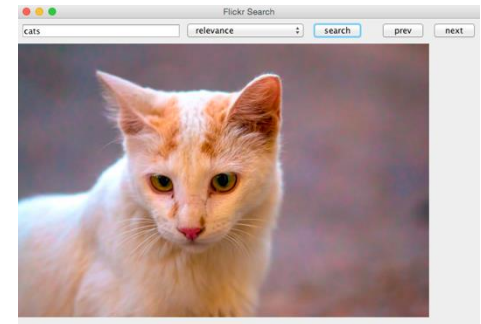
1. Create GUI for displaying photos
2. Ask Flickr for photos matching search term
3. Get back a data stream with information about photos in Flickr database matching search term
4. Fetch each photo described in data stream and display them one at a time

Big picture: query online photo database Flickr and display results

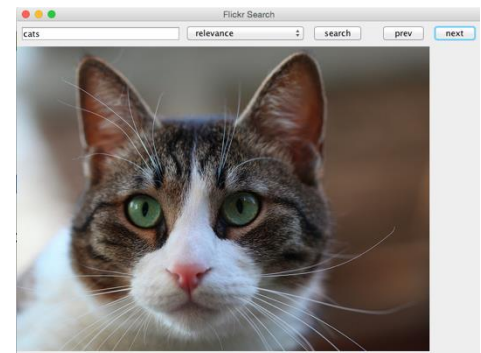
Overview



Flickr is an
online photo
database



Click next

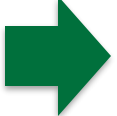


Click next...

Questions:

1. How do we create a GUI to display images?
2. How can we get data from the web?
3. How do we use the data once we get it?

Agenda

- 
1. Creating Graphical User Interfaces (GUIs)
 2. Getting data from the web
 3. Web services
 - Today we use JSON
 4. Processing data
 - Some notes about older XML format at end of slides
 5. Finished product

Creating Graphical User Interfaces (GUIs) adds graphical elements and listeners

Two step process to create GUIs

1. Add graphical elements

2. Add event listeners

Graphical elements include:

- Buttons
- Text fields
- Combo boxes
- Containers that hold other elements

We tell Java what graphical elements to put on the screen and where to place them

Event listeners call back our code when a user interacts with a graphical element

Listeners get detailed information about the interaction (e.g., which key was pressed, which button is clicked)

In practice, these two steps are often done by different teams

Java graphical elements consists of Containers and Components

Containers

JFrame →

JPanel →

Components

JTextField

JComboBox

JButton

JComponent

- Containers can hold components
- Containers can hold other containers
- May be nested

Adding these elements manually is tedious
Graphic design tools make life easier
Today we do it the old fashioned way

Step 1: Add graphical elements

FlickrSearchCore.java

```
11 public class FlickrSearchCore extends JFrame {
12     private static final int imageWidth = 640, imageHeight = 640; // medium 640 on flickr
13
14     private JComponent canvas;
15     private JTextField queryF;
16     private String sort = "relevance";
17
18     public FlickrSearchCore() {
19         super("Flickr Search");
20
21         // Create our graphics-handling component, sized to hold the images
22         canvas = new JComponent() {
23             public void paintComponent(Graphics g) {
24                 super.paintComponent(g);
25                 // will add code here to draw the current image
26             }
27         };
28         canvas.setPreferredSize(new Dimension(imageWidth, imageHeight));
29
30         // Create the GUI components
31         JPanel gui = setupGUI();
32
33         // Put the GUI and the canvas in the panel, one at the top and one taking the rest of
34         Container cp = getContentPane();
35         cp.setLayout(new BorderLayout());
36         cp.add(gui, BorderLayout.NORTH);
37         cp.add(canvas, BorderLayout.CENTER);
38
39         // Boilerplate
40         setLocationRelativeTo(null);
41         setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
42         pack();
43         setVisible(true);
44     }
45 }
```

Extends JFrame

Create JComponent container hold images

Set JComponent size

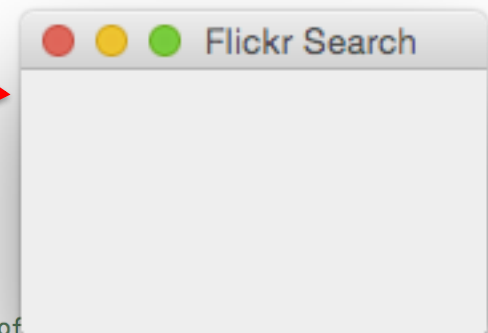
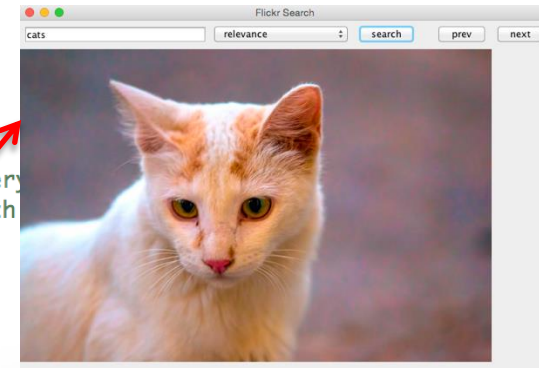
JFrame Content Pane holds Containers

Will add code here to display images in JComponent

Create a panel to hold buttons (*setupGUI()* is our method on next slide)

Common boilerplate

Add JPanel (button panel) and JComponent (images) to Content Pane



JFrame creates a blank window with a title, same as DrawingGUI

Set up JPanel that holds buttons, text and drop down box

FlickrSearchCore.java

```
private JPanel setupGUI() {  
    // prev button steps backward through images  
    JButton prevB = new JButton("prev");  
    prevB.addActionListener(new AbstractAction() {  
        public void actionPerformed(ActionEvent e) {  
            // will add code here to move to the previous image  
            System.out.println("prev");  
        }  
    });  
  
    // sort dropdown (combobox) lists possible ways to sort  
    String[] sortOrders = { "relevance", "interestingness-desc", "interestingness-asc",  
        "date-taken-desc", "date-taken-asc" };  
    JComboBox sortB = new JComboBox(sortOrders);  
    sortB.addActionListener(new AbstractAction() {  
        public void actionPerformed(ActionEvent e) {  
            sort = (String)((JComboBox)e.getSource()).getSelectedItem();  
            System.out.println(sort);  
        }  
    });  
  
    // text field for the search query  
    queryF = new JTextField(20);  
  
    // search button fires off the search  
    JButton search = new JButton("search");  
    search.addActionListener(new AbstractAction() {  
        public void actionPerformed(ActionEvent e) {  
            // will add code here to fire off the search  
            System.out.println("search for '" + queryF.getText() + "' by '" + sort);  
        }  
    });  
  
    // Put all the components in a panel  
    JPanel gui = new JPanel();  
    gui.setLayout(new FlowLayout());  
    gui.add(queryF);  
    gui.add(sortB);  
    gui.add(search);  
    gui.add(new JSeparator(SwingConstants.VERTICAL));  
    gui.add(prevB);  
  
    return gui;  
}
```

Creates JPanel to hold buttons and dropdown control

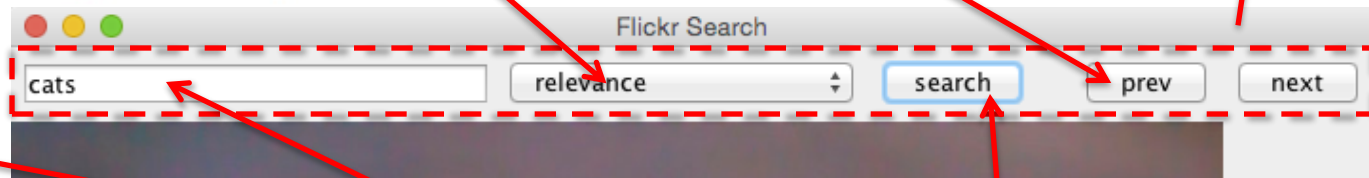
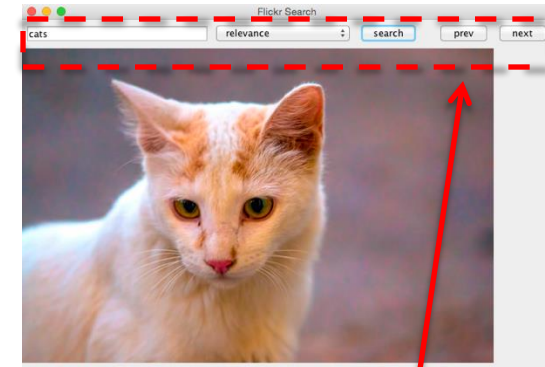
Create "prev" JButton and listener that fires when button clicked

Create drop down list

Create JTextField
Will search for photos with keywords entered here

Finally add all elements to JPanel and return

Create "search" JButton and listener
Will search for photos with keywords from JTextField




Step 2: Add event listeners that wait for events on graphical elements

```
// create button control
JButton search = new JButton("search");

//add listener if action taken on button (e.g., clicked)
search.addActionListener(new AbstractAction() {
    public void actionPerformed(ActionEvent e) {
        // this will run if action taken on button
        System.out.println("search button");
    }
});
```

Listeners are called back when event fires
Located in `awt.event.*` (import this)

Create "search" JButton
graphical element



Add a listener that will fire when the
button is clicked



Here just print that button was clicked
This declaration is called an anonymous
class – never gets a name, but has
access to instance variables

ActionEvent is an Object that gives
details about the event that just
occurred (e.g., button click)

Agenda

1. Creating Graphical User Interfaces (GUIs)



2. Getting data from the web

3. Web services

4. Processing data

5. Finished product

To transfer data between computers we use pre-defined protocols

Network protocols

- Network protocols define how data will be exchanged so everyone knows the “rules”
- There are dozens of protocols used for different purposes:
 - TCP/IP, FTP
 - Wi-Fi, Bluetooth
- HyperText Transfer Protocol (HTTP) is the protocol commonly used by the World Wide Web to get HyperText Markup Language (HTML) documents that describe how to render a web page
- We use a Uniform Resource Locator (URL) to specify what page we want to get:

<http://www.cs.dartmouth.edu/~tjp/cs10/index.html>

Protocol:
how we will talk (http)

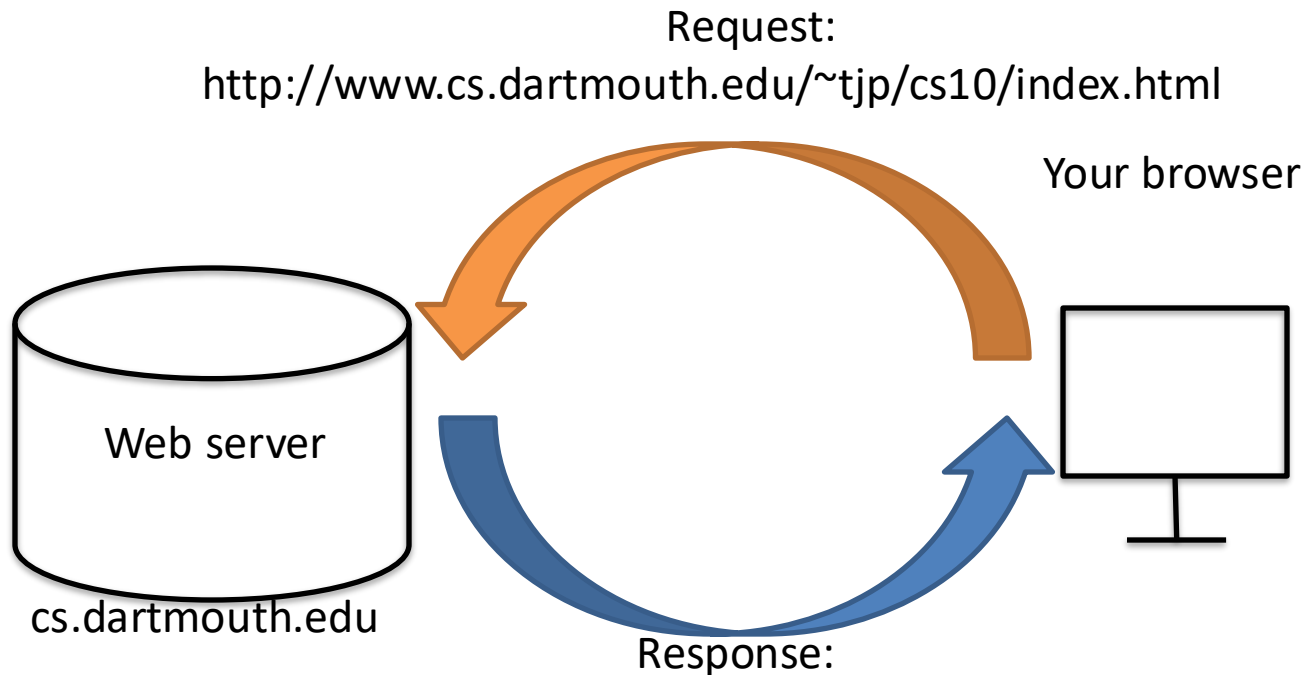
Computer
that has data

Directory where
data located

File (assume index.html or
index.php if not provided)

Client makes a request to a Server for a web page; Server responds to request

Process



Browser interprets HTML text and renders page

Big idea:

- Client makes request to server for web page
- Server responds to client by sending text file

```
<!DOCTYPE html>
<html>
<head>
<meta http-equiv="content-type" content="text/html;charset=utf-8" />
<title>CS 10 | Problem solving </title>
<link rel="stylesheet" type="text/css" media="screen" href="cs10.css" />
</head>
<body>
<div id="page">
<div id="header">
<div id="title">CS 10: Problem Solving via Object Oriented Programming</div>
```

A web page is simply a text document with a description of what to display on the screen (and maybe some Javascript for user interaction) in a format called HTML

Java makes it easy to get HyperText Markup Language (HTML) from the web

WWWGet.java

Create
BufferedReader to
read from URL like
reading from file

Tell Java where to look for HTML document
Location called URL – Uniform Resource Location

URL:

- Protocol – https (secure version of http)
- Server – cs.dartmouth.edu
- Location – /~tjp/cs10/notes21.html

```
public class WWWGet {  
    public static void main(String[] args) throws Exception {  
        // Open a stream reader for processing the response from the URI  
        URL url = new URL("https://www.cs.dartmouth.edu/~tjp/cs10/notes20.html");  
        System.out.println("*** getting " + url);  
        BufferedReader in = new BufferedReader(new InputStreamReader(url.openStream()));  
        // Read lines from the stream, just like reading a file  
        String line;  
        while ((line = in.readLine()) != null) {  
            System.out.println(line);  
        }  
        in.close();  
        System.out.println("*** done");  
    }  
}
```

Read HTML line by line

Close reader
in finally
block

Big idea:

- Java abstracts a lot of messy details for connecting over HTTP so we don't have to deal with it (take CS 60 for more details)
- Java lets us read data over the web like we read a file on our local computer

DEMO: WWWGet.java

Read data from CS web server


Get HTML at:

<https://www.cs.dartmouth.edu/~tjp/cs10/notes20.html>

Write HTML to console line by line

**Sample code WWWGetTry.java
does the same, but has more
error checking**

Agenda

1. Creating Graphical User Interfaces (GUIs)
2. Getting data from the web
-  3. Web services
4. Processing data
5. Finished product

We can use web services to get data (as opposed to HTML) from a server

Web service process

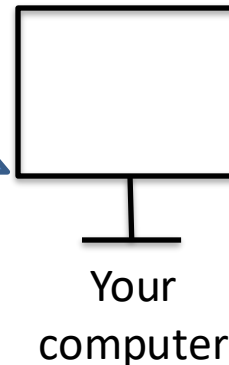
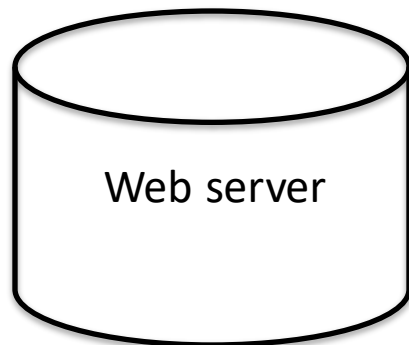
I'd like to get data on student with id=123:

`http://www.cs.dartmouth.edu/~tjp/cs10/student.php?id=123`

Protocol and location

Web service name

Parameters in query string provided to server



Web service responds with data corresponding to query string parameters

REST (Representational State Transfer) uses HTTP to transfer data

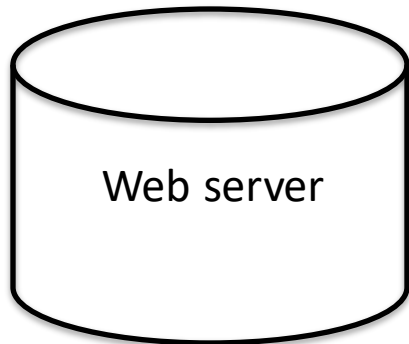
Big idea:

- Client makes request to server for data
- Server responds to client's request
- Intent of web service is for a program rather than a human (or a browser) to get data

Server-side REST web service can return data that does not have to be HTML

Enter the following addresses in web browser

<http://cs.dartmouth.edu/~tjp/cs10/student.php?id=123>



Query string begins after “?”
Format: param=value
Can have more than one parameter, separate them by &

Request causes student.php code to run on the “server side”


- Reads parameter id=123 from query string
- Looks up data on student with id=123
- Returns information about student with that id

Student Information

Name: Alice
ID: 123
Major: CS
Grades:
CS1: A
CS10: A
CS50: A-

- **Student information returned to client**
- **Information is not HTML, just text**
- **Would prefer a consistent format for data returned**

Agenda

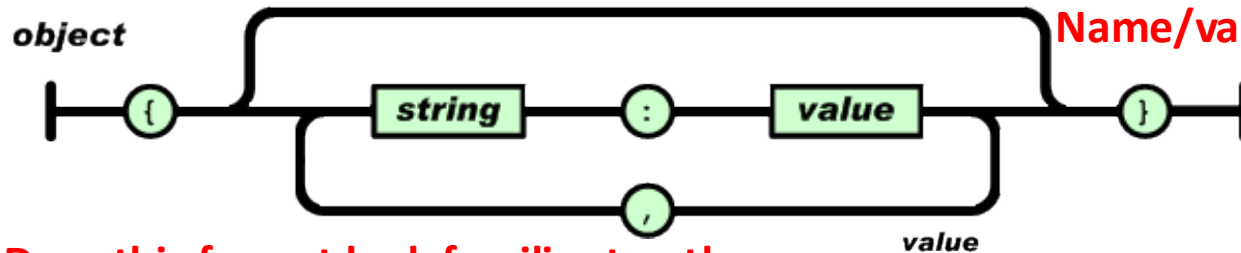
1. Creating Graphical User Interfaces (GUIs)
2. Getting data from the web
3. Web services
-  4. Processing data
5. Finished product

JSON is a popular way for web services to format data when responding to requests

JSON (JavaScript Object Notation) has two high-level structures

1. Objects: collection of name/value pairs

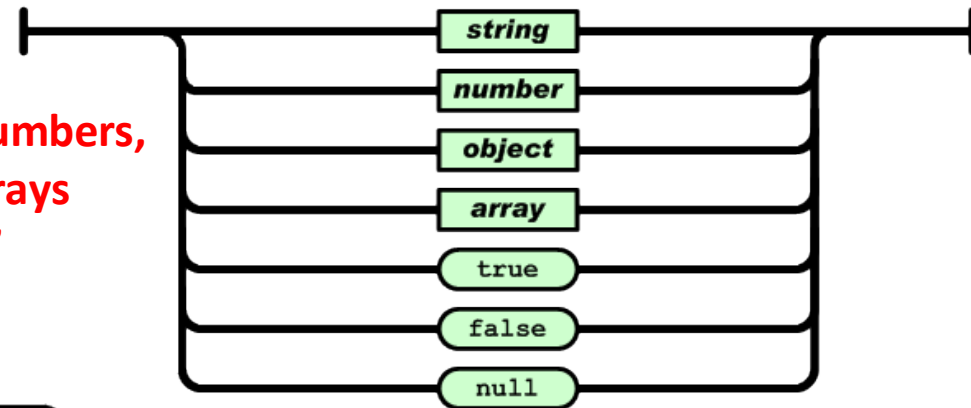
Objects are unordered name/value pairs
Begin with { and end with }
Name/value pairs separated by commas



Does this format look familiar to other structures we've seen in this class?

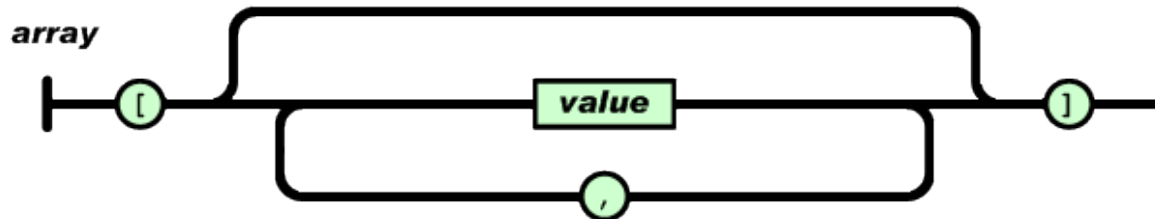
Finite Automata

- Values can be strings, numbers, booleans, objects, or arrays
- Very powerful "nesting"



2. Arrays: ordered list of values

Arrays are ordered
Begin with [and end with]
Items separated by commas



JSON provides a consistent way to send data between clients and servers

JSON version of student.php data

```
{  
  "Student" : {  
    "Name" : "Alice",  
    "ID" : 123,  
    "Major" : "CS",  
    "Grades" : [  
      {"CS1" : "A"},  
      {"CS10" : "A"},  
      {"CS50" : "A-"}  
    ]  
  }  
}
```

Start with JSON object to hold data

Declare name/value as Student with an object as value

Name/value pairs separated by commas
ID has numeric value

- Name/value pair for Grades, where value is an array of objects
- Array has one object for each course this student has taken
- Objects are course name/grade received

Web services that return data provide documentation describing how the data is formatted – read the docs!

JSON formatted data returned is simply text document, must parse it to convert to Java ADTs we know and love

Java parses JSON text into familiar data structures

JSON	Java
String	String
Number	Number
True/false	Boolean
Null	Null
Array	List (JSONArray)
Object	Map (JSONObject subclass of HashMap)

```
{  
  "Student" : {  
    "Name" : "Alice",  
    "ID" : 123,  
    "Major" : "CS",  
    "Grades" : [  
      {"CS1" : "A"},  
      {"CS10" : "A"},  
      {"CS50" : "A-"}  
    ]  
  }  
}
```

Student object is a Java Map
We can retrieve items with *get()*
***student.get("Name")* returns "Alice"**

Grades is a List

We can retrieve Grades with *student.get("Grades")*
**We can loop through the the array items using an
iterator or a standard "for" loop**

Flickr can use JSON to return information about photos it stores

Simplified Flickr JSON data from search



Querying Flickr for “dartmouth”

URL (protocol, server, location)

https://api.flickr.com/services/rest/?method=flickr.photos.search&api_key=KEYHERE&text=dartmouth&sort=relevance&per_page=10&format=json

Query string:

method = search photos (flickr.photos.search)

api_key = find on Canvas under Pages (identifies us to Flickr, don't abuse key!)

text = find photos matching this text (dartmouth)

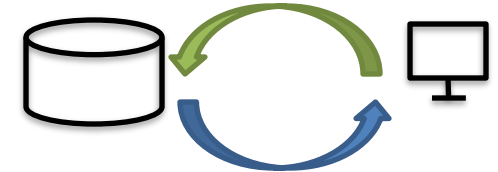
sort = by relevance, by date, etc (relevance)

per_page = how many photos to return (10)

format = return data in this format (json)

Flickr can use JSON to return information about photos it stores

Simplified Flickr JSON data from search



Querying Flickr for “dartmouth”

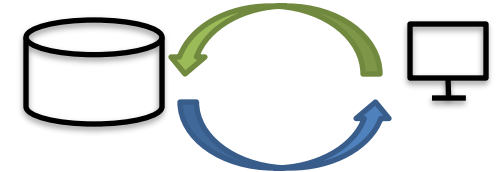
https://api.flickr.com/services/rest/?method=flickr.photos.search&api_key=KEYHERE&text=dartmouth&sort=relevance&per_page=10&format=json

Returns JSON with information about photos of Dartmouth

```
jsonFlickrApi({
  "photos": {
    "page": 1,
    "pages": 266788,
    "perpage": 10,
    "total": "2667876",
    "photo": [{"id": "5340131446", "secret": "3b7c380bea", "server": "5244", "farm": 6, ...}
              {"id": "5338762379", "secret": "59f7435b93", "server": "5284", "farm": 6, ...},
              ...
              ...
    ]
  },
  "stat": "ok"
})
```

Flickr can use JSON to return information about photos it stores

Simplified Flickr JSON data from search



Querying Flickr for “dartmouth”

https://api.flickr.com/services/rest/?method=flickr.photos.search&api_key=KEYHERE&text=dartmouth&sort=relevance&per_page=10&format=json

Returns JSON with information about photos of Dartmouth

```
jsonFlickrApi({  
  "photos": {  
    "page": 1,  
    "pages": 266788,  
    "perpage": 10,  
    "total": "2667876",  
    "photo": [{"id": "5340131446", "secret": "3b7c380bea", "server": "5244", "farm": 6, ...}  
              {"id": "5338762379", "secret": "59f7435b93", "server": "5284", "farm": 6, ...},  
              ...  
              ...  
    ]  
  },  
  "stat": "ok"  
})
```

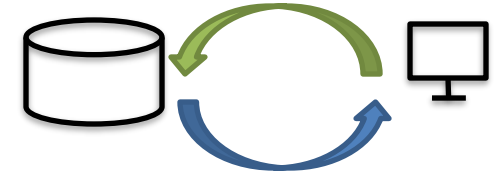
Flickr adds a non-standard header “jsonFlickrApi(” :-|

“photos” object contains “photo” array with information describing each matching photo and where to find it

**This information is not the photo itself!
It is how to find the photo on Flickr’s servers**

Flickr can use JSON to return information about photos it stores

Simplified Flickr JSON data from search



Querying Flickr for “dartmouth”

https://api.flickr.com/services/rest/?method=flickr.photos.search&api_key=KEYHERE&text=dartmouth&sort=relevance&per_page=10&format=json

Returns JSON with information about photos of Dartmouth

```
jsonFlickrApi({
  "photos": {
    "page": 1,
    "pages": 266788,
    "perpage": 10,
    "total": "2667876",
    "photo": [{"id": "5340131446", "secret": "3b7c380bea", "server": "5244", "farm": 6, ...}
```


Flickr documentation says that photos can be retrieved with:

https://farm{farm-id}.staticflickr.com/{server-id}/{id}_{secret}.jpg

https://farm6.staticflickr.com/5244/5340131446_3b7c380bea.jpg

**Download actual
photo from this web
location**

Agenda

1. Creating Graphical User Interfaces (GUIs)
2. Getting data from the web
3. Web services
4. Processing data
-  5. Finished product

FlickrSearchJSON.java: finished product expands upon FlickrSearchCore.java

FlickrSearchJSON.java

```
24 public class FlickrSearchJSON extends JFrame {
25     private static final int imageWidth = 640, imageHeight = 640; // medium 640 on flickr
26     private static String api_key = "Key here";
27
28     private JComponent canvas; // drawing component
29     private JTextField queryF; // GUI text field for query
30     private String sort = "relevance"; // how to sort when search
31     private ArrayList<BufferedImage> images; // loaded images, using Java type
32     private int curr = 0; // index of currently-displayed image
33
34     public FlickrSearchJSON() {
35         super("Flickr Search");
36
37         // Initially no images
38         images = new ArrayList<BufferedImage>();
39
40         // Create our graphics-handling component, sized to hold the images
41         canvas = new JComponent() {
42             public void paintComponent(Graphics g) { //called on repaint()
43                 super.paintComponent(g);
44                 if (images.size() > 0) {
45                     g.drawImage(images.get(curr), 0, 0, null);
46                 }
47             }
48         };
49         canvas.setPreferredSize(new Dimension(imageWidth, imageHeight));
50
51         // Create the GUI components
52         JPanel gui = setupGUI();
53
54         // Put the GUI and the canvas in the panel, one at the top and one taking the rest of the space
55         Container cp = getContentPane();
56         cp.setLayout(new BorderLayout());
57         cp.add(gui, BorderLayout.NORTH);
58         cp.add(canvas, BorderLayout.CENTER);
59
60         // Boilerplate
61         setLocationRelativeTo(null);
62         setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
63         pack();
64         setVisible(true);
65     }
```

Get API key from Canvas (don't abuse it!)

Will load all Flickr images into ArrayList of BufferedImages called *images*

curr will hold the index of image currently displayed

- If we have some images (*images.size* > 0) draw the image at index *curr* in the *canvas* JComponent
- *paintComponent()* runs on *repaint()*

FlickrSearchJSON.java: finished product expands upon FlickrSearchCore.java

FlickrSearchJSON.java

```
67 private JPanel setupGUI() {  
68     // prev button steps backward through images  
69     JButton prevB = new JButton("prev");  
70     prevB.addActionListener(new AbstractAction() {  
71         public void actionPerformed(ActionEvent e) {  
72             if (images.size() > 0) {  
73                 curr--;  
74                 if (curr < 0) curr = images.size() - 1;  
75                 repaint();  
76             }  
77         }  
78     });  
79  
80     // prev button steps forward through images  
81     JButton nextB = new JButton("next");  
82     nextB.addActionListener(new AbstractAction() {  
83         public void actionPerformed(ActionEvent e) {  
84             if (images.size() > 0) {  
85                 curr = (curr + 1) % images.size();  
86                 repaint();  
87             }  
88         }  
89     });  
90 }
```

- Setup previous graphical button as before, but now add program logic
- If “prev” button pressed, go to prior image (loop to last if at image 0)
- *repaint()* causes *canvas* to redraw and display the image in *ArrayList images* at index *curr*
- Next button similar to previous button

FlickrSearchJSON.java: finished product expands upon FlickrSearchCore.java

FlickrSearchJSON.java

```
91 // sort dropdown (combobox) lists possible ways to sort
92 String[] sortOrders = { "relevance", "interestingness-desc", "interestingness-asc",
93     "date-taken-desc", "date-taken-asc" };
94 JComboBox sortB = new JComboBox(sortOrders);
95 sortB.addActionListener(new AbstractAction() {
96     public void actionPerformed(ActionEvent e) {
97         sort = (String)(JComboBox)e.getSource().getSelectedItem();
98         System.out.println(sort);
99     }
100 });
101
102 // text field for the search query
103 queryF = new JTextField(20);
104
105 // search button fires off the search
106 JButton search = new JButton("search");
107 search.addActionListener(new AbstractAction() {
108     public void actionPerformed(ActionEvent e) {
109         System.out.println("searching for '" + queryF.getText() + "' by " + sort);
110         try {
111             loadImages(queryF.getText());
112             curr = 0;
113             repaint();
114         }
115         catch (Exception ex) {
116             System.err.println("search failed");
117         }
118     }
119 });
120
121 // Put all the components in a panel
122 JPanel gui = new JPanel();
123 gui.setLayout(new FlowLayout());
124 gui.add(queryF);
125 gui.add(sortB);
126 gui.add(search);
127 gui.add(new JSeparator(SwingConstants.VERTICAL));
128 gui.add(prevB);
129 gui.add(nextB);
```

- Setup drop down combo box to track how Flickr should sort photos
- Each time drop down changes, *sort* instance variable updates

- When “search” button clicked, get search text in *queryF* JTextField
- Then call *loadImages* method passing query text from *queryF* to get images from Flickr (next slide)
- Set current image to 0 and *repaint()*

FlickrSearchJSON.java: finished product expands upon FlickrSearchCore.java

FlickrSearchJSON.java

Search query entered by user

```
143 private void loadImages(String query) throws Exception {
144     // Get rid of existing images
145     images.clear();
146
147     // Build the REST query as specified in the Flickr API
148     String request = "https://api.flickr.com/services/rest/?method=flickr.photos.search&api_key=" + api_key +
149         "&text=" + URLEncoder.encode(query, "UTF-8") + "&sort=" + sort + "&per_page=10&format=json";
150     System.out.println("search:" + request);
151
152     // Read JSON response from Flickr and store in String str
153     BufferedReader in = new BufferedReader(new InputStreamReader(new URL(request).openStream()));
154     String str = "", line;
155     while ((line = in.readLine()) != null) str += line;
156
157     //strip out Flickr's annoying extra text "jsonFlickrApi(" and closing ")" so that we have valid json
158     str = str.substring("jsonFlickrApi(".length(), str.length()-1);
159     System.out.println(str);
160
161     try {
162         //parse flickr's response as JSON
163         JSONParser parser = new JSONParser();
164         JSONObject jsonFlickrResponse = (JSONObject) parser.parse(str); //parse in the string returned by Flickr as json
165
166         //get photo array from photos object
167         JSONObject photosJsonObject = (JSONObject) jsonFlickrResponse.get("photos"); //get photos json object from Flickr response
168         JSONArray photosList = (JSONArray) photosJsonObject.get("photo"); //now we have a List with information about photos
169
170         //loop over each photo in photo array
171         for (int i=0; i<photosList.size(); i++) {
172             //get each photo
173             JSONObject photoDetails = (JSONObject) photosList.get(i);
174             try {
175                 // Build the image URL as specified in the Flickr API
176                 String url = "http://farm" + photoDetails.get("farm") + ".staticflickr.com/" +
177                     photoDetails.get("server") + "/" + photoDetails.get("id") + "_" +
178                     photoDetails.get("secret") + "_z.jpg"; //z means size=640
179                 System.out.println(photoDetails.get("title") + " - " + url);
180
181                 //fetch image at URL and add to images
182                 BufferedImage img = ImageIO.read(new URL(url));
183                 images.add(img);
184             }
185         }
186     } catch (IOException e) {
187         System.out.println("couldn't load image");
188     }
189 }
190
191 }
```

Build *request* URL with query string parameters
Use *URLEncoder* to handle spaces in *String query*

Create new *BufferedReader* and read Flickr's response to *request*, just like reading a file

Get rid of Flickr's annoying header, to get standard JSON

Parse JSON and get list of photos
JSONArrays are Lists

JSONObjects are Maps

Extract farm, server, and secret data elements about each photo from Map

Fetch photo and add to images ArrayList

Loop over all photos returned using List photosList





eXtensible Markup Language (XML) is a popular way of representing data

Sample XML for course enrollment

```
<enrollment>
  <course department="CS" number="1" term="18W">
    <student name="Alice" year="20" />
    <student name="Bob" year="19" />
    <student name="Charlie" year="18" />
  </course>
  <course department="CS" number="10" term="18W">
    <student name="Delilah" year="19" />
    <student name="Elvis" year="00" />
    <student name="Flora" year="20" />
  </course>
</enrollment>
```

Start of enrollment tag begins with "<"

End of enrollment tag begins with "</"

XML

- XML groups data with an opening and closing tag

eXtensible Markup Language (XML) is a popular way of representing data

Sample XML for course enrollment

```
<enrollment>
  <course department="CS" number="1" term="18W">
    <student name="Alice" year="20" />
    <student name="Bob" year="19" />
    <student name="Charlie" year="18" />
  </course>
  <course department="CS" number="10" term="18W">
    <student name="Delilah" year="19" />
    <student name="Elvis" year="00" />
    <student name="Flora" year="20" />
  </course>
</enrollment>
```

Start of enrollment tag begins with "<"

Nested tag called "course" for CS 1

End of enrollment tag begins with "</"

XML

- XML groups data with an opening and closing tag
- **Tags can be nested**

eXtensible Markup Language (XML) is a popular way of representing data

Sample XML for course enrollment

```
<enrollment>
  <course department="CS" number="1" term="18W">
    <student name="Alice" year="20" />
    <student name="Bob" year="19" />
    <student name="Charlie" year="18" />
  </course>
  <course department="CS" number="10" term="18W">
    <student name="Delilah" year="19" />
    <student name="Elvis" year="00" />
    <student name="Flora" year="20" />
  </course>
</enrollment>
```

Start of enrollment tag begins with "<"

Nested tag called "course" for CS 1

Another nested tag called "course" for CS 10

End of enrollment tag begins with "</>"

XML

- XML groups data with an opening and closing tag
- **Tags can be nested**

eXtensible Markup Language (XML) is a popular way of representing data

Sample XML for course enrollment

Course tag attributes: department = "CS", number = 1, term = "18W"

```
<enrollment>
  <course department="CS" number="1" term="18W">
    <student name="Alice" year="20" />
    <student name="Bob" year="19" />
    <student name="Charlie" year="18" />
  </course>
  <course department="CS" number="10" term="18W">
    <student name="Delilah" year="19" />
    <student name="Elvis" year="00" />
    <student name="Flora" year="20" />
  </course>
</enrollment>
```

XML

- XML groups data with an opening and closing tag
- Tags can be nested
- **Tags can have attributes**

eXtensible Markup Language (XML) is a popular way of representing data

Sample XML for course enrollment

Course tag attributes: department = "CS", number = 1, term = "18W"

```
<enrollment>
  <course department="CS" number="1" term="18W">
    <student name="Alice" year="20" />
    <student name="Bob" year="19" />
    <student name="Charlie" year="18" />
  </course>
  <course department="CS" number="10" term="18W">
    <student name="Delilah" year="19" />
    <student name="Elvis" year="00" />
    <student name="Flora" year="20" />
  </course>
</enrollment>
```

Student tags attributes: name="Flora", year="20"

XML

- XML groups data with an opening and closing tag
- Tags can be nested
- **Tags can have attributes**

eXtensible Markup Language (XML) is a popular way of representing data

Sample XML for course enrollment

```
<enrollment>
  <course department="CS" number="1" term="18W">
    <student name="Alice" year="20" />
    <student name="Bob" year="19" />
    <student name="Charlie" year="18" />
  </course>
  <course department="CS" number="10" term="18W">
    <student name="Delilah" year="19" />
    <student name="Elvis" year="00" />
    <student name="Flora" year="20" />
  </course>
</enrollment>
```

XML

- XML groups data with an opening and closing tag
- Tags can be nested
- Tags can have attributes
- **Typically web services provide documentation to help you interpret the attributes**

FlickrSearchXML.java: finished product expands upon FlickrSearchCore.java

FlickrSearch.java

```
165 private void loadImages(String query) throws Exception {
166     // Get rid of existing images
167     images.clear();
168
169     // Build the REST query as specified in the Flickr API
170     String request = "https://api.flickr.com/services/rest/?method=flickr.photos.search&api_key=" + api_key +
171         "&text=" + URLEncoder.encode(query, "UTF-8") + "&sort=" + sort + "&per_page=10";
172     System.out.println("search:" + request);
173
174     // Get the XML document as a string
175     //BufferedReader in = new BufferedReader(new FileReader("inputs/test.xml"));
176     BufferedReader in = new BufferedReader(new InputStreamReader(new URL(request).openStream()));
177     String xml = collectString(in);
178
179     // Parse XML, following Oracle example
180     DocumentBuilderFactory factory = DocumentBuilderFactory.newInstance();
181     DocumentBuilder builder = factory.newDocumentBuilder();
182     InputSource source = new InputSource();
183     source.setCharacterStream(new StringReader(xml));
184     Document doc = builder.parse(source);
185
186     // Loop over all photo elements
187     NodeList photos = doc.getElementsByTagName("photo");
188     for (int i = 0; i < photos.getLength(); i++) {
189         Node n = photos.item(i);
190         try {
191             // Build the image URL as specified in the Flickr API
192             String url = "http://farm" + attribute(n, "farm") + ".staticflickr.com/" +
193                 attribute(n, "server") + "/" + attribute(n, "id") + "_" +
194                 attribute(n, "secret") + "_z.jpg"; // _z means size=640
195             System.out.println(attribute(n, "title") + " - " + url);
196
197             //fetch image at URL and add to images
198             BufferedImage img = ImageIO.read(new URL(url));
199             images.add(img);
200         }
201         catch (IOException e) {
202             System.out.println("couldn't load image");
203         }
204     }
205 }
206 }
```

Start with search query entered by user

Build *request* URL with query string parameters

Use *URLEncoder* to handle spaces in *String query*

• Create new *BufferedReader* and read Flickr's response to *request*

• Clean up non-standard XML in *collectString()* – this is a hack!

Follow Oracle's example to set up XML parser

Loop over all photos returned

Extract farm, server, and secret data elements about each photo

Fetch photo and add to images *ArrayList*