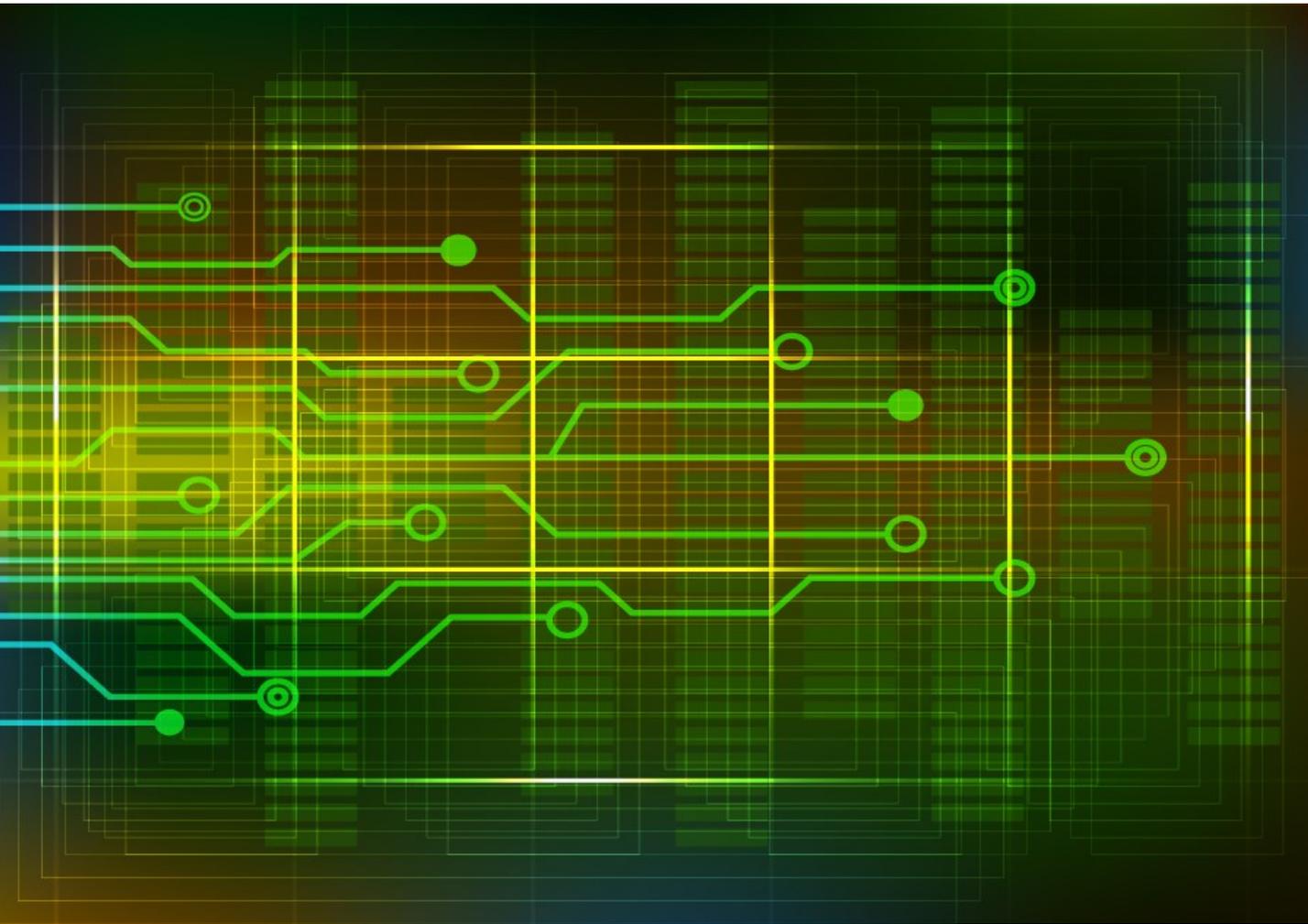


BENOIT BLANCHON
CREATOR OF ARDUINOJSON



Mastering ArduinoJson

Efficient JSON serialization for embedded C++



Contents

Contents	iv
1 Introduction	1
1.1 About this book	2
1.2 Introduction to JSON	3
1.2.1 What is JSON?	3
1.2.2 What is serialization?	4
1.2.3 What can you do with JSON?	4
1.2.4 History of JSON	5
1.2.5 Why is JSON so popular?	6
1.2.6 The JSON syntax	7
1.2.7 Binary data in JSON	10
1.3 Introduction to ArduinoJson	12
1.3.1 What ArduinoJson is	12
1.3.2 What ArduinoJson is not	12
1.3.3 What makes ArduinoJson different?	13
1.3.4 Does size really matter?	15
1.3.5 What are the alternatives to ArduinoJson?	16
1.3.6 How to install ArduinoJson	17
1.3.7 The examples	23
2 The missing C++ course	25
2.1 Why a C++ course?	26
2.2 Stack, heap, and globals	28
2.2.1 Globals	28
2.2.2 Heap	30
2.2.3 Stack	31
2.3 Pointers	33
2.3.1 What is a pointer?	33
2.3.2 Dereferencing a pointer	33
2.3.3 Pointers and arrays	34

2.3.4	Taking the address of a variable	35
2.3.5	Pointer to class and struct	35
2.3.6	Pointer to constant	37
2.3.7	The null pointer	38
2.3.8	Why use pointers?	39
2.4	Memory management	40
2.4.1	malloc() and free()	40
2.4.2	new and delete	40
2.4.3	Smart pointers	41
2.4.4	RAII	43
2.5	References	44
2.5.1	What is a reference?	44
2.5.2	Differences with pointers	44
2.5.3	Reference to constant	45
2.5.4	Rules of references	46
2.5.5	Common problems	46
2.5.6	Usage for references	47
2.6	Strings	48
2.6.1	How are the strings stored?	48
2.6.2	String literals in RAM	48
2.6.3	String literals in Flash	49
2.6.4	Pointer to the “globals” section	50
2.6.5	Mutable string in “globals”	51
2.6.6	A copy in the stack	52
2.6.7	A copy in the heap	53
2.6.8	A word about the String class	54
2.6.9	Pass strings to functions	55
2.7	Conclusion	57
3	Deserialize with ArduinoJson	58
3.1	The example of this chapter	59
3.2	Parse a JSON object	60
3.2.1	The JSON document	60
3.2.2	Place the JSON document in memory	61
3.2.3	Introducing JsonBuffer	61
3.2.4	How to specify the capacity of the buffer?	62
3.2.5	How to determine the capacity of the buffer?	62
3.2.6	StaticJsonBuffer or DynamicJsonBuffer?	63
3.2.7	Parse the object	64
3.2.8	Verify that parsing succeeds	64

3.3	Extract values from an object	66
3.3.1	Extract values	66
3.3.2	Explicit casts	66
3.3.3	Using <code>get<T>()</code>	67
3.3.4	When values are missing	67
3.3.5	Change the default value	68
3.4	Inspect an unknown object	70
3.4.1	Enumerate the keys	70
3.4.2	Detect the type of a value	71
3.4.3	Variant types and C++ types	72
3.4.4	Test if a key exists in an object	73
3.5	Parse a JSON array	74
3.5.1	The JSON document	74
3.5.2	Parse the array	75
3.5.3	The <code>ArduinoJson Assistant</code>	77
3.6	Extract values from an array	78
3.6.1	Unrolling the array	78
3.6.2	Alternative syntaxes	78
3.6.3	When complex values are missing	79
3.7	Inspect an unknown array	81
3.7.1	Capacity of <code>JsonBuffer</code> for an unknown input	81
3.7.2	Number of elements in an array	81
3.7.3	Iteration	82
3.7.4	Detect the type of the elements	83
3.8	The zero-copy mode	84
3.8.1	Definition	84
3.8.2	An example	84
3.8.3	Input buffer must stay in memory	86
3.9	Parse from read-only memory	87
3.9.1	The example	87
3.9.2	Duplication is required	87
3.9.3	Practice	88
3.9.4	Other types of read-only input	89
3.10	Parse from stream	91
3.10.1	Parse from a file	91
3.10.2	Parse from an HTTP response	92
4	Serialize with <code>ArduinoJson</code>	97
4.1	The example of this chapter	98

4.2	Create an object	99
4.2.1	The example	99
4.2.2	Allocate the JsonBuffer	99
4.2.3	Create the object	100
4.2.4	Add the values	100
4.2.5	Second syntax	101
4.2.6	Third syntax	101
4.2.7	Replace values	102
4.2.8	Remove values	102
4.3	Create an array	103
4.3.1	The example	103
4.3.2	Allocate the JsonBuffer	103
4.3.3	Create the array	103
4.3.4	Add values	104
4.3.5	Replace values	104
4.3.6	Remove values	105
4.3.7	Add null	105
4.3.8	Add pre-formatted JSON	106
4.4	Serialize to memory	107
4.4.1	Minified JSON	107
4.4.2	Specify (or not) the size of the output buffer	107
4.4.3	Prettified JSON	108
4.4.4	Compute the length	108
4.4.5	Serialize to a String	109
4.4.6	Cast a JsonVariant to a String	110
4.5	Serialize to stream	111
4.5.1	What's an output stream?	111
4.5.2	Serialize to Serial	112
4.5.3	Serialize to a file	112
4.5.4	Serialize to an HTTP request	113
4.6	Duplication of strings	117
4.6.1	An example	117
4.6.2	Copy only occurs when adding values	118
4.6.3	Why copying Flash strings?	118
4.6.4	RawJson()	119
5	Inside ArduinoJson	120
5.1	Why JsonBuffer?	121
5.1.1	Memory representation	121
5.1.2	Dynamic memory	122

5.1.3	Memory pool	123
5.1.4	Strengths and weaknesses	124
5.2	Inside <code>StaticJsonBuffer</code>	125
5.2.1	Fixed capacity	125
5.2.2	Compile-time determination	125
5.2.3	Stack memory	126
5.2.4	Limitation	126
5.2.5	Other usages	127
5.2.6	Implementation	127
5.2.7	Step by step	128
5.3	Inside <code>DynamicJsonBuffer</code>	130
5.3.1	Chunks	130
5.3.2	Performance	130
5.3.3	Step by step	131
5.3.4	Comparison with <code>StaticJsonBuffer</code>	131
5.3.5	How to choose?	132
5.4	Inside <code>JsonArray</code>	133
5.4.1	Implementation	133
5.4.2	Creating a <code>JsonArray</code>	133
5.4.3	Parsing a <code>JsonArray</code>	134
5.4.4	Invalid	134
5.4.5	Copying a <code>JsonArray</code>	134
5.4.6	<code>JsonArray</code> as a generic container	134
5.4.7	Methods	135
5.5	Inside <code>JsonObject</code>	137
5.5.1	Implementation	137
5.5.2	Creating a <code>JsonObject</code>	137
5.5.3	Parsing a <code>JsonObject</code>	138
5.5.4	Invalid	138
5.5.5	Copying a <code>JsonObject</code>	138
5.5.6	<code>JsonObject</code> as a generic container	139
5.5.7	Methods	139
5.5.8	Remark on operator[]	141
5.6	Inside <code>JsonVariant</code>	142
5.6.1	Implementation	142
5.6.2	Undefined	143
5.6.3	The unsigned long trick	143
5.6.4	<code>ArduinoJson</code> 's configuration	144
5.6.5	Iterating through a <code>JsonVariant</code>	145
5.6.6	The or operator	147

5.6.7	Methods	147
5.7	Inside the parser	149
5.7.1	Invoke the parser	149
5.7.2	Two modes	150
5.7.3	Nesting limit	151
5.7.4	Quotes	152
5.7.5	Escape sequences	153
5.7.6	Comments	154
5.7.7	Stream	154
5.8	Inside the serializer	155
5.8.1	Invoke the serializer	155
5.8.2	Measure the length	156
5.8.3	Escape sequences	156
5.8.4	Float to string	156
5.9	Miscellaneous	158
5.9.1	The ArduinoJson namespace	158
5.9.2	JsonBuffer::clear()	158
5.9.3	Code coverage	159
5.9.4	Fuzzing	159
5.9.5	Portability	160
5.9.6	Online compiler	161
5.9.7	License	162
6	Troubleshooting	163
6.1	Program crashes	164
6.1.1	Undefined Behaviors	164
6.1.2	A bug in ArduinoJson?	164
6.1.3	Null string	165
6.1.4	Use after free	165
6.1.5	Return of stack variable address	167
6.1.6	Buffer overflow	169
6.1.7	Stack overflow	170
6.1.8	How to detect these bugs?	171
6.2	Deserialization issues	173
6.2.1	A lack of information	173
6.2.2	Is input valid?	174
6.2.3	Is the JsonBuffer big enough?	174
6.2.4	Is there enough RAM?	175
6.2.5	How deep is the document?	176
6.2.6	The first deserialization works?	177

6.3	Serialization issues	178
6.3.1	The JSON document is incomplete	178
6.3.2	The JSON document contains garbage	178
6.3.3	Too much duplication	180
6.3.4	The first serialization succeeds?	181
6.4	Understand compiler errors	182
6.4.1	Long compiler errors	182
6.4.2	How GCC presents errors	183
6.4.3	The first error in our example	185
6.4.4	The second error in our example	186
6.5	Common error messages	189
6.5.1	Ambiguous overload for operator=	189
6.5.2	Conversion from const char* to char*	189
6.5.3	Conversion from const char* to int	190
6.5.4	equals is not a member of StringTraits<const int&>	191
6.5.5	Undefined reference to __cxa_guard_acquire and __cxa_guard_release	192
6.6	Log	194
6.6.1	The problem	194
6.6.2	Print decorator	194
6.6.3	Stream decorator	196
6.7	Ask for help	198
7	Case Studies	200
7.1	Configuration in SPIFFS	201
7.1.1	Presentation	201
7.1.2	The JSON document	201
7.1.3	The configuration class	202
7.1.4	load() and save() members	203
7.1.5	Save an ApConfig into a JsonObject	204
7.1.6	Load an ApConfig from a JsonObject	204
7.1.7	Safely copy strings from JsonObject	204
7.1.8	Save a Config to a JsonObject	205
7.1.9	Load a Config from a JsonObject	206
7.1.10	Save configuration to a file	207
7.1.11	Read configuration from a file	208
7.1.12	Choosing the JsonBuffer	209
7.1.13	Conclusion	210
7.2	OpenWeatherMap on mkr1000	211
7.2.1	Presentation	211

7.2.2	OpenWeatherMap's API	211
7.2.3	The JSON response	212
7.2.4	Reducing memory usage	213
7.2.5	Jumping in the stream	214
7.2.6	The code	215
7.2.7	Conclusion	216
7.3	Weather Underground on ESP8266	217
7.3.1	Presentation	217
7.3.2	Weather Underground's API	217
7.3.3	HTTP client	218
7.3.4	The JSON response	218
7.3.5	Reducing memory usage	220
7.3.6	Jumping in the stream	221
7.3.7	The code	222
7.3.8	Conclusion	223
7.4	JSON-RPC with Kodi	224
7.4.1	Presentation	224
7.4.2	JSON-RPC Request	224
7.4.3	JSON-RPC Response	225
7.4.4	A JSON-RPC framework	226
7.4.5	JsonRpcRequest	226
7.4.6	JsonRpcResponse	228
7.4.7	JsonRpcClient	228
7.4.8	Send a notification to Kodi	230
7.4.9	Get properties from Kodi	232
7.4.10	Conclusion	233
7.5	Recursive analyzer	235
7.5.1	Presentation	235
7.5.2	Read from the serial port	235
7.5.3	Test the type of a JsonVariant	236
7.5.4	Print values	238
7.5.5	Conclusion	240
8	Conclusion	241
	Index	242

Chapter 3

Deserialize with ArduinoJson

”

It is not the language that makes programs appear simple. It is the programmer that make the language appear simple!

– Robert C. Martin, **Clean Code: A Handbook of Agile Software Craftsmanship**

3.1 The example of this chapter

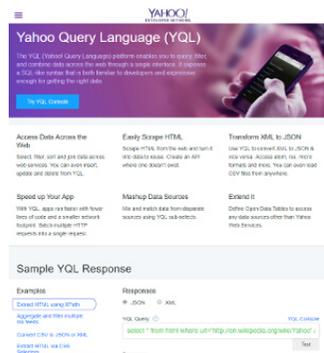
Now that you're familiar with JSON and C++, we're going to learn how to use ArduinoJson. This chapter explains everything there is to know about deserialization. As we've seen, deserialization is the process of converting a sequence of bytes into a memory representation. In our case, it means converting a JSON document to a hierarchy of C++ structures and arrays.

In this chapter, we'll use a JSON response from Yahoo Query Language (YQL) as an example. YQL is a web service that allows fetching data from the web in a SQL-like syntax. It is very versatile and can even retrieve data outside of the Yahoo realm. Here are some examples of what you can do with YQL:

- download weather forecast (we'll do that in this chapter)
- download market data
- scrape web pages via XPath or CSS selectors
- read RSS feeds
- search the web
- search on a map

For most applications, you don't need to create an account.

For our example, we'll use a 3-day weather forecast of the city of New York. We'll begin with a simple program, and add complexity one bit at a time.



3.2 Parse a JSON object

Let's begin with the most simple situation: a JSON document in memory. More precisely, our JSON document resides in the stack in a writable location. This fact is going to matter, as we will see later.

3.2.1 The JSON document

Our example is today's weather forecast for the city of New York:

```
{
  "date": "08 Nov 2017",
  "high": "48",
  "low": "39",
  "text": "Rain"
}
```

As you see, it's a flat JSON document, meaning that there is no nested object or array.

It contains the following piece of information:

1. date is the date for the forecast: November 8th, 2017
2. high is the highest temperature of the day: 48°F
3. low is the highest temperature of the day: 39°F
4. text is the textual description of the weather condition: "Rain"

There is something quite unusual with this JSON document: the integer values are actually strings. Indeed, if you look at the high and low values, you can see that they are wrapped in quotes, making them strings instead of integers. Don't worry, it is a widespread problem, and ArduinoJson handles it appropriately.

3.2.2 Place the JSON document in memory

In our C++ program, this JSON document translates to:

```
char input[] = "{\"date\": \"08 Nov 2017\", \"high\": \"48\", \"low\": \"39\", \"text\": \"Rain\"}";
```

In the previous chapter, we saw that this code creates a duplication of the string in the stack. We know it is a code smell in production code, but it's a good example for learning. This unusual construction allows getting an input string that is writable (i.e., not read-only), which is important for our first contact with ArduinoJson.

3.2.3 Introducing JsonBuffer

As we saw in the introduction, one of the unique features of ArduinoJson is its fixed memory allocation strategy.

Here is how it works:

1. First, you create a `JsonBuffer` to reserve a specified amount of memory.
2. Then, you deserialize the JSON document.
3. Finally, you destroy the `JsonBuffer`, which releases the reserved memory.

The memory of the `JsonBuffer` can be either in the stack or in the heap, depending on the derived class you choose. If you use a `StaticJsonBuffer`, it will be in the stack; if you use a `DynamicJsonBuffer`, it will be in the heap.

A `JsonBuffer` is responsible for reserving and releasing the memory used by ArduinoJson. It is an instance of the RAII idiom that [we saw in the previous chapter](#).



StaticJsonBuffer in the heap

I often say that the `StaticJsonBuffer` is in the stack, but it's possible to have it in the heap, for example, if a `StaticJsonBuffer` is a member of an object in the heap. It's also possible to allocate the `StaticJsonBuffer` with `new`, but I strongly advise against it because you would lose the RAII feature.

3.2.4 How to specify the capacity of the buffer?

When you create a `JsonBuffer`, you must specify its capacity in bytes.

In the case of `DynamicJsonBuffer`, you set the capacity via a constructor argument:

```
DynamicJsonBuffer jb(capacity);
```

As it's a parameter of the constructor, you can use a regular variable, whose value can be computed at run-time.

In the case of a `StaticJsonBuffer`, you set the capacity via a template parameter:

```
StaticJsonBuffer<capacity> jb;
```

As it's a template parameter, you cannot use a variable. Instead, you must use a constant, which means that the value must be computed at compile-time. As we said in the previous chapter, the stack is managed by the compiler, so it needs to know the size of each variable when it compiles the program.

3.2.5 How to determine the capacity of the buffer?

Now comes a tricky question for every new user of `ArduinoJson`: what should be the capacity of my `JsonBuffer`?

To answer this question, you need to know what `ArduinoJson` stores in the `JsonBuffer`. `ArduinoJson` needs to store a tree of data structure that mirrors the hierarchy of objects in the JSON document. In other words, the `JsonBuffer` contains objects which relate to one another the same way they do in the JSON document.

Therefore, the capacity of the `JsonBuffer` highly depends on the complexity of the JSON document. If it's just one object with few members, like our example, a few dozens of bytes are enough. If it's a massive JSON document, like `WeatherUnderground's` response, up to a hundred kilobytes are needed.

`ArduinoJson` provides macros for computing precisely the capacity of the JSON buffer. The macro to compute the size of an object is `JSON_OBJECT_SIZE()`. Here is how to compute the capacity of our JSON document composed of only one object containing four elements:

```
// Enough space for one object with four elements
const int capacity = JSON_OBJECT_SIZE(4);
```

On an ATmega328, an 8-bit processor, this expression evaluates to 44 bytes. The result would be significantly bigger on a 32-bit processor; for example, it would be 72 bytes on an ESP8266.



A read-only input requires a higher capacity

In this part of the tutorial, we consider the case of a writable input because it simplifies the computation of the capacity. However, if the input is read-only (for example a `const char*` instead of `char[]`), you must increase the capacity.

We'll talk about that later, in the section [“Parse from read-only memory.”](#)

3.2.6 StaticJsonBuffer or DynamicJsonBuffer?

For our example, running on an Arduino Ethernet, I'm going to use a `StaticJsonObject` for the following reasons:

1. The buffer is tiny (44 bytes).
2. The RAM is very scarce on an ATmega328 (only 2KB).
3. The size of the stack is not limited on an ATmega328.

Here is our program so far:

```
const int capacity = JSON_OBJECT_SIZE(4);
StaticJsonBuffer<capacity> jb;
```



Don't forget const!

If you forget to write `const`, the compiler will produce the following error:

```
error: the value of 'capacity' is not usable in a constant
  → expression
```

Indeed, a template parameter is evaluated at compile-time, so it must be a constant expression. By definition a constant expression is computed at compile-time, as opposed to a variable which is computed at run-time.

3.2.7 Parse the object

Now that the `JsonBuffer` is ready, we can parse the input. To parse an object, we just need to call `JsonBuffer::parseObject()`:

```
JsonObject& obj = jb.parseObject(input);
```

And now we're ready to extract the content of the object!



JsonBuffer returns references

As you see, it's not a `JsonObject` that is returned by `parseObject()` but a reference to a `JsonObject`. Indeed, the `JsonObject` resides inside the `JsonBuffer`, and we don't want to make a copy.

3.2.8 Verify that parsing succeeds

The first thing we can do is to verify that `JsonBuffer::parseObject()` actually succeeded. To do that, we just need to check the return value of `JsonObject::success()`:

```
if (obj.success()) {
  // parseObject() succeeded
} else {
  // parseObject() failed
```

```
}
```

ArduinoJson is not very verbose when parsing fails: the only clue is this boolean. This design was chosen to make the code small and prevent users from bloating their code with error checking. If I were to make that decision today, the outcome would probably be different.

However, there are a limited number of reasons why parsing could fail. Here are the three most common causes, by order of likelihood:

1. The input is not a valid JSON document.
2. The JsonBuffer is too small.
3. There is not enough free memory.

**More on arduinojson.org**

For an exhaustive list of reasons why parsing could fail, please refer to this question in the FAQ: [“Why parsing fails?”](#)

3.3 Extract values from an object

In the previous section, we used `ArduinoJson` to parse a JSON document. We now have an in-memory representation of the JSON object, and we can inspect it.

3.3.1 Extract values

There are multiple ways to extract the values from a `JsonObject`; we'll see all of them.

Here is the first and simplest syntax:

```
const char* date = obj["date"];
int         high = obj["high"];
int         low  = obj["low"];
const char* text = obj["text"];
```

This syntax leverages two C++ features:

1. Operator overloading: the subscript operator (`[]`) has been customized to mimic a JavaScript object.
2. Implicit casts: the result of the subscript operator is implicitly converted to the type of the variable.

3.3.2 Explicit casts

Not everyone likes implicit casts, mainly because it messes with parameter type deduction and with the `auto` keyword.



The `auto` keyword

The `auto` keyword is a feature of C++11. In this context, it allows inferring the type of the variable from the type of expression on the left. It is the equivalent of `var` in C#.

Here is the same code adapted for this school of thoughts:

```
auto date = obj["date"].as<char*>();
auto high = obj["high"].as<int>();
auto low  = obj["low"].as<int>();
auto text = obj["text"].as<char*>();
```



as<char*>() or as<const char*>()?

We could have used `as<const char*>()` instead of `as<char*>()`, it's just shorter that way. The two functions are identical: in both cases, the returned type is `const char*`.

3.3.3 Using `get<T>()`

As operator overloading is also a matter of taste, ArduinoJson offers a third syntax using a method instead of the subscript operator.

Here is again the same code, with this syntax:

```
auto date = obj.get<char*>("date");
auto high = obj.get<int>("high");
auto low  = obj.get<int>("low");
auto text = obj.get<char*>("text");
```



Which syntax to use?

We saw three different syntaxes to do the same thing. They are all equivalent and lead to the same executable. None is better than the other; it's just a matter of coding style. You can choose whichever you are comfortable with.

3.3.4 When values are missing

We saw how to extract values from an object, but we didn't do error checking; now let's talk about what happens when a value is missing.

When that happens, ArduinoJson returns a default value, which depends on the type:

Type	Default value
const char*	nullptr
float, double	0.0
int, long...	0
String	""
JsonArray	JsonArray::invalid()
JsonObject	JsonObject::invalid()

The two last lines (JsonArray and JsonObject) happen when you extract a nested array or object, we'll see that [in a later section](#).



No exceptions

ArduinoJson never throws exceptions. Exceptions are an excellent C++ feature, but they produce large executables, which is unacceptable for embedded programs.

3.3.5 Change the default value

Sometimes, the default value from the table above is not what you want. In this situation, you can use the operator `|` to change the default value. I call it the “or” operator because it provides a replacement when the value is missing or incompatible. Here is an example:

```
// Get the port or use 80 if it's not specified
short tcpPort = config["port"] | 80;
```

This feature is handy to specify default configuration values, like in the snippet above, but it is even more useful to prevent a null string from propagating. Here is an example:

```
// Copy the hostname or use "arduinojson.org" if it's not specified
char hostname[32];
strncpy(hostname, config["hostname"] | "arduinojson.org", 32);
```

`strcpy()`, a function that copies a source string to a destination string, crashes if the source is null. Without the operator `|`, we would have to use the following code:

```
char hostname[32];
const char* configHostname = config["hostname"];
if (configHostname != nullptr)
    strcpy(hostname, configHostname, 32);
else
    strcpy(hostname, "arduinojson.org");
```

This syntax is new in ArduinoJson 5.12, and it's only available when you use the subscript syntax (`[]`). We'll see a complete example in the [case studies](#).

3.4 Inspect an unknown object

So far, we extracted values from an object that we know in advance. Indeed, we knew that the JSON object had four members (`date`, `low`, `high` and `text`) and that they were all strings. In this section, we'll see what tools are at our disposition when dealing with unknown objects.

3.4.1 Enumerate the keys

The first thing we can do is look at all the keys and their associated values. In ArduinoJson, a key-to-value association, or a key-value pair, is represented by the type `JsonPair`.

We can enumerate all pairs with a simple for loop:

```
// Loop through all the key-value pairs in obj
for (JsonPair& p : obj) {
    p.key // is a const char* pointing to the key
    p.value // is a JsonVariant
}
```

Three comments on this code:

1. I explicitly used a `JsonPair` to emphasize the type, but you can use `auto`.
2. I used a reference `&` to prevent a (small) copy and to be able to modify the value if I need.
3. The value associated with the key is a `JsonVariant`, a type that can represent any JSON type.



When C++11 is not available

The code above leverages a C++11 feature called “range-based for loop”. If you cannot enable C++11 on your compiler, you must use the following syntax:

```
JsonObject::iterator it;
for (it=obj.begin(); it!=obj.end(); ++it) {
    it->key // is a const char* pointing to the key
    it->value // is a JsonVariant
}
```

3.4.2 Detect the type of a value

As we saw, ArduinoJson stores values in a `JsonVariant`. This class can hold any JSON value: string, integer... A `JsonVariant` is returned when you call the subscript operator, like `obj["text"]` (this statement is not 100% accurate, but it's conceptually a `JsonVariant` that is returned).

To know the actual type of the value in a `JsonVariant`, you need to call the method `is<T>()`, where `T` is the type you want to test.

For example, if we want to test that the value in our object is a string:

```
// Is it a string?
if (p.value.is<char*>()) {
    // Yes!
    // We can get the value via implicit cast:
    const char* s = p.value;
    // Or, via explicit method call:
    auto s = p.value.as<char*>();
}
```

If you use this with our JSON document from Yahoo Weather, you will find that all values are strings. Indeed, as we said earlier, there is something special about this example: integers are wrapped in quotes, making them strings. If you remove the quotes around the integers, you will see that the corresponding `JsonVariants` now contain integers instead of strings.



Alternative syntax for is

If you're testing the type of a value whose key is known, you can use either of the two following syntax:

```
obj["low"].is<int>();  
obj.is<int>("low");
```

Here too, the two statements are equivalent and produce the same executable.

3.4.3 Variant types and C++ types

There are a limited number of types that a variant can use: boolean, integer, float, string, array, object. However, different C++ types can store the same JSON type; for example, a JSON integer could be a short, an int or a long in the C++ code.

The following table shows all the C++ types you can use as a parameter for `JsonVariant::is<T>()` and `JsonVariant::as<T>()`.

Variant type	Matching C++ types
Boolean	bool
Integer	int, long, short, char (all signed and unsigned)
Float	float, double
String	char*, const char*
Array	JsonArray
Object	JsonObject



More on arduinojson.org

The complete list of types that you can use as a parameter for `JsonVariant::is<T>()` can be found in the [API Reference](#).

3.4.4 Test if a key exists in an object

If you have an object and want to know whether a key exists in the object, you can call `containsKey()`.

Here is an example:

```
// Is there a value named "text" in the object?  
if (obj.containsKey("text")) {  
    // Yes!  
}
```

However, I don't recommend using this function because you can avoid it most of the time.

Here is an example where we can avoid `containsKey()`:

```
// Is there a value named "error" in the object?  
if (obj.containsKey("error")) {  
    // Get the text of the error  
    const char* error = obj["error"];  
    // ...  
}
```

The code above is not horrible, but it can be simplified and optimized if we just remove the call to `containsKey()`:

```
// Get the text of the error  
const char* error = obj["error"];  
  
// Is there an error after all?  
if (error != nullptr) {  
    // ...  
}
```

This code is faster and smaller because it only looks for the key "error" once (whereas the previous code did it twice).

3.5 Parse a JSON array

3.5.1 The JSON document

We've seen how to parse a JSON object from a Yahoo Weather forecast; it's time to move up a notch by parsing an array of object. Indeed, the weather forecast comes in sequence: one object for each day.

Here is our example:

```
[
  {
    "item": {
      "forecast": {
        "date": "09 Nov 2017",
        "high": "53",
        "low": "38",
        "text": "Mostly Cloudy"
      }
    }
  },
  {
    "item": {
      "forecast": {
        "date": "10 Nov 2017",
        "high": "47",
        "low": "26",
        "text": "Breezy"
      }
    }
  },
  {
    "item": {
      "forecast": {
        "date": "11 Nov 2017",
        "high": "39",
        "low": "24",
```

```
    "text": "Partly Cloudy"  
  }  
}  
]  
]
```

Hum... that's not exactly what I expected, but alright...

So instead of just an array of forecast objects, Yahoo Weather returns a JSON document with four levels of nesting:

1. The root is an array of objects.
2. Each object contains a nested object named `item`.
3. Each `item` contains a nested object named `forecast`.
4. Each `forecast` contains the information we want: `date`, `high`, `low` and `text`.

This document is not as straightforward as one would hope but it's not that complicated either. Furthermore, it perfectly illustrates a problem that many ArduinoJson users encounter: the confusion between object and array.



Optimized cross-product

With Yahoo Weather, it's possible to pass an extra parameter to change the layout of the array to match our initial expectation. This parameter is `crossProduct=optimized`. However, if we use it, we lose the ability to limit the number of days in the forecast and we take the risk of having a response that is too big for our ATmega328. We could get along with that, as we'll see in [the case studies](#), but I want to keep things simple for your first contact with ArduinoJson.

3.5.2 Parse the array

You should now be familiar with the process:

1. Put the JSON document in memory.
2. Compute the size with `JSON_OBJECT_SIZE()`/`JSON_ARRAY_SIZE()`.

3. Allocate the JsonBuffer.
4. Call `parseObject()`/`parseArray()`.
5. Check the return value of `success()`.

Let's do it:

```
// Put the JSON input in memory (shortened)
char input[] = "[{\n\"item\":{\n\"forecast\":{\n\"date\":\n\"09 Nov 2017\n\"...\"";

// Compute the required size
const int capacity = JSON_ARRAY_SIZE(3)
    + 6*JSON_OBJECT_SIZE(1)
    + 3*JSON_OBJECT_SIZE(4);

// Allocate the JsonBuffer
StaticJsonBuffer<capacity> jb;

// Parse the JSON input
JsonArray& arr = jb.parseArray(input);

// Parse succeeded?
if (arr.success()) {
    // Yes! We can extract values.
} else {
    // No!
    // The input may be invalid, or the JsonBuffer may be too small.
}
```

As said earlier, an hard-coded input like this would never happen in production code, but it's a good step for your learning process.

You can see that the expression for computing the capacity of the `JsonBuffer` is quite complicated:

- There is one array of three elements: `JSON_ARRAY_SIZE(3)`
- In this array, there are three objects of one element: `3*JSON_OBJECT_SIZE(1)`
- In each object, there is one object (`item`) containing one element: `3*JSON_OBJECT_SIZE(1)`

- In each item, there is one object (forecast) containing four elements:
 $3 * \text{JSON_OBJECT_SIZE}(4)$

3.5.3 The ArduinoJson Assistant

For complicated JSON documents, the expression to compute the capacity of the `JsonBuffer` becomes impossible to write by hand. Here, I did it so that you understand the process; but, in practice, we use a program to do this task.

This tool is the “ArduinoJson Assistant.” You can use it online at arduinojson.org/assistant.

ArduinoJson API Reference Manual Examples FAQ Assistant Fork me on GitHub

ArduinoJson Assistant

Input

```
[[{"item":{"forecast":{"date":"09 Nov 2017","high":"53","low":"38","text":"Mostly Cloudy"}}}, {"item":{"forecast":{"date":"10 Nov 2017","high":"47","low":"26","text":"Breezy"}}}, {"item":{"forecast":{"date":"11 Nov 2017","high":"39","low":"24","text":"Partly Cloudy"}}}]
```

Examples: [OpenWeatherMap](#), [Weather Underground](#)

JsonBuffer size

Expression

```
JSON_ARRAY_SIZE(3) +  
6 * JSON_OBJECT_SIZE(1) +  
3 * JSON_OBJECT_SIZE(4)
```

Additional bytes for input duplication

188

Platform	Size
AVR 8-bit	432
ESP8266	592
Visual Studio x86	956
Visual Studio x64	1076

You just need to paste your JSON document in the box on the left, and the Assistant will return the expression in the box on the right. Don't worry, the Assistant respects your privacy: it computes the expression locally in the browser; it doesn't send your JSON document to a web service.

3.6 Extract values from an array

3.6.1 Unrolling the array

The process of extracting the values from an array is very similar to the one for objects. The only difference is that arrays are indexed by an integer, whereas objects are indexed by a string.

To get access to the forecast data, we need to unroll the nested objects. Here is the code to do it, step by step:

```
// Get the first element of the array
JsonObject& arr0 = arr[0];

// Get the `item` object inside this object
JsonObject& item0 = arr0["item"];

// Get the `forecast` object inside this object
JsonObject& forecast0 = item0["forecast"];
```

And we're back to the `JsonObject` with four elements: `date`, `low`, `high` and `text`. This subject was entirely covered in the previous section, so there is no need to repeat.

Fortunately, it's possible to simplify the program above with just a single line:

```
// Get the first `forecast` object
JsonObject& forecast0 = arr[0]["item"]["forecast"];
```

3.6.2 Alternative syntaxes

It may not be obvious, but the two programs above use implicit casts. Indeed, the subscript operator (`[]`) returns a `JsonVariant` which is implicitly converted to a `JsonObject&`.

Again, some programmers don't like implicit casts, that is why `ArduinoJson` offer an alternative syntax with `as<T>()`. For example:

```
auto arr0 = arr[0].as<JsonObject>();
```

There is also another form with `JsonArray::get<T>()`:

```
auto arr0 = arr.get<JsonObject>(0);
```

All of this should sound very familiar because it's similar to what we've seen for objects.

3.6.3 When complex values are missing

When we learned how to extract values from an object, we saw that, if a member is missing, a default value is returned (for example `0` for an `int`). It is the same if you use an index that is out of the range of the array.

Now is a good time to see what happens if a complete object is missing. For example:

```
// Get an object out of array's range
JsonObject& forecast666 = arr[666]["item"]["forecast"];
```

The index `666` doesn't exist in the array, so a special value is returned: `JsonObject::invalid()`. It's a special object that doesn't contain anything and whose `success()` method always returns `false`:

```
// Does the object exists?
if (!forecast666.success()) {
    // Of course not!
}
```

There are two special objects like this: `JsonArray::invalid()` and `JsonObject::invalid()`. They are just here to fill the hole when a `JsonArray` or a `JsonObject` is missing. Usually, your program doesn't have to deal with them directly, so you don't have to remember them.



The null-object design pattern

What we just saw is an implementation of the null-object design pattern. In short, this pattern saves the calling program from constantly checking that a result is not null. Instead of returning null when the value is missing, a placeholder is returned: the “null-object.” This object has no behavior, and all its methods fail.

If ArduinoJson didn't implement this pattern, we would not be able to write the following statement:

```
JsonObject& forecast0 = arr[0]["item"]["forecast"];
```

3.7 Inspect an unknown array

Our example was very straightforward because we knew that the JSON array had precisely three elements and we knew the content of these elements. In this section, we'll see what tools are available when the content of the array is not known.

3.7.1 Capacity of `JsonBuffer` for an unknown input

If you know absolutely nothing about the input, which is strange, you need to determine a memory budget allowed for parsing the input. For example, you could decide that 10KB of heap memory is the maximum you accept to spend on JSON parsing.

This constraint looks terrible at first, especially if you're a desktop or server application developer; but, once you think about it, it makes complete sense. Indeed, your program is going to run in a loop, always on the same hardware, with a known amount of memory. Having an elastic capacity would just produce a larger and slower program with no additional value.

However, most of the time, you know a lot about your JSON document. Indeed, there is usually a few possible variations in the input. For example, an array could have between zero and four elements, or an object could have an optional member. In that case, use the [ArduinoJson Assistant](#) to compute the size of each variant, and pick the biggest.

3.7.2 Number of elements in an array

The first thing you want to know about an array is the number of elements it contains. This is the role of `JsonArray::size()`:

```
int count = arr.size();
```

As the name may be confusing, I insist that `JsonArray::size()` returns the number of elements, not the memory consumption. If you want to know how many bytes of memory are used, call `JsonBuffer::size()`:

```
int memoryUsed = jb.size();
```

Remark that `JsonObject` also has a `size()` method returning the number of key-value pairs, but it's rarely useful.

3.7.3 Iteration

Now that you have the size of the array, you probably want to write the following code:

```
// BAD EXAMPLE, see below
for (int i=0; i<arr.size(); i++) {
    JsonObject& forecast = arr[i]["item"]["forecast"];
}
```

The code above works but is terribly slow. Indeed, a `JsonArray` is internally stored as a linked list, so accessing an element at a random location costs $O(n)$; in other words, it takes n iterations to get to the n th element. Moreover, the value of `JsonArray::size()` is not cached, so it needs to walk the linked list too.

That's why it is essential to avoid `arr[i]` and `arr.size()` in a loop, like in the example above. Instead, you should use the iteration feature of `JsonArray`, like this:

```
// Walk the JsonArray efficiently
for (JsonObject& elem : arr) {
    JsonObject& forecast = elem["item"]["forecast"];
}
```

With this syntax, the internal linked list is walked only once, and it is as fast as it gets.

I used a `JsonObject&` in the loop because I knew that the array contains objects. If it's not your case, you can use a `JsonVariant` instead.



When C++11 is not available

The code above leverages a C++11 feature called “range-based for loop.” If you cannot enable C++11 on your compiler, you must use the following syntax:

```
JsonArray::iterator it;
for (it=arr.begin(); it!=arr.end(); ++it) {
    JsonObject& elem = *it;
}
```

3.7.4 Detect the type of the elements

To test the type of array elements the same way we did for object values. In short, we can either use `JsonVariant::is<T>()` or `JsonArray::is<T>()`.

Here is a code sample with all syntaxes:

```
// Is the first element an integer?
if (arr[0].is<int>()) {
    // We called JsonVariant::is<int>()
}

// Is the second element a float?
if (arr.is<float>(1)) {
    // We called JsonArray::is<float>(int)
}

// Same in a loop
for (JsonVariant& elem : arr) {
    // Is the current element an object?
    if (elem.is<JsonObject>()) {
        // We called JsonVariant::is<JsonObject>()
    }
}
```

3.8 The zero-copy mode

3.8.1 Definition

At the beginning of this chapter, we saw how to parse a JSON document that is writable. Indeed, the input variable was a `char[]` in the stack, and therefore, it was writable. I told you that this fact would matter, and it's time to explain.

ArduinoJson behaves differently with writable inputs and read-only inputs.

When the argument passed to `parseObject()` or `parseArray()` is of type `char*` or `char[]`, ArduinoJson uses a mode called “zero-copy.” It has this name because the parser never makes any copy of the input; instead, it will use pointers pointing inside the input buffer.

In the zero-copy mode, when a program requests the content of a string member, ArduinoJson returns a pointer to the beginning of the string in the input buffer. To make it possible, ArduinoJson inserts null-terminators at the end of each string; it is the reason why this mode requires the input to be writable.



The `jsmn` library

As we said at the beginning of the book, `jsmn` is a C library that detects the tokens in the input. The zero-copy mode is very similar to the behavior of `jsmn`. This information should not be a surprise because the first version of ArduinoJson was just a C++ wrapper on top of `jsmn`.

3.8.2 An example

To illustrate how the zero-copy mode works, let's have a look at a concrete example. Suppose we have a JSON document that is just an array containing two strings:

```
["hip", "hop"]
```

And let's say that the variable is a `char[]` at address `0x200` in memory:

```
char input[] = "[\"hip\", \"hop\"]";
// We assume: &input == 0x200
```

After parsing the input, when the program requests the value of the first element, ArduinoJson returns a pointer whose address is 0x202 which is the location of the string in the input buffer:

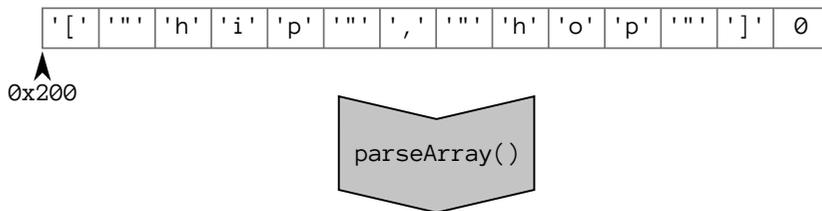
```
JsonArray& arr = jb.parseArray(input);

const char* hip = arr[0];
const char* hop = arr[1];
// Now: hip == 0x202 && hop == 0x208
```

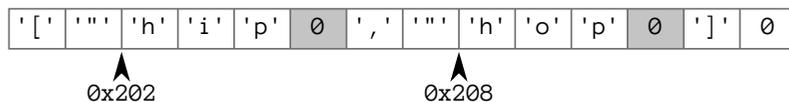
We naturally expect `hip` to be `"hip"` and not `"hip\", \"hop\"]"`; that's why ArduinoJson adds a null-terminator after the first `p`. Similarly, we expect `hop` to be `"hop"` and not `"hop\"]"`, so a second null-terminator is added.

The picture below summarizes this process.

Input buffer before parsing



Input buffer after parsing



Adding null-terminators is not the only thing the parser modifies in the input buffer. It also replaces escaped character sequences, like `\n` by their corresponding ASCII characters.

I hope this explanation gives you a clear understanding of what the zero-copy mode is and why the input is modified. It is a bit of a simplified view, but the actual code is very similar.

3.8.3 Input buffer must stay in memory

As we saw, in the zero-copy mode, ArduinoJson returns pointers into the input buffer. So, for a pointer to be valid, the input buffer must be in memory at the moment the pointer is dereferenced.

If a program dereferences the pointer after the destruction of the input buffer, it is very likely to crash instantly, but it could also work for a while and crash later, or it could produce nasty side effects. In the C++ jargon, this is what we call an “Undefined Behavior”; we’ll talk about that in [“Troubleshooting.”](#)

Here is an example:

```
// Declare a pointer
const char *hip;

// New scope
{
  // Declare the input in the scope
  char input[] = "[\"hip\", \"hop\"]";

  // Parse input
  JsonArray& arr = jb.parseArray(input);

  // Save a pointer
  hip = arr[0];
}
// input is destructed now

// Dereference the pointer
Serial.println(hip); // <- Undefined behavior
```



Common cause of bugs

Dereferencing a pointer to a destructed variable is a common cause of bugs. Always remember that, to use a `JsonArray` or a `JsonObject`, you must keep the `JsonBuffer` alive. In addition, when using the zero-copy mode, you must also keep the input buffer in memory.

3.9 Parse from read-only memory

3.9.1 The example

We saw how ArduinoJson behaves with a writable input, and how the zero-copy mode works. It's time to see what happens when the input is read-only.

Let's go back to our previous example except that, this time, we change its type from `char[]` to `const char*`:

```
const char* input = "[\"hip\", \"hop\"]";
```

As we saw in the [C++ course](#), this statement creates a sequence of bytes in the “globals” area of the RAM. This memory is supposed to be read-only, that's why we need to add the `const` keyword.

Previously, we had the whole string duplicated in the stack, but it's not the case anymore. Instead, the stack only contains the pointer `input` pointing to the beginning of the string in the “globals” area.

3.9.2 Duplication is required

As we saw in the previous section, in the zero-copy mode, ArduinoJson stores pointers pointing inside the input buffer. We saw that it has to replace some characters of the input with null-terminators. But, with a read-only input, ArduinoJson cannot do that anymore; to return a null-terminated string, it needs to make copies of “hip” and “hop”.

Where do you think the copies would go? In the `JsonBuffer` of course!

In this mode, the `JsonBuffer` holds a copy of each string, so we need to increase its capacity. Let's do the computation for our example:

1. We still need to store an object with two elements, that's `JSON_ARRAY_SIZE(2)`.
2. We have to make a copy of the string “hip”, that's 4 bytes including the null-terminator.
3. And we also need to copy the string “hop”, that's 4 bytes too.

The exact capacity required is:

```
const int capacity = JSON_ARRAY_SIZE(2) + 8;
```

In practice, you would not use the exact length of the strings; it's safer to add a bit of slack, in case the input changes. My advice is to add 10% to the longest possible string, which gives a reasonable margin.



Use the ArduinoJson Assistant

The ArduinoJson assistant also computes the number of bytes required for the duplication of the string. It's the field named "Additional bytes for input duplication."

ArduinoJson Assistant

Input: ["hip","hop"]

JsonBuffer size

Expression: JSON_ARRAY_SIZE(2)

Additional bytes for input duplication: 8

Platform	Size
AVR 8-bit	28
ESP8266	40

3.9.3 Practice

Apart from the capacity of the JsonBuffer, we don't need to change anything to the program.

Here is the complete hip-hop example with read-only input:

```
// A read-only input
const char* input = "[\"hip\", \"hop\"]";

// Allocate the JsonBuffer
const int capacity = JSON_ARRAY_SIZE(2) + 8;
StaticJsonBuffer<capacity> jb;

// Parse the JSON input.
JsonArray& arr = jb.parseArray(input);

// Extract the two strings.
const char* hip = arr[0];
const char* hop = arr[1];

// How much memory is used?
int memoryUsed = jb.size();
```

I added a call to `JsonBuffer::size()` which returns the current memory usage. Do not confuse the *size* with the *capacity* which is the maximum size.

If you compile this program on an ATmega328, the variable `memoryUsed` will contain 28, as the ArduinoJson Assistant predicted.

3.9.4 Other types of read-only input

`const char*` is not the only type you can use. It's possible to use a `String`:

```
// Put the JSON input in a String
String input = "[\"hip\", \"hop\"]";
```

It's also possible to use a Flash string, but there is one caveat. As we said in the C++ course, ArduinoJson needs a way to figure out if the input string is in RAM or Flash. To do that, it expects a Flash string to have the type `const __FlashStringHelper*`. So, if you declare a `char[] PROGMEM`, it will not be considered as Flash string by ArduinoJson. You either need to cast it to `const __FlashStringHelper*` or use the `F()` macro:

The simplest is to use the `F()` macro:

```
// Put the JSON input in the Flash
auto input = F("[\"hip\", \"hop\"]");
// (auto is deduced to const __FlashStringHelper*)
```

In the next section, we'll see another kind of read-only input: streams.

3.10 Parse from stream

In the Arduino jargon, a stream is a volatile source of data, like a serial port. As opposed to a memory buffer, which allows reading any bytes at any location, a stream only allows to read one byte at a time and cannot go back.

This concept is materialized by the `Stream` abstract class. Here are examples of classes derived from `Stream`:

Library	Class	Well known instances
Core	<code>HardwareSerial</code>	<code>Serial</code> , <code>Serial1</code> ...
ESP8266 FS	<code>File</code>	
Ethernet	<code>EthernetClient</code>	
Ethernet	<code>EthernetUDP</code>	
GSM	<code>GSMClient</code>	
SD	<code>File</code>	
SoftwareSerial	<code>SoftwareSerial</code>	
Wifi	<code>WifiClient</code>	
Wire	<code>TwoWire</code>	<code>Wire</code>



`std::istream`

In the C++ Standard Library, an input stream is represented by the class `std::istream`.

ArduinoJson can use both `Stream` and `std::istream`.

3.10.1 Parse from a file

As an example, we'll create a program that reads a JSON file stored on an SD card. We suppose that this file contains the three-days forecast that we used as an example earlier.

The program will just read the file and print the content of the weather forecast for each day.

Here is the relevant part of the code:

```
// Open file
File file = SD.open("weather.txt");

// Parse directly from file
JsonArray& arr = jb.parseArray(file);

// Loop through all element of the array
for (JsonObject& elem : arr) {
  // Extract the forecast object
  JsonObject& forecast = elem["item"]["forecast"];

  // Print weather
  Serial.println(forecast["date"].as<char*>());
  Serial.println(forecast["text"].as<char*>());
  Serial.println(forecast["high"].as<int>());
  Serial.println(forecast["low"].as<int>());
}
```

A few things to note:

1. I used the .txt extension instead of .json because the FAT file-system is limited to three characters for the file extension.
2. I used the ArduinoJson Assistant to compute the capacity (not shown above; it's not the focus of this snippet).
3. I called `JsonVariant::as<char*>()` to pick the right overload of `Serial.println()`.

You can find the complete source code for this example in the folder `ReadFromSdCard` of the zip file.

You can apply the same technique to read a file on an ESP8266, as we'll see [in the case studies](#).

3.10.2 Parse from an HTTP response

Now is the time to parse the real data coming from Yahoo Weather server.

Yahoo services use a custom language named "YQL" to perform a query. Carefully crafting the query allows to retrieve only the information we need, and therefore reduces the work of the microcontroller.

In our case the query is:

```
select item.forecast.date,  
       item.forecast.text,  
       item.forecast.low,  
       item.forecast.high  
from weather.forecast(3)  
where woeid=2459115
```

This query asks for the weather forecast of the city of New York (woeid=2459115) and limits the results to three days (weather.forecast(3)). As we don't need all forecast data, we only select relevant columns: date, text, low and high.

The YQL query is passed as an HTTP query parameters, here is the (shortened) URL we need to fetch:

```
http://query.yahooapis.com/v1/public/yql?q=select%20item.forecast.date...
```

The HTTP request we need to send is:

```
GET http://query.yahooapis.com/v1/public/yql...&format=json HTTP/1.0  
Host: query.yahooapis.com  
Connection: close
```

The HTTP response we receive looks like:

```
HTTP/1.0 200 OK  
Content-Type: application/json; charset=utf-8  
Date: Tue, 14 Nov 2017 09:57:39 GMT  
  
{"query":{"count":3,"created":"2017-11-14T09:57:39Z","lang":"en-US"...
```

The JSON document in the body looks like that:

```
{  
  "query": {  
    "count": 3,  
    "created": "2017-11-14T09:57:39Z",
```

```
"lang": "en-US",
"results": {
  "channel": [
    {
      "item": {
        "forecast": {
          "date": "14 Nov 2017",
          "high": "46",
          "low": "36",
          "text": "Partly Cloudy"
        }
      }
    },
    {
      "item": {
        "forecast": {
          "date": "15 Nov 2017",
          "high": "47",
          "low": "38",
          "text": "Mostly Cloudy"
        }
      }
    },
    {
      "item": {
        "forecast": {
          "date": "16 Nov 2017",
          "high": "52",
          "low": "43",
          "text": "Partly Cloudy"
        }
      }
    }
  ]
}
}
```

As the class `EthernetClient` also derives from `Stream`, we can pass it directly to

parseObject(), just like we did with File.

The following program performs the HTTP request and displays the result in the console:

```
// Connect to HTTP server
EthernetClient client;
client.setTimeout(10000);
client.connect("query.yahooapis.com", 80);

// Send HTTP request (shortened)
client.println("GET /v1/public/yql?q=select%20item.forecast.date...");
client.println("Host: query.yahooapis.com");
client.println("Connection: close");
client.println();

// Skip response headers
char endOfHeaders[] = "\r\n\r\n";
client.find(endOfHeaders);

// Allocate JsonBuffer
const size_t capacity = JSON_ARRAY_SIZE(3)
    + 8*JSON_OBJECT_SIZE(1)
    + 4*JSON_OBJECT_SIZE(4)
    + 300;
StaticJsonBuffer<capacity> jsonBuffer;

// Parse response
JsonObject& root = jsonBuffer.parseObject(client);

// Extract the array "query.results.channel"
JsonArray& results = root["query"]["results"]["channel"];

// Loop through the element of the array
for (JsonObject& result : results) {
    // Extract the object "item.forecast"
    JsonObject& forecast = result["item"]["forecast"];

    // Print the values to the Serial
    Serial.println(forecast["date"].as<char*>());
}
```

```
Serial.println(forecast["text"].as<char*>());  
Serial.println(forecast["high"].as<int>());  
Serial.println(forecast["low"].as<int>());  
}
```

A few remarks:

1. I used HTTP 1.0 instead of 1.1 to avoid Chunked transfer encoding.
2. We're not interested in the response's headers, so we skip them using `Stream::find()`, placing the reading cursor right at the beginning of the JSON document.
3. `Stream::find()` takes a `char*` instead of a `const char*`, that's why we need to declare `endOfHeaders`.
4. As usual, I used the ArduinoJson Assistant to compute the capacity of the `JsonBuffer`.

You can find the complete source code of this example in the folder `YahooWeather` in the zip file. We will see two other weather services in the case studies.

Continue reading...

That was a free chapter from “Mastering ArduinoJson”; the book contains seven chapters like this one. Here is what readers say:

This book is 100% worth it. Between solving my immediate problem in minutes, Chapter 2, and the various other issues this book made solving easy, **it is totally worth it**. I build software but I work in managed languages and for someone just getting started in C++ and embedded programming this book has been indispensable. — Nathan Burnett

I think the missing C++ course and the troubleshooting chapter **are worth the money by itself**. Very useful for C programming dinosaurs like myself. — Doug Petican

The short C++ section was a great refresher. The practical use of ArduinoJson in small embedded processors was just what I needed for my home automation work. **Certainly worth having!** Thank you for both the book and the library. — Douglas S. Basberg

For a really reasonable price, not only you’ll learn new skills, but you’ll also be one of the few people that **contribute to sustainable open-source software**. Yes, giving money for free software is a political act!

The e-book comes in three formats: PDF, epub and mobi. If you purchase the e-book, **you get access to newer versions for free**. A carefully edited paperback edition is also available.

Ready to jump in?

Go to arduinojson.org/book and use the coupon code THIRTY to get a **30% discount**.

*Thank you for your support!
Benit*