EXHIBIT 1

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The JavaScript Object Notation (JSON) Data Interchange Format

Abstract

JavaScript Object Notation (JSON) is a lightweight, text-based, language-independent data interchange format. It was derived from the ECMAScript Programming Language Standard. JSON defines a small set of formatting rules for the portable representation of structured data.

This document removes inconsistencies with other specifications of JSON, repairs specification errors, and offers experience-based interoperability guidance.

Status of This Memo

This is an Internet Standards Track document.

This document is a product of the Internet Engineering Task Force (IETF). It represents the consensus of the IETF community. It has received public review and has been approved for publication by the Internet Engineering Steering Group (IESG). Further information on Internet Standards is available in Section 2 of RFC 7841.

Information about the current status of this document, any errata, and how to provide feedback on it may be obtained at https://www.rfc-editor.org/info/rfc8259.

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1. Introduction

JavaScript Object Notation (JSON) is a text format for the serialization of structured data. It is derived from the object literals of JavaScript, as defined in the ECMAScript Programming Language Standard, Third Edition [ECMA-262].

JSON can represent four primitive types (strings, numbers, booleans, and null) and two structured types (objects and arrays).

A string is a sequence of zero or more Unicode characters [UNICODE]. Note that this citation references the latest version of Unicode rather than a specific release. It is not expected that future changes in the Unicode specification will impact the syntax of JSON.

An object is an unordered collection of zero or more name/value pairs, where a name is a string and a value is a string, number, boolean, null, object, or array.

An array is an ordered sequence of zero or more values.

The terms "object" and "array" come from the conventions of JavaScript.

JSON's design goals were for it to be minimal, portable, textual, and a subset of JavaScript.

1.1. Conventions Used in This Document

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in BCP 14 [RFC2119] [RFC8174] when, and only when, they appear in all capitals, as shown here.

The grammatical rules in this document are to be interpreted as described in [RFC5234].

1.2. Specifications of JSON

This document replaces [RFC7159]. [RFC7159] obsoleted [RFC4627], which originally described JSON and registered the media type "application/json".

JSON is also described in [ECMA-404].

The reference to ECMA-404 in the previous sentence is normative, not with the usual meaning that implementors need to consult it in order to understand this document, but to emphasize that there are no inconsistencies in the definition of the term "JSON text" in any of its specifications. Note, however, that ECMA-404 allows several practices that this specification recommends avoiding in the interests of maximal interoperability.

The intent is that the grammar is the same between the two documents, although different descriptions are used. If there is a difference found between them, ECMA and the IETF will work together to update both documents.

If an error is found with either document, the other should be examined to see if it has a similar error; if it does, it should be fixed, if possible.

If either document is changed in the future, ECMA and the IETF will work together to ensure that the two documents stay aligned through the change.

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