Subject: Convenient work with options/properties
Posted by Mindtraveller on Mon, 28 Apr 2008 22:52:20 GMT
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I was needed a class for handling properties lists:
Property1 = Value1
Property2 = Value2
Property3 = Value3
...

Idea was to create a class to work with such lists with minimum effort. Class should be able able to write itself to file and read it from file.

After some thinking I`ve come to it`s realization. Storage of data is handled through XML. Class supports types int, double, string and Date. Nested properties are supported too.
Example of usage:

```
 XmlProperties props0;
 props0.Add("prop1", 1);
 props0.Add("prop2", 1.5);
 props0.Add("prop3", "test");

 XmlProperties props1;
 props1.Add("id1", "ID1test");
 props1.Add("id2", "ID2test");
 props1.Add("id3", RawToValue(props0));

 XmlProperties props;
 props.AddPick("main", RawToValue(props1));
 props.Add("more", 1.5);
 props.Add("more2", 7);

 Cout() << props;
```

Gives output:

```
<props name="main">
	<string name="id1">ID1test</string>
	<string name="id2">ID2test</string>
	<props name="id3">
		<int name="prop1">1</int>
		<double name="prop2">1.5</double>
		<string name="prop3">test</string>
	</props>
</props>
<double name="more">1.5</double>
<int name="more2">7</int>
```

Of course it may be easily stored to file. Reading properties from String is easy too.

Maybe it will be handy for someone else who`s working with properties, options or any other

properties-like data.

P.S. Critics and suggestions are appreciated.

File Attachments

1) XmlProperties.h, downloaded 602 times