
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 537 times
