Subject: Custom array Jsonize
Posted by koldo on Mon, 14 May 2012 16:38:36 GMT
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Hello all

I wanted to Jsonize a custom array but I do not know how to do it. Could you help me?

This very simple and rude code saves correctly but it does not load the values:

```
#include <Core/Core.h>

using namespace Upp;

struct MyVector {
 MyVector()    {sz = 0;}
 void resize(int _sz)   {data.Alloc(_sz); sz = _sz;}
 int size()    {return sz;}
 double &operator()(int i)  {return data[i];}

 Buffer<double> data;
 int sz;
};

void Jsonize(JsonIO &xml, MyVector &vec) {
 int sz;
 if(xml.IsStoring())
  sz = vec.size();
 xml("size", sz);
 if(xml.IsLoading())
  vec.resize(sz);
 for(int r = 0; r < sz; r++)
  xml("", vec(r));
}

CONSOLE_APP_MAIN
{
 StdLogSetup(LOG_COUT);

 MyVector v, w;

 v.resize(3);
 for (int i = 0; i < 3; ++i)
  v(i) = i;

 String jso = StoreAsJson(v);
 LoadFromJson(w, jso);
```

```
 LOG(w(2));
 getchar();
}
```

I have also tried code based in JsonizeArray() implementation but in my case it raises exceptions.

```
void JsonizeArray(JsonIO& io, MyVector & array)
{
 if(io.IsLoading()) {
  const Value& va = io.Get();
  array.resize(va.GetCount());
  for(int i = 0; i < va.GetCount(); i++) {
   JsonIO jio(va[i]);
   Jsonize(jio, array(i));
  }
 }
 else {
  Vector<Value> va;
  va.SetCount(array.size());
  for(int i = 0; i < array.size(); i++) {
   JsonIO jio;
   Jsonize(jio, array(i));
   jio.Put(va[i]);
  }
  io.Set(ValueArray(va)); // It raises an "IsStoring() && !map" exception here
 }
}
```

Subject: Re: Custom array Jsonize
Posted by koldo on Mon, 14 May 2012 22:46:46 GMT
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Well, this works well but is less efficient :

```
void Jsonize(JsonIO &xml, MyVector &vec) {
 Vector<double> vector;
 if(xml.IsStoring()) {
  vector.SetCount(vec.size());
  for (int i = 0; i < vec.size(); ++i)
   vector[i] = vec(i);
  xml("vector", vector);
 } else {
  xml("vector", vector);
  vec.resize(vector.GetCount());
  for (int i = 0; i < vec.size(); ++i)
   vec(i) = vector[i];
 }
```

```
}
```