
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];
    }
}

```

}
