
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 js = StoreAsJson(v);
    LoadFromJson(w, js);
```

```
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.SetValueArray(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];
}
}
```

}
