Subject: Deserialize json object
Posted by andreicpp on Fri, 13 Sep 2013 11:11:41 GMT
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Hello,

I am receiving via httprequest a json object which I put in a String.

This is how it looks:

sResponse={"response":{"username":"andrei","role":"user
","firstName":"andrei","lastName":"nume","email":"andrei@gmail.com","id":2,"password":"1234"},"s
tatus":{"description":[], "status":"OK"}}

How can I deserialize it and put it in an object of class

class Response {
Username usr;
Response response;
}

I tried implementing jsonize method in this class Response, and than use loadfromjson, but no positive results.

Can someone help me?
Thank you

Subject: Re: Deserialize json object
Posted by mirek on Sat, 21 Sep 2013 17:04:30 GMT
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There is no direct way how to do this "automatically". Usually, there is no need to store it in C++ structure too.

I usually do something like

Value r = ParseJSON(json_text)["response"];
r["username"]
r["email"]

Note that things are aranged so that failed ParseJSON returns empty Value and trying to access key in empty Value or missing key results in another empty Value (so the code above does not crash if json is invalid or keys are missing, just results in blanks..)

Mirek

Subject: Re: Deserialize json object
Posted by andreicpp on Mon, 23 Sep 2013 08:23:29 GMT
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Thanks a lot
I wrote a method included in the class:

```
void HTTPResponseUser::LoadFromJson(Value json){
 m_User.LoadFromJson(json["response"]);
 m_status.LoadFromJson(json["status"]);

}
```