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CSci 463, Spring 2016, Dr. Hassan Reza, Ph.D.

DC# CONVERTER Class Documentation

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# Namespace Index

## Packages

Here are the packages with brief descriptions (if available):

**DCS\_Converter**

**DCS\_Converter.Properties**

# Hierarchical Index

## Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

DCS\_Converter.DCS\_ALL

DCS\_Converter.DCS\_CSV

DCS\_Converter.DCS\_JSON

DCS\_Converter.DCS\_XML

Form

DCS\_Converter.DataView

DCS\_Converter.Form1

# Class Index

## Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

**DCS\_Converter.DataView**

**DCS\_Converter.DCS\_ALL (This class performs actions that involve DCS\_CSV, DCS\_JSON, and DCS\_XML )**

**DCS\_Converter.DCS\_CSV (This class will perform all operations related to CSV files. )**

**DCS\_Converter.DCS\_JSON (This class is used for all JSON related conversion within DCS\_Converter )**

**DCS\_Converter.DCS\_XML (This class is used for all XML related conversion within DCS\_Converter )**

**DCS\_Converter.Form1**

# Namespace Documentation

## DCS\_Converter Namespace Reference

### Namespaces

### Classes

* class **DataTableExtensions**
* class **DataView**
* class **DCS\_ALL**
* *This class performs actions that involve* ***DCS\_CSV****,* ***DCS\_JSON****, and* ***DCS\_XML***class **DCS\_CSV**
* *This class will perform all operations related to CSV files.* class **DCS\_JSON**
* *This class is used for all JSON related conversion within* ***DCS\_Converter***class **DCS\_XML**
* *This class is used for all XML related conversion within* ***DCS\_Converter***class **Extensions**
* *Extensions class for outputCSV* class **Form1**
* class **JObjectExtensions**
* class **Program**

## DCS\_Converter.Properties Namespace Reference

### Classes

* class **Resources**
* *A strongly-typed resource class, for looking up localized strings, etc.* class **Settings**

# Class Documentation

## DCS\_Converter.DataView Class Reference

Inherits Form.

### Public Attributes

* System.Windows.Forms.DataGridView **dataGridView1**

### Protected Member Functions

* override void **Dispose** (bool disposing)

*Clean up any resources being used.*

### Member Function Documentation

#### override void DCS\_Converter.DataView.Dispose (bool *disposing*)[protected]

Clean up any resources being used.

##### Parameters:

|  |  |
| --- | --- |
| *disposing* | true if managed resources should be disposed; otherwise, false. |

#### The documentation for this class was generated from the following files:

* Team Project/DCS\_Converter/DCS\_Converter/DataView.cs
* Team Project/DCS\_Converter/DCS\_Converter/DataView.Designer.cs

## DCS\_Converter.DCS\_ALL Class Reference

This class performs actions that involve **DCS\_CSV**, **DCS\_JSON**, and **DCS\_XML**

### Static Public Member Functions

* static dynamic **parseFile** (string fileName)

*This function will parse a data file.*

* static bool **outputFile** (string saveFileName, dynamic parsed)

*This function will take in a dynamic object and output a specified file type.*

* static DataTable **objToDataTable** (dynamic obj)

### Detailed Description

This class performs actions that involve **DCS\_CSV**, **DCS\_JSON**, and **DCS\_XML**

### Member Function Documentation

#### static bool DCS\_Converter.DCS\_ALL.outputFile (string *saveFileName*, dynamic *parsed*)[static]

This function will take in a dynamic object and output a specified file type.

##### Parameters:

|  |  |
| --- | --- |
| *saveFileName* | The full path of the new save file. |
| *fileType* | The file type of the new save file. |
| *parsed* | The parsed content to be output to file. |

#### static dynamic DCS\_Converter.DCS\_ALL.parseFile (string *fileName*)[static]

This function will parse a data file.

##### Parameters:

|  |  |
| --- | --- |
| *fileName* | The full file name of the file to parse. |

##### Returns:

Dynamic parsed object.

#### The documentation for this class was generated from the following file:

* Team Project/DCS\_Converter/DCS\_Converter/DCS\_ALL.cs

## DCS\_Converter.DCS\_CSV Class Reference

This class will perform all operations related to CSV files.

### Public Member Functions

* dynamic **parseCSV** (string fileName)

*Reads a JSON file and parses it to a dynamic object.*

* dynamic **parseCSV\_AsJsonArray** (string fileName)

*This parses the data in JSON array form. Details are shown at http://www.convertcsv.com/csv-to-json.htm*

* bool **outputCSV** (dynamic obj, string filePath)

*Writes a C# object to a CSV file. See http://www.codeproject.com/Tips/565920/Create-CSV-from-JSON-in-Csharp for implementation data. This article, along with any associated source code and files, is licensed under The Code Project Open License (CPOL).*

### Detailed Description

This class will perform all operations related to CSV files.

### Member Function Documentation

#### bool DCS\_Converter.DCS\_CSV.outputCSV (dynamic *obj*, string *filePath*)

Writes a C# object to a CSV file. See http://www.codeproject.com/Tips/565920/Create-CSV-from-JSON-in-Csharp for implementation data. This article, along with any associated source code and files, is licensed under The Code Project Open License (CPOL).

##### Parameters:

|  |  |
| --- | --- |
| *obj* | The object to write to file. |
| *filePath* | The FULL path of the file to write. |

#### dynamic DCS\_Converter.DCS\_CSV.parseCSV (string *fileName*)

Reads a JSON file and parses it to a dynamic object.

##### Parameters:

|  |  |
| --- | --- |
| *fileName* | The FULL path of the CSV file to convert. |

##### Returns:

A dynamic object, representing the CSV file. A row from the dynamic object is obtained by calling "rowxcoly" where "x" is the number of the row starting at 0 and y is the number of the column starting at 0.

#### dynamic DCS\_Converter.DCS\_CSV.parseCSV\_AsJsonArray (string *fileName*)

This parses the data in JSON array form. Details are shown at http://www.convertcsv.com/csv-to-json.htm

##### Parameters:

|  |  |
| --- | --- |
| *fileName* | The FULL path of the CSV file to convert. |

##### Returns:

A dynamic object, representing the CSV file.

#### The documentation for this class was generated from the following file:

* Team Project/DCS\_Converter/DCS\_Converter/DCS\_CSV.cs

## DCS\_Converter.DCS\_JSON Class Reference

This class is used for all JSON related conversion within **DCS\_Converter**

### Public Member Functions

* dynamic **parseJSON** (String filePath)

*Reads a JSON file and parses it to a dynamic object.*

* bool **outputJSON** (dynamic obj, string filePath)

*Writes a C# object to a JSON file.*

### Detailed Description

This class is used for all JSON related conversion within **DCS\_Converter**

### Member Function Documentation

#### bool DCS\_Converter.DCS\_JSON.outputJSON (dynamic *obj*, string *filePath*)

Writes a C# object to a JSON file.

##### Parameters:

|  |  |
| --- | --- |
| *obj* | The object to write to file. |
| *filePath* | The FULL path of the file to write. |

#### dynamic DCS\_Converter.DCS\_JSON.parseJSON (String *filePath*)

Reads a JSON file and parses it to a dynamic object.

##### Parameters:

|  |  |
| --- | --- |
| *filePath* | The FULL path of the JSON file to convert. |

##### Returns:

A dynamic object, representing the JSON file.

#### The documentation for this class was generated from the following file:

* Team Project/DCS\_Converter/DCS\_Converter/DCS\_JSON.cs

## DCS\_Converter.DCS\_XML Class Reference

This class is used for all XML related conversion within **DCS\_Converter**

### Public Member Functions

* dynamic **parseXML** (String filePath)

*Loads an XML file and converts it to a C# object.*

* bool **outputXML** (dynamic obj, string filePath, string rootNode="ROOT", bool stripIndent=false, bool stripNewline=false, bool stripDeclaration=true)

*Writes a C# object to an XML file. If there are multiple root nodes in the object, a ROOT node will be written to surround the file.*

### Detailed Description

This class is used for all XML related conversion within **DCS\_Converter**

### Member Function Documentation

#### bool DCS\_Converter.DCS\_XML.outputXML (dynamic *obj*, string *filePath*, string *rootNode* = "ROOT", bool *stripIndent* = false, bool *stripNewline* = false, bool *stripDeclaration* = true)

Writes a C# object to an XML file. If there are multiple root nodes in the object, a ROOT node will be written to surround the file.

##### Parameters:

|  |  |
| --- | --- |
| *obj* | The object to write to file. |
| *filePath* | The FULL path of the file to write. |
| *rootNode* | Name of the root node. "ROOT" by default. |
| *stripIndent* | Boolean option to strip indentation whitespace in the file. False by default |
| *stripNewline* | Boolean option to strip newline whitespace in the file. False by default |
| *stripDeclaration* | Boolean option to strip the xml declaration header in the file. True by default |

#### dynamic DCS\_Converter.DCS\_XML.parseXML (String *filePath*)

Loads an XML file and converts it to a C# object.

##### Parameters:

|  |  |
| --- | --- |
| *filePath* | The FULL path of the file to convert. |

##### Returns:

A dynamic object, representing the XML file.

#### The documentation for this class was generated from the following file:

* Team Project/DCS\_Converter/DCS\_Converter/DCS\_XML.cs

## DCS\_Converter.Form1 Class Reference

Inherits Form.

### Public Member Functions

* **Form1** (string[] args)

*Initializes the form and assigns any default values.*

* string **fileBrowser** ()

*This function displays a file browser to the user, allowing them to select a file. The file name is then placed in textBox1.*

* string **saveBrowser** ()

*This function displays a file save browser to the user, allowing them to select a file.*

### Public Attributes

* System.Windows.Forms.TextBox **textBox1**

### Protected Member Functions

* override void **Dispose** (bool disposing)

*Clean up any resources being used.*

### Constructor & Destructor Documentation

#### DCS\_Converter.Form1.Form1 (string[] *args*)

Initializes the form and assigns any default values.

### Member Function Documentation

#### override void DCS\_Converter.Form1.Dispose (bool *disposing*)[protected]

Clean up any resources being used.

##### Parameters:

|  |  |
| --- | --- |
| *disposing* | true if managed resources should be disposed; otherwise, false. |

#### string DCS\_Converter.Form1.fileBrowser ()

This function displays a file browser to the user, allowing them to select a file. The file name is then placed in textBox1.

##### Returns:

File name of the selected file.

#### string DCS\_Converter.Form1.saveBrowser ()

This function displays a file save browser to the user, allowing them to select a file.

##### Returns:

File name of the selected file.

#### The documentation for this class was generated from the following files:

* Team Project/DCS\_Converter/DCS\_Converter/Form1.cs
* Team Project/DCS\_Converter/DCS\_Converter/Form1.Designer.cs

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