

undef on Perl arrays and hashes

undef

delete

defined

When employing `undef` on scalar variable, you can write it in two ways, and they have the same effect.

When you do it on an array or a hash, it will be different. Let's try to clear up the confusion.

undef of scalar variables

Check out these two code snippets:

The first one has `$x = undef;`:

```
1. use strict;
   use warnings;

   my $x = 42;
5. $x = undef;

   print defined $x ? 'DEFINED' : 'NOT';
```

and the second one uses `undef $x;`

```
1. use strict;
   use warnings;

   my $x = 42;
5. undef $x;

   print defined $x ? 'DEFINED' : 'NOT';
```

Both will print "NOT". `$x = undef` and `undef $x` are exactly the same. They are also the same as `$x = undef()` and `undef($x)`, just in case you like parentheses.

undef on array elements

Try this script which has `$names[1] = undef;` in it:

```
1. use strict;
   use warnings;

   use Data::Dumper qw(Dumper);
5.
   my @names = qw(Foo Bar Baz);
   $names[1] = undef;

   print Dumper \@names;
```

It will print the following:

```
$VAR1 = [
    'Foo',
    undef,
    'Baz'
];
```

Replacing `$names[2] = undef;` by `undef $names[2];` yields the same result as those two calls are the same.

delete on arrays

`delete $names[2];` is deprecated and likely to be removed in a future version of Perl. To delete the 3rd element of an array (index 2) use `splice(@names, 2, 1)`. Then go and read more about [splice](#).

undef on arrays

We will try this code now, calling `undef @names;`

```
1. use strict;
   use warnings;

   use Data::Dumper qw(Dumper);
5.
   my @names = qw(Foo Bar Baz);
   undef @names;

   print Dumper \@names;
```

```
$VAR1 = [];
```

The array became empty.

We can replace `undef @names;` by `@names = ();` and we get the same result. An empty array.

On the other hand, if we use `@names = undef;` that will leave the array with a single element which is `undef`.

```
$VAR1 = [  
    undef  
];
```

This is **NOT** what you want!

undef on hash elements

The script uses `$h{Foo} = undef;` to set the value of a hash key to be `undef`.

```
1. use strict;  
   use warnings;  
  
   use Data::Dumper qw(Dumper);  
5.  
   my %h = (Foo => 123, Bar => 456);  
   $h{Foo} = undef;  
  
   print Dumper \%h;
```

Will set the value of Foo in the %h hash to be `undef`:

```
$VAR1 = {  
    'Bar' => 456,  
    'Foo' => undef  
};
```

`undef $h{Foo};` would do exactly the same.

delete a hash element

Writing `delete $h{Foo};` instead of the call to `undef` will remove both the key and the value from the hash:

```
$VAR1 = {  
    'Bar' => 456  
};
```

Putting `delete` on the other side does not make sense at all: `$h{Foo} delete;` is a syntax error.

undef on a whole hash

See this `undef %h;` in the following code:

```
1. use strict;
   use warnings;

   use Data::Dumper qw(Dumper);
5.
   my %h = (Foo => 123, Bar => 456);
   undef %h;

   print Dumper \%h;
```

```
$VAR1 = {};
```

Writing `%h = ()` instead of `undef %h` will also make the hash empty just as above.

On the other hand writing `%h = undef;` is incorrect. It will generate the following output:

```
Odd number of elements in hash assignment at files/eg.pl line 7.
Use of uninitialized value in list assignment at files/eg.pl line 7.
$VAR1 = {
    '' => undef
};
```

It looks a bit odd. What happened here is that the `undef` we typed in was converted to an empty string generating the [Use of uninitialized value in list assignment at ...](#) warning. This became the key in the hash.

Then there was no corresponding value. This generated the **Odd number of elements in hash assignment** warning, and an `undef` was assigned to be the value of the empty-string key.

In any case, this is **NOT what you want!**

As a conclusion let me try to answer to straight forward question:

How do you reset an array and a hash in Perl?

```
1. @a = ();
   %h = ();
```

How do you reset a complete hash or a hash key/value pair?

Reset complete hash:

```
1. %h = ();
```

Remove a key/value pair:

```
1. delete $h{Foo};
```

Remove only the value of a key/value pair:

```
1. $h{Foo} = undef;
```