Namespace CJson

Classes

[CJson<Type>](#)

    CJson entrypoint class.

    Object must be created for any CJson file or content for deserializing.

    Only class object to JSON string conversion can be done without object creation.

[Path](#)

    For file path related operations, use this class object.

Class CJson\<Type\>

Namespace: [CJson](#)

Assembly: CJson.dll

CJson entrypoint class.
Object must be created for any CJson file or content for deserializing.
Only class object to JSON string conversion can be done without object creation.

```
public sealed class CJson<Type> : Decode
```

Type Parameters

Type

Class Type should be passed. For more info, see official docs

Inheritance

[object](#) ← [Base](#) ← [Is](#) ← [Json](#) ← [Decode](#) ← CJson\<Type\>

Inherited Members

[Decode.DecodeKeywords](#) , [Decode.InjectData(string, dynamic)](#) , [Json.ParseValue(string)](#) ,
[Json.Parse(string)](#) , [Is.MatchAndConfirm](#) , [Base.Read(string)](#) , [object.Equals(object)](#) ,
[object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) ,
[object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

Constructors

CJson(Path)

Constructor for CJSON/ JSON file path
CJson/JSON file path to be passed with CJson.Path class constructor.
For loading CJSON/JSON raw content, please call CJSON(string content) contructor

```
public CJson(Path filePath)
```

Parameters

```
filePath Path
```

CJson.Path class constructor

CJson(string)

Constructor for raw CJSON/ JSON content
CJson content to be passed.
For loading CJSON/ JSON file, please create constructor with CJson.Path class For import statements, please specify absolute path to the file to be imported.

```
public CJson(string content)
```

Parameters

content string⬀

CJson content in string format

Methods

Deserialize()

Call this method to deserialize CJSON content to ClassType.
If any error in format of the class hierarchy exists, this function will return a null valued object to the provided ClassType

```
public Type? Deserialize()
```

Returns

Type

Deserialized class object of Type. Null if Type and CJSON content mismatches

DeserializeAsString()

```
public string DeserializeAsString()
```

Returns

[string](#)⧉

Inject(Dictionary<string, dynamic>)

Call this function to inject value which expects a dynamic injection.
You can use this function for bulk injection.

For more info, check [this link](#)⧉

```
public Type? Inject(Dictionary<string, dynamic> injectingValues)
```

Parameters

`injectingValues` [Dictionary](#)⧉<[string](#)⧉, dynamic>

    Dictionary whose key is location and value is data to be inject

Returns

Type

Inject(string, dynamic)

Call this function to inject value which expects a dynamic injection.
Please note, inject doesnt work on inject at jpath, or inject at any json key.

For more info, check [this link](#)⧉

```
public Type? Inject(string key, dynamic value)
```

Parameters

key string⧉

    Where you want to inject

value dynamic

    Value which you want to inject at key

Returns

Type

    Deserialized class object of Type. Null if Type and CJSON content mismatches

Remove(List<string>)

```
public CJson<Type> Remove(List<string> jPathList)
```

Parameters

jPathList List⧉<string⧉>

Returns

CJson<Type>

Remove(string)

```
public CJson<Type> Remove(string jPath)
```

Parameters

jPath string⧉

Returns

CJson<Type>

ToString(dynamic)

Use this function to convert a class object to a JSON string. No CJSON operation can be performed after this function.

```
public static string ToString(dynamic value)
```

Parameters

`value` dynamic

class object

Returns

[string](#)⧉

Class Path

Namespace: CJson

Assembly: CJson.dll

For file path related operations, use this class object.

```
public class Path
```

Inheritance

object ← Path

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Constructors

Path(params string[])

Constructor for object creation.
Please provide absolute path for this operation.

```
public Path(params string[] filePath)
```

Parameters

filePath string[]

Properties

ToString

Get the string value of the path

```
public string ToString { get; }
```

Property Value

[string↗](#)

Methods

IsAbsolutePath(string)

Returns true if the path is absolute, else false.
This method is not tested in IOS. For bug report, refer to the [github↗](#)

```
public static bool IsAbsolutePath(string filePath)
```

Parameters

filePath [string↗](#)

Test path

Returns

[bool↗](#)

true if path is absolute, else false in boolean

Namespace CJson.Exceptions

Classes

AbsolutePathConstraintError

IllegalImportStatement

InvalidJPathError

UndeserializedCJSON

UnrecognizedTypeException

UnsupportedFileExtension

VariableInjectionException

Class AbsolutePathConstraintError

Namespace: [CJson](#).[Exceptions](#)

Assembly: CJson.dll

```csharp
public class AbsolutePathConstraintError : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← AbsolutePathConstraintError

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException()](#) , [Exception.GetObjectData(SerializationInfo, StreamingContext)](#) ,
[Exception.GetType()](#) , [Exception.ToString()](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#)

Constructors

AbsolutePathConstraintError()

```csharp
public AbsolutePathConstraintError()
```

Class IllegalImportStatement

Namespace: [CJson](#).[Exceptions](#)

Assembly: CJson.dll

```
public class IllegalImportStatement : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← IllegalImportStatement

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException()](#) , [Exception.GetObjectData(SerializationInfo, StreamingContext)](#) ,
[Exception.GetType()](#) , [Exception.ToString()](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#)

Constructors

IllegalImportStatement()

```
public IllegalImportStatement()
```

IllegalImportStatement(string)

```
public IllegalImportStatement(string message)
```

Parameters

`message` [string](#)

Class InvalidJPathError

Namespace: CJson.Exceptions

Assembly: CJson.dll

```
public class InvalidJPathError : Exception, ISerializable
```

Inheritance

object ← Exception ← InvalidJPathError

Implements

ISerializable

Inherited Members

Exception.GetBaseException() , Exception.GetObjectData(SerializationInfo, StreamingContext) ,
Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink ,
Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source ,
Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState ,
object.Equals(object) , object.Equals(object, object) , object.GetHashCode() ,
object.MemberwiseClone() , object.ReferenceEquals(object, object)

Constructors

InvalidJPathError()

```
public InvalidJPathError()
```

Class UndeserializedCJSON

Namespace: CJson.Exceptions

Assembly: CJson.dll

```
public class UndeserializedCJSON : Exception, ISerializable
```

Inheritance

object ← Exception ← UndeserializedCJSON

Implements

ISerializable

Inherited Members

Exception.GetBaseException() , Exception.GetObjectData(SerializationInfo, StreamingContext) , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Constructors

UndeserializedCJSON(string)

```
public UndeserializedCJSON(string message)
```

Parameters

message string

Class UnrecognizedTypeException

Namespace: [CJson](#).[Exceptions](#)

Assembly: CJson.dll

```
public class UnrecognizedTypeException : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← UnrecognizedTypeException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException()](#) , [Exception.GetObjectData(SerializationInfo, StreamingContext)](#) ,
[Exception.GetType()](#) , [Exception.ToString()](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#)

Constructors

UnrecognizedTypeException()

```
public UnrecognizedTypeException()
```

UnrecognizedTypeException(string)

```
public UnrecognizedTypeException(string message)
```

Parameters

`message` [string](#)

Class UnsupportedFileExtension

Namespace: [CJson](#).[Exceptions](#)

Assembly: CJson.dll

```
public class UnsupportedFileExtension : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← UnsupportedFileExtension

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException()](#) , [Exception.GetObjectData(SerializationInfo, StreamingContext)](#) ,
[Exception.GetType()](#) , [Exception.ToString()](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#)

Constructors

UnsupportedFileExtension()

```
public UnsupportedFileExtension()
```

UnsupportedFileExtension(string)

```
public UnsupportedFileExtension(string message)
```

Parameters

`message` [string](#)

Class VariableInjectionException

Namespace: CJson.Exceptions

Assembly: CJson.dll

```
public class VariableInjectionException : Exception, ISerializable
```

Inheritance

object ← Exception ← VariableInjectionException

Implements

ISerializable

Inherited Members

Exception.GetBaseException() , Exception.GetObjectData(SerializationInfo, StreamingContext) ,
Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink ,
Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source ,
Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState ,
object.Equals(object) , object.Equals(object, object) , object.GetHashCode() ,
object.MemberwiseClone() , object.ReferenceEquals(object, object)

Constructors

VariableInjectionException(string)

```
public VariableInjectionException(string message)
```

Parameters

`message` string

Namespace CJson.Types

Classes

[ParsedValue](#)

[Try](#)

Class ParsedValue

Namespace: CJson.Types

Assembly: CJson.dll

```
public class ParsedValue
```

Inheritance

object ← ParsedValue

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Constructors

ParsedValue(object, string)

```
public ParsedValue(object value, string type)
```

Parameters

`value` object

`type` string

Fields

type

```
public string type
```

Field Value

string

value

```
public dynamic value
```

Field Value

dynamic

Class Try

Namespace: [CJson](#).[Types](#)

Assembly: CJson.dll

```
public class Try
```

Inheritance

[object](#) ← Try

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

Methods

GetType(dynamic)

```
public static string GetType(dynamic value)
```

Parameters

`value` dynamic

Returns

[string](#)

TryBoolean(JValue)

```
public static bool TryBoolean(JValue jValue)
```

Parameters

`jValue` JValue

Returns

[bool](⧉)

TryDouble(JValue)

```
public static bool TryDouble(JValue jValue)
```

Parameters

`jValue` JValue

Returns

[bool](⧉)

TryInt32(JValue)

```
public static bool TryInt32(JValue jValue)
```

Parameters

`jValue` JValue

Returns

[bool](⧉)

TryNull(JValue)

```
public static bool TryNull(JValue jValue)
```

Parameters

`jValue` JValue

Returns

[bool](⧉)

TryString(JValue)

```
public static bool TryString(JValue jValue)
```

Parameters

`jValue` JValue

Returns

[bool](⧉)

Namespace CJson.Utils

Classes

Base

Decode

Is

Json

Class Base

Namespace: [CJson](#).[Utils](#)

Assembly: CJson.dll

```
public class Base
```

Inheritance

[object](#) ← Base

Derived

[Is](#)

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

Constructors

Base(string)

```
public Base(string content)
```

Parameters

`content` [string](#)

Base(string, bool)

```
public Base(string filePath, bool isFilePath)
```

Parameters

`filePath` [string](#)

`isFilePath` [bool](#)

Fields

commaSeparatedLines

```
protected string[] commaSeparatedLines
```

Field Value

[string](#)[]

content

```
protected string content
```

Field Value

[string](#)

filePath

```
protected string filePath
```

Field Value

[string](#)

isFilePath

```
protected bool isFilePath
```

Field Value

[bool↗](#)

isInjectDone

```
protected bool isInjectDone
```

Field Value

[bool↗](#)

isInjectEist

```
protected bool isInjectEist
```

Field Value

[bool↗](#)

Methods

Generify(string)

```
protected static string Generify(string content)
```

Parameters

content [string↗](#)

Returns

[string↗](#)

GetType(dynamic)

```
protected static string GetType(dynamic testVar)
```

Parameters

`testVar` dynamic

Returns

[string](#)

ParseJson(string)

```
protected static dynamic ParseJson(string jsonString)
```

Parameters

`jsonString` [string](#)

Returns

dynamic

Read(string)

```
public static string Read(string filePath)
```

Parameters

`filePath` [string](#)

Returns

[string](#)

Class Decode

Namespace: CJson.Utils

Assembly: CJson.dll

```
public class Decode : Json
```

Inheritance

object ← Base ← Is ← Json ← Decode

Derived

CJson<Type>

Inherited Members

Json.json , Json.ParseValue(string) , Json.RedefineJson(string) , Json.Parse(string) , Is.MatchAndConfirm ,
Is.Scan() , Base.filePath , Base.content , Base.commaSeparatedLines , Base.isFilePath , Base.isInjectDone ,
Base.isInjectEist , Base.Read(string) , Base.ParseJson(string) , Base.GetType(dynamic) ,
Base.Generify(string) , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() ,
object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) ,
object.ToString()

Constructors

Decode(Path)

```
public Decode(Path filePath)
```

Parameters

filePath Path

Decode(string)

```
public Decode(string content)
```

Parameters

`content` [string↗](#)

Fields

isDeseralized

```
protected bool isDeseralized
```

Field Value

[bool↗](#)

matchedPaths

```
protected List<string> matchedPaths
```

Field Value

[List↗](#) < [string↗](#) >

runtimeValList

```
protected static List<string> runtimeValList
```

Field Value

[List↗](#) < [string↗](#) >

Properties

DecodeKeywords

Decode root for all keywords

```csharp
public string DecodeKeywords { get; }
```

Property Value

[string](#)

Methods

CheckForRuntimeVals()

```csharp
protected string? CheckForRuntimeVals()
```

Returns

[string](#)

Get()

```csharp
protected string Get()
```

Returns

[string](#)

GetAsString(dynamic)

```csharp
protected static string GetAsString(dynamic value)
```

Parameters

`value` dynamic

Returns

string

InjectData(string, dynamic)

```
public string InjectData(string key, dynamic value)
```

Parameters

key string

value dynamic

Returns

string

ReplaceContent(string, dynamic)

```
protected Decode ReplaceContent(string key, dynamic value)
```

Parameters

key string

value dynamic

Returns

Decode

Class Is

Namespace: CJson.Utils

Assembly: CJson.dll

```
public class Is : Base
```

Inheritance

object ⊞ ← Base ← Is

Derived

Json

Inherited Members

Base.filePath , Base.content , Base.commaSeparatedLines , Base.isFilePath , Base.isInjectDone ,
Base.isInjectEist , Base.Read(string) , Base.ParseJson(string) , Base.GetType(dynamic) ,
Base.Generify(string) , object.Equals(object) ⊞ , object.Equals(object, object) ⊞ , object.GetHashCode() ⊞ ,
object.GetType() ⊞ , object.MemberwiseClone() ⊞ , object.ReferenceEquals(object, object) ⊞ ,
object.ToString() ⊞

Constructors

Is(string)

```
public Is(string content)
```

Parameters

content string ⊞

Is(string, bool)

```
public Is(string filePath, bool isFilePath)
```

Parameters

`filePath` [string](#)

`isFilePath` [bool](#)

Fields

MatchAndConfirm

```
public static Func<string, string, List<string>> MatchAndConfirm
```

Field Value

[Func](#)<[string](#), [string](#), [List](#)<[string](#)>>

Methods

Scan()

```
protected void Scan()
```

Class Json

Namespace: CJson.Utils

Assembly: CJson.dll

```
public class Json : Is
```

Inheritance

object ⟋ ← Base ← Is ← Json

Derived

Decode

Inherited Members

Is.MatchAndConfirm , Is.Scan() , Base.filePath , Base.content , Base.commaSeparatedLines ,
Base.isFilePath , Base.isInjectDone , Base.isInjectEist , Base.Read(string) , Base.ParseJson(string) ,
Base.GetType(dynamic) , Base.Generify(string) , object.Equals(object) ⟋ , object.Equals(object, object) ⟋ ,
object.GetHashCode() ⟋ , object.GetType() ⟋ , object.MemberwiseClone() ⟋ ,
object.ReferenceEquals(object, object) ⟋ , object.ToString() ⟋

Constructors

Json(Path)

```
public Json(Path filePath)
```

Parameters

filePath Path

Json(string)

```
public Json(string content)
```

Parameters

content string↗

Fields

json

```
protected dynamic json
```

Field Value

dynamic

Methods

Parse(string)

```
public dynamic Parse(string key)
```

Parameters

key string↗

Returns

dynamic

ParseValue(string)

```
public ParsedValue ParseValue(string key)
```

Parameters

key string↗

Returns

RedefineJson(string)

```
protected void RedefineJson(string content)
```

Parameters

`content` [string](#)