Namespace CJson

Classes

<u>CJson<Type></u>

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.

<u>Path</u>

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 $rac{d}{d}$ ← $rac{d}{d}$ ← $rac{d}{d}$ ← $rac{d}{d}$ ← $rac{d}{d}$ ← CJson<Type>

Inherited Members

<u>Decode.DecodeKeywords</u>, <u>Decode.InjectData(string, dynamic)</u>, <u>Json.ParseValue(string)</u>, <u>Json.Parse(string)</u>, <u>Is.MatchAndConfirm</u>, <u>Base.Read(string)</u>, <u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

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 <u>string</u> ✓

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

<u>string</u> **☑**

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 <u>Dictionary</u> ♂ < <u>string</u> ♂, 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.

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

Parameters

```
key <u>string</u>

☑
 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 <u>List</u>♂<<u>string</u>♂>
Returns
CJson
Remove(string)
 public CJson<Type> Remove(string jPath)
Parameters
jPath <u>string</u>♂
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

Class Path

Namespace: CJson
Assembly: CJson.dll

For file path related operations, use this class object.

```
public class Path
```

Inheritance

<u>object</u> < Path

Inherited Members

<u>object.Equals(object)</u> ♂, <u>object.Equals(object, object)</u> ♂, <u>object.GetHashCode()</u> ♂, <u>object.GetType()</u> ♂, <u>object.MemberwiseClone()</u> ♂, <u>object.ReferenceEquals(object, object)</u> ♂

Constructors

Path(params string[])

Constructor for object creation.

Please provide absolute path for this operation.

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

Parameters

Properties

ToString

Get the string value of the path

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

Property Value

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 <u>string</u>♂

Test path

Returns

bool♂

true if path is absolute, else false in boolean

Namespace CJson. Exceptions

Classes

<u>AbsolutePathConstraintError</u>

<u>IllegalImportStatement</u>

<u>InvalidJPathError</u>

<u>UndeserializedCJSON</u>

 $\underline{Unrecognized Type Exception}$

<u>UnsupportedFileExtension</u>

<u>VariableInjectionException</u>

Class AbsolutePathConstraintError

Namespace: CJson.Exceptions

Assembly: CJson.dll

public class AbsolutePathConstraintError : Exception, ISerializable

Inheritance

<u>object</u> ✓ ← <u>Exception</u> ✓ ← AbsolutePathConstraintError

Implements

ISerializable ☑

Inherited Members

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

Constructors

AbsolutePathConstraintError()

public AbsolutePathConstraintError()

Class IllegalImportStatement

```
Namespace: CJson. Exceptions
```

Assembly: CJson.dll

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

Inheritance

<u>object</u> ♂ ← <u>Exception</u> ♂ ← 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 <u>string</u> ✓

Class InvalidJPathError

Namespace: CJson.Exceptions

Assembly: CJson.dll

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

Inheritance

Implements

ISerializable ☑

Inherited Members

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

Constructors

InvalidJPathError()

public InvalidJPathError()

Class UndeserializedCJSON

Namespace: CJson.Exceptions

Assembly: CJson.dll

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

Inheritance

object

← Exception

← Undeserialized CJSON

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

Class UnrecognizedTypeException

Namespace: CJson.Exceptions

Assembly: CJson.dll

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

Inheritance

<u>object</u> ∠ ← <u>Exception</u> ∠ ← 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 <u>string</u> ✓

Class UnsupportedFileExtension

Namespace: CJson.Exceptions

Assembly: CJson.dll

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

Inheritance

<u>object</u> ♂ ← <u>Exception</u> ♂ ← 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) , object.
```

Constructors

UnsupportedFileExtension()

```
public UnsupportedFileExtension()
```

UnsupportedFileExtension(string)

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

Parameters

message <u>string</u> ✓

Class VariableInjectionException

Namespace: CJson.Exceptions

Assembly: CJson.dll

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

Inheritance

<u>object</u> ♂ ← <u>Exception</u> ♂ ← 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 <u>string</u>♂

Namespace CJson.Types

Classes

<u>ParsedValue</u>

<u>Try</u>

Class ParsedValue

Namespace: CJson.Types

Assembly: CJson.dll

public class ParsedValue

Inheritance

<u>object</u>

✓ ParsedValue

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{objec$

Constructors

ParsedValue(object, string)

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

Parameters

value <u>object</u>♂

type <u>string</u>♂

Fields

type

public string type

Field Value

<u>string</u> □

value

public dynamic value

Field Value

dynamic

Class Try

Namespace: CJson.Types Assembly: CJson.dll public class Try Inheritance <u>object</u> < Try **Inherited Members** object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂, **Methods** GetType(dynamic) public static string GetType(dynamic value) **Parameters** value dynamic Returns <u>string</u> □ TryBoolean(JValue) public static bool TryBoolean(JValue jValue)

Parameters

jValue JValue

Returns

<u>bool</u> ♂

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

<u>bool</u> ☑

TryNull(JValue)

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

Parameters

jValue JValue

Returns

<u>bool</u> ♂

TryString(JValue)

public static bool TryString(JValue jValue)

Parameters

jValue JValue

Returns

<u>bool</u>♂

Namespace CJson.Utils

Classes

<u>Base</u>

<u>Decode</u>

<u>ls</u>

<u>Json</u>

Class Base

isFilePath boold

Namespace: CJson.Utils Assembly: CJson.dll public class Base Inheritance <u>object</u>

✓ Base **Derived** ls **Inherited Members** object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂, **Constructors** Base(string) public Base(string content) **Parameters** content <u>string</u> ✓ Base(string, bool) public Base(string filePath, bool isFilePath) **Parameters** filePath <u>string</u>♂

Fields

comma Separated Lines

```
protected string[] commaSeparatedLines
```

Field Value

<u>string</u>♂[]

content

protected string content

Field Value

filePath

protected string filePath

Field Value

 $\underline{\mathsf{string}} \, \square$

isFilePath

protected bool isFilePath

Field Value

isInjectDone

protected bool isInjectDone

Field Value

<u>bool</u> ♂

is Inject E is t

protected bool isInjectEist

Field Value

bool₫

Methods

Generify(string)

protected static string Generify(string content)

Parameters

content <u>string</u> ✓

Returns

<u>string</u> ♂

GetType(dynamic)

```
protected static string GetType(dynamic testVar)
Parameters
testVar dynamic
Returns
<u>string</u> □
ParseJson(string)
 protected static dynamic ParseJson(string jsonString)
Parameters
jsonString <u>string</u>♂
Returns
dynamic
Read(string)
 public static string Read(string filePath)
Parameters
filePath <u>string</u>♂
Returns
```

Class Decode

```
Namespace: CJson.Utils

Assembly: CJson.dll

public class Decode : Json

Inheritance

object  ← Base ← Is ← Json ← Decode

Derived
```

Inherited Members

CJson<Type>

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(), object.ToString()

Constructors

Decode(Path)

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

Parameters

filePath Path

Decode(string)

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

Parameters

content <u>string</u> □

Fields

isDeseralized

protected bool isDeseralized

Field Value

<u>bool</u> ♂

matchedPaths

protected List<string> matchedPaths

Field Value

<u>List</u> ♂ < <u>string</u> ♂ >

runtimeValList

protected static List<string> runtimeValList

Field Value

<u>List</u>♂<<u>string</u>♂>

Properties

DecodeKeywords

```
Decode root for all keywords
 public string DecodeKeywords { get; }
Property Value
Methods
CheckForRuntimeVals()
 protected string? CheckForRuntimeVals()
Returns
<u>string</u> □
Get()
 protected string Get()
Returns
GetAsString(dynamic)
 protected static string GetAsString(dynamic value)
Parameters
```

value dynamic

Returns

InjectData(string, dynamic)

public string InjectData(string key, dynamic value)

Parameters

key <u>string</u>♂

value dynamic

Returns

<u>string</u> □

ReplaceContent(string, dynamic)

protected Decode ReplaceContent(string key, dynamic value)

Parameters

key <u>string</u>♂

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) □ ,
<u>object.ToString()</u> □
Constructors
Is(string)
 public Is(string content)
Parameters
content <u>string</u> □
Is(string, bool)
  public Is(string filePath, bool isFilePath)
```

Parameters

```
filePath <u>string</u>♂
isFilePath <u>bool</u>♂
```

Fields

MatchAndConfirm

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

Field Value

<u>Func</u>♂<<u>string</u>♂, <u>string</u>♂, <u>List</u>♂<<u>string</u>♂>>

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

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

Constructors

```
Json(Path)

public Json(Path filePath)

Parameters

filePath Path

Json(string)
```

public Json(string content)

Parameters

Fields

json

```
protected dynamic json
```

Field Value

dynamic

Methods

Parse(string)

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

Parameters

key <u>string</u>♂

Returns

dynamic

ParseValue(string)

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

Parameters

key <u>string</u> ☑

Returns

<u>ParsedValue</u>

RedefineJson(string)

protected void RedefineJson(string content)

Parameters

content <u>string</u>♂

Namespace CJsonTests

Classes

Base

Class Base

Namespace: <u>CJsonTests</u>
Assembly: CJsonTests.dll

public class Base

Inheritance

<u>object</u>♂ ← Base

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToS$

Fields

cjsonFilePath

protected readonly Path cjsonFilePath

Field Value

Path

jsonfilePath

protected readonly Path jsonfilePath

Field Value

Path

pureJsonfilePath

protected readonly Path pureJsonfilePath

Field Value

Path

relative Target C js on

protected readonly Path relativeTargetCjson

Field Value

<u>Path</u>

variable Injection C js on

protected readonly Path variableInjectionCjson

Field Value

Path

Namespace CJsonTests.models

Classes

<u>CJsonContentTarget</u>

<u>Pure</u>

Questions

<u>RelativeCalls</u>

<u>Source</u>

<u>Target</u>

<u>TargetObj</u>

<u>TargetRelativeCalls</u>

<u>VariableInjection</u>

Class CJsonContentTarget

Namespace: CJsonTests.models

Assembly: CJsonTests.dll

public class CJsonContentTarget

Inheritance

<u>object</u>

← CJsonContentTarget

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToS$

Properties

source

```
public Pure source { get; set; }
```

Property Value

Pure

target

```
public TargetObj target { get; set; }
```

Property Value

<u>TargetObj</u>

Class Pure

Namespace: CJsonTests.models

Assembly: CJsonTests.dll

```
public class Pure
```

Inheritance

<u>object</u>

✓ Pure

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{objec$

Properties

quiz

```
public Dictionary<string, Dictionary<string, Questions>> quiz { get; set; }
```

Property Value

<u>Dictionary</u> ♂ < <u>string</u> ♂, <u>Dictionary</u> ♂ < <u>string</u> ♂, <u>Questions</u> > >

Class Questions

```
Namespace: CJsonTests.models
Assembly: CJsonTests.dll
 public class Questions
Inheritance
<u>object</u>  

✓ Questions
Inherited Members
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
Properties
answer
 public string answer { get; set; }
Property Value
<u>string</u> □
options
 public List<string> options { get; set; }
Property Value
<u>List</u> ♂ < <u>string</u> ♂ >
```

question

```
public string question { get; set; }
Property Value
string
```

Class RelativeCalls

Namespace: CJsonTests.models

Assembly: CJsonTests.dll

public class RelativeCalls

Inheritance

<u>object</u> < Relative Calls

Inherited Members

Properties

quiz

```
public Dictionary<string, Dictionary<string, Questions>> quiz { get; set; }
```

Property Value

<u>Dictionary</u> ♂ < <u>string</u> ♂, <u>Dictionary</u> ♂ < <u>string</u> ♂, <u>Questions</u> > >

Class Source

Namespace: CJsonTests.models

Assembly: CJsonTests.dll

```
public class Source
```

Inheritance

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{objec$

Properties

pure

```
public Pure pure { get; set; }
```

Property Value

<u>Pure</u>

Class Target

<u>TargetObj</u>

Namespace: CJsonTests.models Assembly: CJsonTests.dll public class Target Inheritance **Inherited Members** $\underline{object.Equals(object)} \, \underline{r} \,\, , \, \underline{object.Equals(object, object)} \, \underline{r} \,\, , \, \underline{object.GetHashCode()} \, \underline{r} \,\, , \, \underline{object.GetType()} \, \underline{r} \,\, , \, \underline{object.GetType$ **Properties** source public Source source { get; set; } Property Value **Source** target public TargetObj target { get; set; } Property Value

Class TargetObj

digitArrayImport

```
Namespace: CJsonTests.models
Assembly: CJsonTests.dll
 public class TargetObj
Inheritance
Inherited Members
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
Properties
color
 public string color { get; set; }
Property Value
<u>string</u> □
colorList
 public List<string> colorList { get; set; }
Property Value
<u>List</u> ♂ < <u>string</u> ♂ >
```

```
public List<double> digitArrayImport { get; set; }
Property Value
<u>List</u>♂<<u>double</u>♂>
digitCheck
 public double digitCheck { get; set; }
Property Value
digitImport
 public double digitImport { get; set; }
Property Value
fruit
 public string fruit { get; set; }
Property Value
fruitType
```

```
public string fruitType { get; set; }
Property Value
mixData
 public string mixData { get; set; }
Property Value
quantity
 public int quantity { get; set; }
Property Value
<u>int</u>♂
rawData
 public string rawData { get; set; }
Property Value
secColor
```

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```
public string secColor { get; set; }
Property Value
size
 public string size { get; set; }
Property Value
types
 public string types { get; set; }
Property Value
```

Class TargetRelativeCalls

Namespace: CJsonTests.models Assembly: CJsonTests.dll public class TargetRelativeCalls Inheritance <u>object</u> ← TargetRelativeCalls **Inherited Members** object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂, **Properties** relativeCalls public RelativeCalls relativeCalls { get; set; } Property Value **RelativeCalls** source public Pure source { get; set; } Property Value Pure

target

```
public TargetObj target { get; set; }
```

Property Value

<u>TargetObj</u>

Class VariableInjection

```
Namespace: CJsonTests.models
Assembly: CJsonTests.dll
         public class VariableInjection
Inheritance
object <a>□</a> <a>□
Inherited Members
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
Properties
jsonInjection
         public string jsonInjection { get; set; }
Property Value
<u>string</u> ☑
target
         public TargetObj target { get; set; }
Property Value
TargetObj
```