

Easy JSON Hashtable

Overview

This package is very easy and can be easily converted JSON.
JSON string can be easily converted into Hashtable.
Hashtable that also can be easily converted into a JSON string.

Features:

- JSON -> Hashtable
- JSON -> ArrayList
- Hashtable -> JSON
- ArrayList -> JSON

Functions

1. Decode

`easy.JSON.JsonDecode(string json)`

- json : Input Json string.
- output : Unity object.(Hashtable or ArrayList)

2. Encode

`easy.JSON.JsonEncode(object json)`

- json : Unity object.(Hashtable or ArrayList)
- output : Json string.

Folder

1. Json

[JSON.cs : JSON Parser](#)

2. Document

[Help_en.pdf : English help file](#)

[Help_ko.pdf : Korean help file](#)

3. Samples

[EncodeJson.cs : Encode json sample file](#)

[DecodeJson.cs : Decode json sample file](#)

Samples

1. Decode Json (DecodeJson.cs)

* Json string -> Hashtable

```
string json = "{\"name\":\"John\"}";
Hashtable table = (Hashtable)easy.JSON.JsonDecode(json);
Debug.Log("[DECODE]Hashtable -> Name : " + table["name"]);
```

* Json string -> ArrayList

```
string json = "[100, 500, 800]";
ArrayList list = (ArrayList)easy.JSON.JsonDecode(json);
string output = "";
foreach(object data in list)
{
    output += data.ToString() + " ";
}
Debug.Log("[DECODE]ArrayList : " + output);
```

* Json string -> Objects

```
string json = "{\"data\":{\"birth_year\":\"1990\", \"gender\":\"man\", \"friends\":[\"John\", \"Daniel\"], \"age\":15}, \"name\":\"Josh\"}";

Hashtable table = (Hashtable)easy.JSON.JsonDecode(json);
Hashtable data = (Hashtable)table["data"];
string output = "";
foreach(DictionaryEntry pair in data)
{
    output += string.Format("{0}={1} ", pair.Key, pair.Value);
}
Debug.Log("[DECODE]Objects : " + output);
```

2. Encode Json (EncodeJson.cs)

* Hashtable -> Json string

```
Hashtable table = new Hashtable();
table.Add("name", "John");
string json = easy.JSON.JsonEncode(table);
Debug.Log("[ENCODE]Hashtable : " + json);
```

* ArrayList -> Json string

```
ArrayList list = new ArrayList();
list.Add(100);
list.Add(500);
list.Add(800);
string json = easy.JSON.JsonEncode(list);
Debug.Log("[ENCODE]ArrayList : " + json);
```

* Objects -> Json string

```
Hashtable table = new Hashtable();
table.Add("name", "Josh");
{
    Hashtable data = new Hashtable();
    data.Add("age", 15);
    data.Add("gender", "man");
    data.Add("birth_year", "1990");
    {
        ArrayList list = new ArrayList();
        list.Add("John");
        list.Add("Daniel");
        data.Add("friends", list);
    }
    table.Add("data", data);
}
string json = easy.JSON.JsonEncode(table);
Debug.Log("[ENCODE]Object : " + json);
```