20.7.3 How do I keep persistent data across program calls?

For some specific applications, you can use one of the DBM modules. See AnyDBM_File. More generically, you should consult the FreezeThaw or Storable modules from CPAN. Starting from Perl 5.8 Storable is part of the standard distribution. Here's one example using Storable's store and retrieve functions:

```
use Storable;
store(\%hash, "filename");
# later on...
$href = retrieve("filename"); # by ref
%hash = %{ retrieve("filename") }; # direct to hash
```

20.7.4 How do I print out or copy a recursive data structure?

The Data::Dumper module on CPAN (or the 5.005 release of Perl) is great for printing out data structures. The Storable module on CPAN (or the 5.8 release of Perl), provides a function called dclone that recursively copies its argument.

```
use Storable qw(dclone);
$r2 = dclone($r1);
```

Where \$r1 can be a reference to any kind of data structure you'd like. It will be deeply copied. Because dclone takes and returns references, you'd have to add extra punctuation if you had a hash of arrays that you wanted to copy.

```
%newhash = %{ dclone(\%oldhash) };
```

20.7.5 How do I define methods for every class/object?

Use the UNIVERSAL class (see UNIVERSAL).

20.7.6 How do I verify a credit card checksum?

Get the Business::CreditCard module from CPAN.

20.7.7 How do I pack arrays of doubles or floats for XS code?

The kgbpack.c code in the PGPLOT module on CPAN does just this. If you're doing a lot of float or double processing, consider using the PDL module from CPAN instead—it makes number-crunching easy.

20.8 AUTHOR AND COPYRIGHT

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