

JSON functions

I quite often find myself storing JSON representations of objects in files.

In order to simplify the coding slightly, I decided to write a couple of very simple functions.

[funcs.js](#)

```
function writeAsJson(path,obj)
{
    app.WriteFile(path,JSON.stringify(obj));
}

function readAsJson(path)
{
    if (app.FileExists(path))
        return JSON.parse(app.ReadFile(path));
    app.ShowPopup(path+" does not exist");
    return undefined;
}
```

These can be used in an app like this

[funcsdemo.js](#)

```
//Called when application is started.
function OnStart()
{
    //Create a layout with objects vertically centered.
    var lay = app.CreateLayout( "linear", "VCenter,FillXY" );

    //Create a text label and add it to layout.
    var txt = app.CreateText( "Hello" );
    txt.SetTextSize(32);
    lay.AddChild( txt );

    //Add layout to app.
    app.AddLayout( lay );
    test(txt);
}

function test(display)
{
    // file to store data
    var fil="/sdcard/jsontest.txt";
    //build a test object
    var stuff = {"value":1,"name":"one"};
    //save object in a file
```

```
writeAsJson(fil,stuff);  
//get copy of the object from the file  
var newObj = readAsJson(fil);  
//display data from the copy  
display.SetText(newObj.name + " is " + newObj.value);  
}  
  
function writeAsJson(path,obj)  
{  
    app.WriteFile(path,JSON.stringify(obj));  
}  
  
function readAsJson(path)  
{  
    if (app.FileExists(path))  
        return JSON.parse(app.ReadFile(path));  
    app.ShowPopup(path+" does not exist");  
    return undefined;  
}
```

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