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1.1 parson 1.0

1.1.1 Available under license :

/*

Parson (<http://kgabis.github.com/parson/>)

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THE SOFTWARE.
*/

#ifndef parson_parson_h
#define parson_parson_h

#ifdef __cplusplus
extern "C"
{
#endif

#include <stddef.h> /* size_t */

/* Types and enums */
typedef struct json_object_t JSON_Object;
typedef struct json_array_t JSON_Array;
typedef struct json_value_t JSON_Value;

typedef enum json_value_type {
    JSONError = 0,
    JSONNull = 1,
    JSONString = 2,
    JSONNumber = 3,
    JSONObject = 4,
    JSONArray = 5,
    JSONBoolean = 6
} JSON_Value_Type;

/* Parses first JSON value in a file, returns NULL in case of error */
JSON_Value * json_parse_file(const char *filename);

/* Parses first JSON value in a string, returns NULL in case of error */
JSON_Value * json_parse_string(const char *string);

/* JSON Object */
JSON_Value * json_object_get_value (const JSON_Object *object, const char *name);
const char * json_object_get_string (const JSON_Object *object, const char *name);
JSON_Object * json_object_get_object (const JSON_Object *object, const char *name);
JSON_Array * json_object_get_array (const JSON_Object *object, const char *name);
double json_object_get_number (const JSON_Object *object, const char *name);
int json_object_get_boolean(const JSON_Object *object, const char *name);

/* dotget functions enable addressing values with dot notation in nested objects,
just like in structs or c++/java/c# objects (e.g. objectA.objectB.value).
Because valid names in JSON can contain dots, some values may be inaccessible
this way. */
JSON_Value * json_object_dotget_value (const JSON_Object *object, const char *name);
const char * json_object_dotget_string (const JSON_Object *object, const char *name);

```

```

JSON_Object * json_object_dotget_object (const JSON_Object *object, const char *name);
JSON_Array * json_object_dotget_array (const JSON_Object *object, const char *name);
double     json_object_dotget_number (const JSON_Object *object, const char *name);
int        json_object_dotget_boolean(const JSON_Object *object, const char *name);

/* Functions to get available names */
size_t     json_object_get_count(const JSON_Object *object);
const char * json_object_get_name (const JSON_Object *object, size_t index);

/* JSON Array */
JSON_Value * json_array_get_value (const JSON_Array *array, size_t index);
const char * json_array_get_string (const JSON_Array *array, size_t index);
JSON_Object * json_array_get_object (const JSON_Array *array, size_t index);
JSON_Array * json_array_get_array (const JSON_Array *array, size_t index);
double     json_array_get_number (const JSON_Array *array, size_t index);
int        json_array_get_boolean(const JSON_Array *array, size_t index);
size_t     json_array_get_count (const JSON_Array *array);

/* JSON Value */
JSON_Value_Type json_value_get_type (const JSON_Value *value);
JSON_Object * json_value_get_object (const JSON_Value *value);
JSON_Array * json_value_get_array (const JSON_Value *value);
const char * json_value_get_string (const JSON_Value *value);
double     json_value_get_number (const JSON_Value *value);
int        json_value_get_boolean(const JSON_Value *value);
void       json_value_free (JSON_Value *value);

#ifdef __cplusplus
}
#endif

#endif

```

1.2 libsrtp 2.0.0

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1.3 CiscoSSL 6.1.21

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