

Forum:[Hack Forums](#)

Thread: [Parse string from URL? C#](#)

-PUBG- - October 25, 2018, 2:59 am

So for example if you click [Here](#) I am trying to make it so in C# you can get the url for each item such as I want it to return the http image url for icon

Problem is json parser don't really recognize it because of how they add brackets and make it weird.

BahNahNah - October 25, 2018, 4:16 am

Looks like fine to me and the go json deserializer can handle it.

Spoiler ([Click to View](#))

What library are you trying to use?

gigajew - October 25, 2018, 4:17 am

It should recognize it because it's a standard json response. Here's a tool you may find useful

<http://json2csharp.com/>

Code public class Obtained

```
{
    public string obtained { get; set; }
    public string type { get; set; }
}
```

public class Images

```
{
    public string icon { get; set; }
    public string background { get; set; }
    public string item { get; set; }
}
```

public class Item

```
{
    public string itemid { get; set; }
    public string name { get; set; }
    public string description { get; set; }
    public string capital { get; set; }
    public string type { get; set; }
    public int cost { get; set; }
    public string rarity { get; set; }
    public Obtained obtained { get; set; }
    public Images images { get; set; }
}
```

-PUBG- - October 25, 2018, 6:44 am

(Oct 25, 2018 04:16 AM)BahNahNah Wrote: [\[CITE\]](#) Looks like fine to me and the go json deserializer can handle it.

Spoiler [\(Click to View\)](#)

What library are you trying to use?

I am using newtonsoft to do it, Not sure how that would play in this.

BahNahNah - October 25, 2018, 6:47 am

(Oct 25, 2018 06:44 AM)RapidHost™ Wrote: [\[CITE\]](#) I am using newtonsoft to do it, Not sure how that would play in this.

Imma guess that you havnt make your models correctly in c# then.

-PUBG- - October 25, 2018, 6:56 am

(Oct 25, 2018 06:47 AM)BahNahNah Wrote: [\[CITE\]](#) Imma guess that you havnt make your models correctly in c# then.

I haven't messed with json much

This is what I have so far but not sure the calling for it

Code namespace GetImage

```
{
    using System;
    using System.Collections.Generic;

    using System.Globalization;
    using Newtonsoft.Json;
    using Newtonsoft.Json.Converters;

    public partial class Get
    {
        [JsonProperty("itemid")]
        public string Itemid { get; set; }

        [JsonProperty("name")]
        public string Name { get; set; }

        [JsonProperty("description")]
        public string Description { get; set; }

        [JsonProperty("capital")]
        public string Capital { get; set; }

        [JsonProperty("type")]
        public string Type { get; set; }

        [JsonProperty("cost")]
        public long Cost { get; set; }

        [JsonProperty("rarity")]
        public string Rarity { get; set; }
```

```

    [JsonProperty("obtained")]
    public Obtained Obtained { get; set; }

    [JsonProperty("images")]
    public Images Images { get; set; }
}

public partial class Images
{
    [JsonProperty("icon")]
    public Uri Icon { get; set; }

    [JsonProperty("background")]
    public Uri Background { get; set; }

    [JsonProperty("item")]
    public Uri Item { get; set; }
}

public partial class Obtained
{
    [JsonProperty("obtained")]
    [JsonConverter(typeof(ParseStringConverter))]
    public long ObtainedObtained { get; set; }

    [JsonProperty("type")]
    public string Type { get; set; }
}

public partial class Welcome
{
    public static Welcome[] FromJson(string json) =>
JsonConvert.DeserializeObject<Welcome[]>(json, QuickType.Converter.Settings);
}

public static class Serialize
{
    public static string ToJson(this Welcome[] self) => JsonConvert.SerializeObject(self,
QuickType.Converter.Settings);
}

internal static class Converter
{
    public static readonly JsonSerializerSettings Settings = new JsonSerializerSettings
    {
        MetadataPropertyHandling = MetadataPropertyHandling.Ignore,
        DateParseHandling = DateParseHandling.None,
        Converters = {
            new IsoDateTimeConverter { DateTimeStyles = DateTimeStyles.AssumeUniversal }
        },
    };
}

```

```

internal class ParseStringConverter : JsonConverter
{
    public override bool CanConvert(Type t) => t == typeof(long) || t == typeof(long?);

    public override object ReadJson(JsonReader reader, Type t, object existingValue,
    JsonSerializer serializer)
    {
        if (reader.TokenType == JsonToken.Null) return null;
        var value = serializer.Deserialize<string>(reader);
        long l;
        if (Int64.TryParse(value, out l))
        {
            return l;
        }
        throw new Exception("Cannot unmarshal type long");
    }

    public override void WriteJson(JsonWriter writer, object untypedValue, JsonSerializer
    serializer)
    {
        if (untypedValue == null)
        {
            serializer.Serialize(writer, null);
            return;
        }
        var value = (long)untypedValue;
        serializer.Serialize(writer, value.ToString());
        return;
    }

    public static readonly ParseStringConverter Singleton = new ParseStringConverter();
}

```

Always get this error

Newtonsoft.Json.JsonReaderException: 'Unexpected character encountered while parsing value: Q. Path "", line 0, position 0.'

sdk - October 25, 2018, 3:52 pm

Haven't touched C# in a while, but if you just do

```

Code [Serializable]
internal class Model
{
    public string itemid { get; set; }
    // etc
}
// This might be really wrong, but it's either Model[] or Model but because its an array item i cant
remember
JsonConvert.DeserializeObject<Model[]>(data from get request);

```

itcorp - October 25, 2018, 6:09 pm

to upgrade to the gigajew user response and offer a solution.

Models of gigajew

Code public class Item

```
{
    public string itemid { get; set; }
    public string name { get; set; }
    public string description { get; set; }
    public string capital { get; set; }
    public string type { get; set; }
    public int cost { get; set; }
    public string rarity { get; set; }
    public Obtained obtained { get; set; }
    public Images images { get; set; }
}
```

public class Obtained

```
{
    public string obtained { get; set; }
    public string type { get; set; }
}
```

public class Images

```
{
    public string icon { get; set; }
    public string background { get; set; }
    public string item { get; set; }
}
```

api class

Code public class Api

```
{
    private ObservableCollection<Item> items;
```

```
    private const string url =
```

```
"https://fortnite-public-files.theapinetwork.com/search?query=Skull%20Trooper";
```

```
    public Api()
```

```
{
        this.items = new ObservableCollection<Item>();
    }
```

```
    public ObservableCollection<Item> getNods()
```

```
{
        return items;
    }
```

```
    public void GetItems()
```

```
{
    HttpWebRequest request = (HttpWebRequest)WebRequest.Create(url);
    request.Method = "GET";
    request.KeepAlive = true;
    request.Accept = "text/html,application/xhtml+xml,application/xml;q=0.9,*;q=0.8";
```

```

request.UserAgent = "Mozilla/5.0 (Macintosh; Intel Mac OS X 10_12_4)
AppleWebKit/537.36 (KHTML, like Gecko) Chrome/58.0.3029.110 Safari/537.36";
using (WebResponse response = (HttpWebResponse)await request.GetResponseAsync())
using (Stream responseStream = response.GetResponseStream())
using (StreamReader reader = new StreamReader(responseStream))
{
    var data = reader.ReadToEnd();

    var root = JsonConvert.DeserializeObject<List<Item>>(data);
    foreach (var item in root)
    {
        items.Add(new Item
        {
            itemid = item.itemid,
            name = item.name,
            description = item.description,
            capital = item.capital,
            type = item.type,
            cost = item.cost,
            rarity = item.rarity,
            obtained = item.obtained,
            images = item.images
        });
    }
}
}
}
usage
Code api = new Api();
api.GetItems();
grid.DataContext = api.getNods();
xaml
Code      <DataGrid x:Name="grid" Grid.Row="1" CanUserAddRows="False"
AutoGenerateColumns="False" ItemsSource="{Binding}">
    <DataGrid.Columns>
        <DataGridTextColumn Header="itemid" Binding="{Binding Path=itemid}"
IsReadOnly="True" Width="50" />
        <DataGridTextColumn Header="name" Binding="{Binding Path=name}"
IsReadOnly="True"/>
        <DataGridTextColumn Header="description" Binding="{Binding Path=description}"
IsReadOnly="True"/>
        <DataGridTextColumn Header="capital" Binding="{Binding Path=capital}"
IsReadOnly="True"/>
        <DataGridTextColumn Header="type" Binding="{Binding Path=type}" IsReadOnly="True"
/>
        <DataGridTextColumn Header="cost" Binding="{Binding Path=cost}" IsReadOnly="True"
/>
        <DataGridTextColumn Header="rarity" Binding="{Binding Path=rarity}"
IsReadOnly="True" />
        <DataGridTemplateColumn Header="obtained">

```

```

<DataGridTemplateColumn.CellTemplate>
  <DataTemplate>
    <StackPanel>
      <TextBlock Text="obtained"/>
      <TextBlock Text="{Binding obtained.obtained}"/>
      <TextBlock Text="type"/>
      <TextBlock Text="{Binding obtained.type}"/>
    </StackPanel>
  </DataTemplate>
</DataGridTemplateColumn.CellTemplate>
</DataGridTemplateColumn>
<DataGridTemplateColumn Header="images">
  <DataGridTemplateColumn.CellTemplate>
    <DataTemplate>
      <StackPanel>
        <TextBlock Text="icon"/>
        <TextBlock Text="{Binding images.icon}"/>
        <TextBlock Text="background"/>
        <TextBlock Text="{Binding images.background}"/>
        <TextBlock Text="item"/>
        <TextBlock Text="{Binding images.item}"/>
      </StackPanel>
    </DataTemplate>
  </DataGridTemplateColumn.CellTemplate>
</DataGridTemplateColumn>

</DataGrid.Columns>
</DataGrid>

```

-PUBG- - October 25, 2018, 9:27 pm

Yeah none of these seem to be getting the URL properly

itcorp - October 26, 2018, 2:39 am

(Oct 25, 2018 09:27 PM)RapidHost™ Wrote: [\[CITE\]](#) Yeah none of these seem to be getting the URL properly
code returns all that json contains,and it remains for you to decide what and how you want to use

-PUBG- - October 26, 2018, 8:45 pm

(Oct 26, 2018 02:39 AM)itcorp Wrote: [\[CITE\]](#) code returns all that json contains,and it remains for you to decide what and how you want to use

Yeah I am not sure not even sure how I would go about getting that into my tool and making it look nice, Is there a way you could send me that project so I can mess around with it.

VmX5 - October 26, 2018, 8:52 pm

(Oct 26, 2018 08:45 PM)RapidHost™ Wrote: [\[CITE\]](#) Yeah I am not sure not even sure how I would go about getting that into my tool and making it look nice, Is there a way you could send me that project so I can mess around with it.

... Am I missing something or did he not just give you everything here:

<https://hackforums.net/showthread.php?tid=5899176&pid=57765679#pid57765679>

???

FarosMoloko - October 26, 2018, 9:03 pm

(Oct 26, 2018 08:45 PM)RapidHost™ Wrote: [\[CITE\]](#) Yeah I am not sure not even sure how I would go about getting that into my tool and making it look nice, Is there a way you could send me that project so I can mess around with it.
Are you fucking stupid?

He literally gave you the answer on how to do it.

Now you adapt it to your needs, and create your own program.

-PUBG- - October 26, 2018, 9:06 pm

(Oct 26, 2018 09:03 PM)FarosMoloko Wrote: [\[CITE\]](#) Are you fucking stupid?

He literally gave you the answer on how to do it.

Now you adapt it to your needs, and create your own program.
Apologies, But honestly no need to be so toxic when I simply asked.

FarosMoloko - October 26, 2018, 9:08 pm

(Oct 26, 2018 09:06 PM)RapidHost™ Wrote: [\[CITE\]](#) Apologies, But honestly no need to be so toxic when I simply asked.

Legit this community has influenced me into being toxic.

Sorry for calling you stupid

itcorp - October 27, 2018, 11:58 am

(Oct 26, 2018 08:45 PM)RapidHost™ Wrote: [\[CITE\]](#) Yeah I am not sure not even sure how I would go about getting that into my tool and making it look nice, Is there a way you could send me that project so I can mess around with it.

You have everything what you need in the previous post,you need to make mild changes only.But if you can not do it yourself ,in the worst case i will upload a project and send to you.

-PUBG- - October 27, 2018, 11:51 pm

I have never messed with the way you did it there and by no means am I new but at the same time the best, Thank you for all of this, Honestly.

-PUBG- - October 29, 2018, 10:52 pm

Yeah that uses XML not WPF like I use, That is why I was having troubles messing with it.

Slart - November 11, 2018, 12:14 pm

Using Regex it is easy like that regex101.com/r/UmyPMB/1