

# JSON\_ObjectSetObject

## %JSON\_ObjectSetObject function

**Function** Add name-object pair into JSON object

**Declaration**

```
%JSON_ObjectSetObject(  
    INT in handle,  
    TEXT in field,  
    INT in object  
)
```

**Parameters**

<b>handle</b>	Handle to parent JSON object.
<b>field</b>	Field name
<b>object</b>	Handle to JSON object

**Return value** None

**Description**

Function adds name-object pair into JSON object. If field already exists, value is updated.

Exception is thrown if handle to parent JSON object or added JSON object is invalid or field does not exist.

**Example**

```
INT _obj  
_obj := %JSON_CreateObject()  
  
INT _arr  
_arr := %JSON_CreateArray()  
  
%JSON_ArrayAppendValue(_arr, 3.1416)  
%JSON_ObjectSetArray(_obj, "Constants", _arr)  
  
%JSON_FreeObjectHandle(_obj)  
%JSON_FreeArrayHandle(_arr)
```



**Related pages:**

- [JSON format manipulation functions](#)
- [Function arguments - types](#)