

---

Subject: Re: use of loops in IDL for hashtable  
Posted by [penteado](#) on Tue, 08 Sep 2009 02:36:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Sep 7, 11:16 pm, "b.a" <u4565...@anu.edu.au> wrote:  
> On Sep 7, 6:08 pm, Wox <s...@nomail.com> wrote:  
>  
>  
>  
>> On Sun, 6 Sep 2009 19:01:06 -0700 (PDT), "b.a" <u4565...@anu.edu.au>  
>> wrote:  
>  
>>> Hi,  
>  
>>> I have 2 hashtables in my IDL program. one is called fileList which  
>>> has ( id , data ) as its (key, value) and second one is colorList  
>>> ( id , color ). I want to define a "foreach" loop so that for each id  
>>> of colorList which exists in fileList, it plots the data with the  
>>> "color". I mean for each string "id" get the "data" from fileList and  
>>> get the "color" from colorList and plot the data in that colour.  
>  
>>> Can anybody help me with this please.  
>  
>>> Thank you  
>  
>> Are you using Craig Markwardt's hash table object? This object has a  
>> method "KEYS" which returns all existing keys in a hash table, so you  
>> can loop over all keys in colorList (or fileList), use "ISCONTAINED"  
>> to check whether the key is in fileList (or colorList) and do your  
>> plotting when it is (employing the Get method to get data and color).  
>  
> Thanks for your reply.  
> Yes, I am using Craig Markwardt's hash table object. The problem with  
> using KEY() is that the keys are not like {1, 2, 3, 4, ...} that I can  
> loop over them. they are like {76, 65, 90, 2, 503, ...}. and I don't  
> know the largest key. I have to say for i=0 till some number, go i+1  
> and if i+1 is contained in the keys, return its value and rest of the  
> things. but I can't specify that "some number". So I think I have to  
> use "for each" loop. But I don't know the syntax for it in my case.

KEYS() returns an array of key names. So you loop over the elements of  
this array. Something like:

```
colorkeys=colorList->keys()  
for i=0,n_elements(colorkeys)-1 do if fileList->iscontained(colorkeys  
[i]) then *do stuff*
```