

## Beany.cfc: Part 2

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I wrote earlier about my Beany component for handling Beans (especially immutable ones) easily. I thought this time I'd just cover a few extra little features that I've added to it to make it a bit easier to use.

### Meta Data

Beany offers a few ways to know about the data it has, other than asking for fields directly.

```
.property_list();
```

This will return a comma-delimited list of the keys in the current instance of Beany.

```
.dump();
```

This will return all of the data in the current instance of Beany as a structure.

```
.has("FirstName");
```

or

```
.hasFirstName()
```

Will return a boolean indicating whether or not the given property exists within the current instance of Beany (can be used with any string value).

### Altering Data

Beyond the "set" methods, Beany also has other ways to change data, if the current instance is mutable.

Firstly, you might want to remove a property altogether. Easy enough:

```
.remove("FirstName")
```

or

```
.removeFirstName()
```

Another thing that I run into is that I often want to add to some existing data in a bean. For this, I have a series of "AddTo" methods.

- .AddToArray(property,value)
- .AddToList(property,value,delimiter=",")
- .AddToString(property,value)
- .AddToStruct(property,key,value,overwrite="true")

In each case, Beany will create the property if it doesn't already exist and will add to it appropriately

for the given data type.

That's it! Beany is a pretty simple little component and is part of my free [com.sebtools](http://com.sebtools) package for ColdFusion. Let me know what you think!