

NAME

Tie::Memoize - add data to hash when needed

SYNOPSIS

DESCRIPTION

This package allows a tied hash to autoload its values on the first access, and to use the cached value on the following accesses.

Only read-accesses (via fetching the value or exists) result in calls to the functions; the modify-accesses are performed as on a normal hash.

The required arguments during tie are the hash, the package, and the reference to the FETCHing function. The optional arguments are an arbitrary scalar \$data, the reference to the EXISTS function, and initial values of the hash and of the existence cache.

Both the FETCHing function and the EXISTS functions have the same signature: the arguments are key, data; data;

Inheriting from Tie::Memoize

The structure of the tied() data is an array reference with elements

```
0: cache of known values
1: cache of known existence of keys
2: FETCH function
3: EXISTS function
4: $data
```

The rest is for internal usage of this package. In particular, if TIEHASH is overwritten, it should call SUPER::TIEHASH.

EXAMPLE

```
sub slurp {
  my ($key, $dir) = shift;
  open my $h, '<', "$dir/$key" or return;
  local $/; <$h> # slurp it all
}
sub exists { my ($key, $dir) = shift; return -f "$dir/$key" }
tie %hash, 'Tie::Memoize', \&slurp, $directory, \&exists,
        { fake_file1 => $content1, fake_file2 => $content2 },
        { pretend_does_not_exists => 0, known_to_exist => 1 };
```

This example treats the slightly modified contents of \$directory as a hash. The modifications are that the keys *fake_file1* and *fake_file2* fetch values \$content1 and \$content2, and *pretend_does_not_exists* will never be accessed. Additionally, the existence of *known_to_exist* is never checked (so if it does not exists when its content is needed, the user of %hash may be



BUGS confused).

FIRSTKEY and NEXTKEY methods go through the keys which were already read, not all the possible keys of the hash.

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