



---

Category:BBS board games Category:Board games introduced in 2010Q: JSON Deserialize to System.Double I have the following JSON output from a third party service: [{"data":1,"msg":"You have been provisioned","target":null,"status":"SUCCESS","targetId":"A","testStatus":"SUCCESS"}] I use the following code to deserialize and try to cast it to Double: [Serializable] public class ServiceResponse { public Double target { get; set; } public String msg { get; set; } public Double status { get; set; } public String targetId { get; set; } public String testStatus { get; set; } } [TestFixture] public class Test { [Test] public void Test() { var json = ReadFromJson(@"c:\temp\json1.json"); var result = JsonConvert.DeserializeObject(json); Assert.AreEqual(result.target, 1, "target"); } [Test] public void Test2() { var json = ReadFromJson(@"c:\temp\json2.json"); var result = JsonConvert.DeserializeObject(json); Assert.AreEqual(result.target, 1, "target"); } private string ReadFromJson(string json) { string content = File.ReadAllText(@"c:\temp\json1.json"); return JsonConvert.DeserializeObject(content); } } Why does it always fail, even though I use a Fixture? Is there a way to cast this to Double, without having to do it manually? I 2d92ce491b