1 APR::UUID - Perl API for manipulating APR UUIDs
1.1 Synopsis

use APR::UUID();

# get a random UUID and format it as a string
my $uuid = APR::UUID->new->format;
# $uuid = e.g. 'd48889bb-d11d-b211-8567-ec81968c93c6';

# same as the object returned by APR::UUID->new
my $uuid_parsed = APR::UUID->parse($uuid);

1.2 Description

APR::UUID is used to get and manipulate random UUIDs.

It allows you to create random UUIDs, which when formatted returns a string like:

‘d48889bb-d11d-b211-8567-ec81968c93c6’;

which can be parsed back into the APR::UUID object with parse().

1.3 API

APR::UUID provides the following functions and/or methods:

1.3.1 format

Convert an APR::UUID object into a string presentation:

my $uuid_str = $uuid->format;

- **obj:** $uuid(AR::UUID object)
- **ret:** $uuid_str

returns a string representation of the object (e.g ‘d48889bb-d11d-b211-8567-ec81968c93c6’).

- **since:** 2.0.00

1.3.2 new

Create an APR::UUID object using the random engine:

my $uuid = APR::UUID->new;

- **class:** APR::UUID(APR::UUID class)
- **ret:** $uuid(APR::UUID object)
- **since:** 2.0.00
1.3.3 DESTROY

```perl
$uuid->DESTROY;
```

- **obj**: `APR::UUID (APR::UUID object)`
- **ret**: no return value
- **since**: 2.0.00

Do not call this method, it’s designed to be only called by Perl when the variable goes out of scope. If you call it yourself you will get a segfault when perl will call DESTROY on its own.

1.3.4 parse

Convert a UUID string into an `APR::UUID object` object:

```perl
$uuid = APR::UUID->parse($uuid_str)
```

- **arg1**: `$uuid_str (string)`
  - UUID string (e.g. `d48889bb-d11d-b211-8567-ec81968c93c6`)
- **ret**: `$uuid (APR::UUID object)`
  - The new object.
- **since**: 2.0.00

1.4 See Also

mod_perl 2.0 documentation.

1.5 Copyright

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1.6 Authors

The mod_perl development team and numerous contributors.
### Table of Contents:

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.1 Synopsis</td>
<td>2</td>
</tr>
<tr>
<td>1.2 Description</td>
<td>2</td>
</tr>
<tr>
<td>1.3 API</td>
<td>2</td>
</tr>
<tr>
<td>1.3.1 format</td>
<td>2</td>
</tr>
<tr>
<td>1.3.2 new</td>
<td>2</td>
</tr>
<tr>
<td>1.3.3 DESTROY</td>
<td>3</td>
</tr>
<tr>
<td>1.3.4 parse</td>
<td>3</td>
</tr>
<tr>
<td>1.4 See Also</td>
<td>3</td>
</tr>
<tr>
<td>1.5 Copyright</td>
<td>3</td>
</tr>
<tr>
<td>1.6 Authors</td>
<td>3</td>
</tr>
</tbody>
</table>