

# **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 object into a string presentation:

```
my $uuid_str = $uuid->format;
```

- **obj:** `$uuid (APR::UUID object)`
- **ret:** `$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 a 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

```
$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:

```
$uuid = APR::UUID->parse($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

`mod_perl 2.0` and its core modules are copyrighted under The Apache Software License, Version 2.0.

## 1.6 Authors

The `mod_perl` development team and numerous contributors.



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