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PowerShell Get-Help on command 'Update-List'

PS C:\Users\wahid> Get-Help Update-List

NAME

Update-List

SYNOPSIS

Adds items to and removes items from a property value that contains a collection of objects.

SYNTAX

Update-List [[-Property] <System.String>] [-Add <System.Object[]>]
[-InputObject <System.Management.Automation.PSObject>] [-Remove
<System.Object[]>] [<CommonParameters>]

Update-List [[-Property] <System.String>] [-InputObject
<System.Management.Automation.PSObject>] -Replace <System.Object[]>
[<CommonParameters>]

DESCRIPTION

The `Update-List` cmdlet adds, removes, or replaces items in a property value of an object and returns the updated object. This cmdlet is designed for

properties that contain collections of objects.

The Add and Remove parameters add individual items to and remove them from the collection. The Replace parameter replaces the entire collection.

If you don't specify a property in the command, `Update-List` returns a hashtable that describes the update instead of updating the object. Later, you can use this change set to update a list object.

This cmdlet works only when the property that's being updated supports the IList interface that `Update-List` uses. Also, any `Set` cmdlets that accept an update must support the IList interface.

PARAMETERS

-Add <System.Object[]>

Specifies the property values to be added to the collection. Enter the values in the order that they should appear in the collection.

- -InputObject <System.Management.Automation.PSObject>
 Specifies the objects to be updated. You can also pipe the object to be updated to `Update-List`.
- -Property <System.String>

Specifies the property that contains the collection that's being updated. If you omit this parameter, `Update-List` returns an object that represents the change instead of changing the object.

-Remove <System.Object[]>

Specifies the property values to be removed from the collection.

-Replace <System.Object[]>

Specifies a new collection. This parameter replaces all items in the

original collection with the items specified by this parameter.

```
<CommonParameters>
  This cmdlet supports the common parameters: Verbose, Debug,
  ErrorAction, ErrorVariable, WarningAction, WarningVariable,
  OutBuffer, PipelineVariable, and OutVariable. For more information, see
  about_CommonParameters (https:/go.microsoft.com/fwlink/?LinkID=113216).
----- Example 1: Add items to a property value -----
class Cards {
  [System.Collections.Generic.List[string]]$cards
  [string]$name
  Cards([string]$_name) {
     $this.name = $_name
     $this.cards = [System.Collections.Generic.List[string]]::new()
  }
  NewDeck() {
     s_sits = [char]0x2663,[char]0x2666,[char]0x2665,[char]0x2660
     _{\text{values}} = 'A', 2, 3, 4, 5, 6, 7, 8, 9, 10, 'J', 'Q', 'K'
     $_deck = foreach ($s in $_suits){ foreach ($v in $_values){ "$v$s"} }
     $this | Update-List -Property cards -Add $ deck | Out-Null
  }
  Show() {
     Write-Host
     Write-Host $this.name ": " $this.cards[0..12]
    if ($this.cards.count -gt 13) {
       Write-Host (' ' * ($this.name.length+3)) $this.cards[13..25]
    }
```

```
if ($this.cards.count -gt 26) {
       Write-Host (' ' * ($this.name.length+3)) $this.cards[26..38]
     }
     if ($this.cards.count -gt 39) {
       Write-Host (' ' * ($this.name.length+3)) $this.cards[39..51]
     }
  }
  Shuffle() { $this.cards = Get-Random -InputObject $this.cards -Count 52 }
  Sort() { $this.cards.Sort() }
}
> [!NOTE] > The `Update-List` cmdlet outputs the updated object to the
pipeline. We pipe the output to > `Out-Null` to suppress the unwanted display.
--- Example 2: Add and remove items of a collection property ---
$player1 = [Cards]::new('Player 1')
$player2 = [Cards]::new('Player 2')
$deck = [Cards]::new('Deck')
$deck.NewDeck()
$deck.Shuffle()
$deck.Show()
# Deal two hands
$player1 | Update-List -Property cards -Add $deck.cards[0,2,4,6,8] | Out-Null
$player2 | Update-List -Property cards -Add $deck.cards[1,3,5,7,9] | Out-Null
$deck | Update-List -Property cards -Remove $player1.cards | Out-Null
$deck | Update-List -Property cards -Remove $player2.cards | Out-Null
$player1.Show()
```

\$player2.Show()

\$deck.Show()

Deck: 4 7 J 5 A 8 J Q 6 3 9 6 2

K 4 10 8 10 9 6 K 7 3 Q A Q

3 5 2 5 J J 10 4 Q 10 4 2 2

6 7 A 5 8 9 K 7 3 9 A K 8

Player 1: 4 J A J 6

Player 2: 7 5 8 Q 3

Deck: 9 6 2 K 4 10 8 10 9 6 K 7 3
Q A Q 3 5 2 5 J J 10 4 Q 10
4 2 2 6 7 A 5 8 9 K 7 3 9
A K 8

The output shows the state of the deck before the cards were dealt to the players. You can see that each player received five cards from the deck. The final output shows the state of the deck after dealing the cards to the players. `Update-List` was used to select the cards from the deck and add them to the players' collection. Then the players' cards were removed from the deck using `Update-List`.

---- Example 3: Add and remove items in a single command -----

Player 1 wants two new cards - remove 2 cards & add 2 cards \$player1 | Update-List -Property cards -Remove \$player1.cards[0,4] -Add \$deck.cards[0..1] | Out-Null \$player1.Show()

remove dealt cards from deck
\$deck | Update-List -Property cards -Remove \$deck.cards[0..1] | Out-Null
\$deck.Show()

Player 1: J A J 9 6

Deck: 2 K 4 10 8 10 9 6 K 7 3 Q A

Q 3 5 2 5 J J 10 4 Q 10 4 2

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8

----- Example 4: Apply a change set to a list object ------

\$list = [System.Collections.ArrayList] (1, 43, 2)

\$changeInstructions = Update-List -Remove 43 -Add 42

\$changeInstructions

Name Value

Add {42}

Remove {43}

([PSListModifier](\$changeInstructions)).ApplyTo(\$list)

\$list

1

2

42

REMARKS

To see the examples, type: "get-help Update-List -examples".

For more information, type: "get-help Update-List -detailed".

For technical information, type: "get-help Update-List -full".

For online help, type: "get-help Update-List -online"