

Creating new nodes

Nodes can be created using the `set` or `create` methods.

The `set` method invokes `create` if the flag `create_if_not_exist` is set to `True`.

Command Usage:

```
PYNDatabase.create(*names, val=None)
```

```
PYNDatabase.Node.create(*names, val=None)
```

Although you can create values using the `set` method, the `create` method will ultimately be called in order to do so. Additionally, the `create` method allows you to create multiple new Nodes.

If the `val` flag is set to `None` (default), then the new Nodes will have a `val` of `{}` (an empty dictionary). The reason that the `val` flag is set to `None` by default is due to the mutable default argument dilemma (see [076ad6b](#), [here](#)).

If ANY of the names specified already exists, NONE of them will be created.

Examples:

1. Single/Multiple
2. What doesnt work (already exists (cancel whole operation))

```
from pyndb import PYNDatabase

db = PYNDatabase({}) # Creates a blank PYNDatabase from a new dict object
db.create('test') # Creates a single Node named test (Node.val = {})
db.create('test2', val='hello') # Creates a single Node named test2 with the value 'hello'
db.create('test3', 'testing', 'test4') # Creates multiple Nodes (Node.val = {})
db.create('test5', 'testing2', 'test6', val='hello') # Creates multiple Nodes with the value 'hello'

# This will not work!
db.create('test', 'testing3')

# Why?
# We already created <test> above.
# This means that NONE of the Nodes specified will be created.
```

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