

Set the specified public field value of an object

```
#region License and Copyright
```

```
/*
```

```
* Dotnet Commons Reflection
```

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*
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```

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*
```

```
*/
```

```
#endregion
```

```
using System;
using System.Collections;
using System.IO;
using System.Reflection;
using System.Runtime.Serialization.Formatters.Binary;
using System.Text;

namespace Dotnet.Commons.Reflection
{
    /// 

---


    ///
    /// This utility class contains a rich sets of utility methods
    /// that perform operations
    /// on objects during runtime such as copying of property and
    /// field values
    /// between 2 objects, deep cloning of objects, etc.
    ///
    /// 

---


    public abstract class ObjectUtils
    {
        /// 

---


        ///
        /// Set the specified public field value of an object
        ///
        /// the Value Object on which setting is to be performed ///
        Field name /// Value to be set /// 

---


        public static object SetField(object vo, string fieldName,
            Object fieldValue)
        {
            if (vo == null)
                throw new System.ArgumentNullException("No object specified to
                    set.");

            if (fieldName == null)
                throw new System.ArgumentNullException("No field name
```

```
specified.");
```

```
if ((fieldName == String.Empty) || (fieldName.Length < 1))  
throw new System.ArgumentException("Field name cannot be  
empty.");          FieldInfo          fieldInfo          =  
vo.GetType().GetField(fieldName); if (fieldInfo == null) throw  
new System.ArgumentException("The class '" + vo.GetType().Name  
+ "' does not have the field '"+ fieldName + "'"); // Set the  
value          vo.GetType().InvokeMember(fieldInfo.Name,  
BindingFlags.SetField, null, vo, new object[]{fieldValue});  
return vo; } } } [/csharp]
```