

Gets a property's value

/*

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```
#region Usings
using System;
```

```

using System.IO;
using System.Reflection;
using System.Text;
using System.Linq.Expressions;
using System.Collections;
#endregion

namespace Utilities
{
    ///
    /// Utility class that handles various
    /// functions dealing with reflection.
    ///
    public static class Reflection
    {
        ///
        /// Gets a property's value
        ///
        /// object who contains the property /// Path of the property
        /// (ex: Prop1.Prop2.Prop3 would be
        /// the Prop1 of the source object, which then has a Prop2 on
        /// it, which in turn
        /// has a Prop3 on it.) /// The value contained in the
        /// property or null if the property can not
        /// be reached
        public static object GetPropertyValue(object SourceObject,
            string PropertyPath)
        {
            try
            {
                if (SourceObject == null ||
                    string.IsNullOrEmpty(PropertyPath))
                    return null;
                string[] Splitter = { "." };
                string[] SourceProperties = PropertyPath.Split(Splitter,
                    StringSplitOptions.None);
            }
        }
    }
}

```

```
object TempSourceProperty = SourceObject;
Type PropertyType = SourceObject.GetType();
for (int x = 0; x < SourceProperties.Length; ++x) {
PropertyInfo          SourcePropertyInfo          =
PropertyType.GetProperty(SourceProperties[x]);      if
(SourcePropertyInfo == null) return null; TempSourceProperty =
SourcePropertyInfo.GetValue(TempSourceProperty, null); if
(TempSourceProperty == null) return null; PropertyType =
SourcePropertyInfo.PropertyType; } return TempSourceProperty;
}      catch      {      throw;      }      }      }
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]
```