

LoopID versus LoopSection (ediDataSegment)

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While the "LoopSection" property of the ediDataSegment class is familiar to us and is often used in our code to translate an EDI file; the "LoopID" property is frequently ill forgotten, which is too bad because it can certainly simplify and improve the clarity of our source code. For example, take the typical source code below that obtains a subscriber's last name using the LoopSection property:

```
if (nArea == 2)
{
  if (sLoopSection == "HL" & sSegmentID == "HL")
  {
    sHlEntity = oSegment.get_DataElementValue(3,0);
  }

  if (sHlEntity == "22") //SUBSCRIBER LOOP 2000B
  {
    if (sLoopSection == "HL;NM1")
    {
      if (sSegmentID == "NM1")
      {
        sNm1Entity = oSegment.get_DataElementValue(1,0);
      }

      if (sNm1Entity == "IL") //SUBSCRIBER NAME LOOP 2000BA
      {
        if (sSegmentID == "NM1")
        {
          sSubscriberLastName = oSegment.get_DataElementValue(3,0);
        }
      }
    }
  }
}
```

If we were to use the LoopID property. All the lines of code above can be replaced with:

```
if (sLoopID == "2000BA") // SUBSCRIBER NAME
{
  if (sSegmentID == "NM1")
  {
    sSubscriberLastName = oSegment.get_DataElementValue(3,0);
  }
}
```

That's so much cleaner, isn't it? So "LoopID" wins over "LoopSection"? Unfortunately, there is a catch. Much of the codes that were replaced was put in the SEF file.

For our example to work, the 837_5010 SEF file would have to have a loop section "HL;NM1" labeled as "2010BA", and a trigger line in the "PRIVATE EDIDEV" section to define the loop's location:

```
.LOOP2010BA 837/2/HL;NM1/1/0/IL/2010BA
```

The trigger line above states that Loop ID "2010BA" is in the "837" transaction set, in Area "2", and is loop section "HL;NM1", with a qualifier in data element "1" (no sub element) having a value "IL".

In conclusion, the property "LoopID" wins in readability; but if you were to consider that it only works by adding trigger lines in the SEF file, then the "LoopSection" property wins overall in ease and straightforward coding.

EDIdEv
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