

Example “Multiple files”

This example demonstrates the use of iterations in EasyMorph. Iterations is a powerful feature that allows arranging loops, processing lists of files, running projects for a range of dates, and re-using logic between different projects. To understand better how iterations work check out this article: [Tutorial – Loops and iterations](#).

This example loads 30 files from a folder, where each file contains data for one state. The loading process is arranged using iterations in EasyMorph. For iterations there should be 2 projects – one project performs iterations and the other one is iterated – i.e. it's run once for each iteration.

Here is what **Main.morph** does:

1. Obtain a list of files in 'Source files' folder.
2. Filter the list of files – remove non-CSV files (just in case). Also keep only 30 files in the list so that the example doesn't break the free version limit (up to 30 iterations per project).
3. Iterate (run) **load file.morph** once for each row in the list of files. In each iteration pass full file path to **load file.morph** by assigning its parameter {File name} with value from column [File name with full path] in the main project. Return table named “Result table” from **load file.morph** in each iteration, and append all results into one table (“Iterate and append” mode).

Iterate
Iterate through table values passing them to another EasyMorph project as parameters. [More](#)

For each file name run "load file.morph" which loads the file and returns it to this project. Append all returned results into one table.

Project to run: **load file.morph**

Iteration mode
☐ Iterate
☒ Iterate and append results

Result table: **Result table**

Assign parameters of the project using these columns:

Parameter in load file	Column
File name	File name with full p

[Assign more parameters](#)

[Remove](#) [Revert](#) [Apply](#)

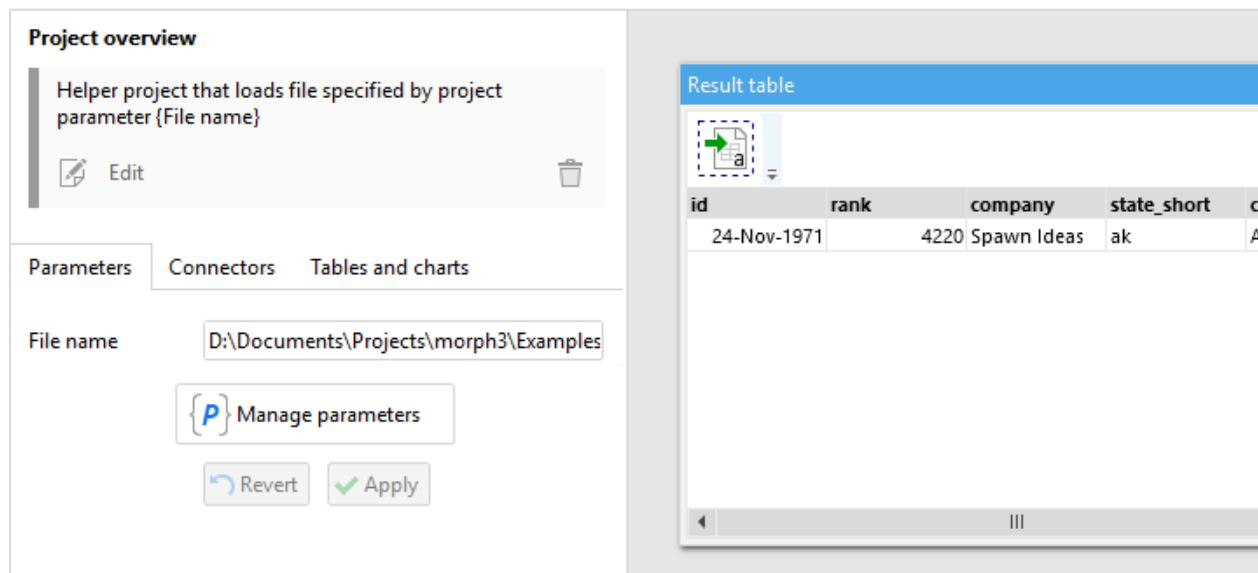
Source files

File name wit...	id	rank	company	state_short
D:\Documents...	26261	4220	Spawn Ideas	ak
D:\Documents...	25398	20	BES Design/Build	al
D:\Documents...	25659	43	Thompson Gray	al
D:\Documents...	26204	67	Gideon Services	al
D:\Documents...	25652	246	Spartan Value Investors	al
D:\Documents...	26094	602	Iron Tribe Fitness	al
D:\Documents...	25378	694	Southern Point	al
D:\Documents...	23183	698	Five Stones Research	al
D:\Documents...	23073	737	Patient Engagement A...	al
D:\Documents...	26422	744	VetInternetCo.com	al
D:\Documents...	24642	750	Centralite Systems	al
D:\Documents...	21888	853	Atlas RFID Solutions	al
D:\Documents...	26245	883	Gabby	al
D:\Documents...	23565	943	PharmaPoint	al
D:\Documents...	26523	964	ARI Logistics	al
D:\Documents...	26258	1005	Trident Technologies	al
D:\Documents...	25934	1142	F.L.E.R.T.	al
D:\Documents...	25079	1189	Tailgate Guys	al
D:\Documents...	25526	1191	Two Moide & A Mos	al

Screenshot 1: Transformation "Iterate" in Main.morph.

Project **load file.morph** has one parameter declared:

- {File name}



Screenshot 2: Parameters in "load file.morph"

Project **load file.morph** simply loads the file specified by parameter {File name}. When this project is iterated from **Main.morph**, this parameter is assigned in **Main.morph**, overriding default value of the parameter.

How to use the example

- Open **Main.morph**.
- Click "Iterate" transformation and explore its properties.
- Notice that result of "Iterate" transformation has data for 30 states, which means that the project have loaded 30 files at once.
- Explore **load file.morph** and find where its parameter {File name} is declared and where it's used.
- Exercise: change parameter name in **load file.morph** from {File name} to {CSV file} and make the example work (hint: you will need to change properties of "Iterate" transformation in **Main.morph**).