

```
<talk>
  title="XML"
  <presenter>
    name="Tom Cargill"
    url="www.sni.net/~cargill"
  </presenter>
  location="FRUUG"
  date="09.09.1999"
</talk>
```

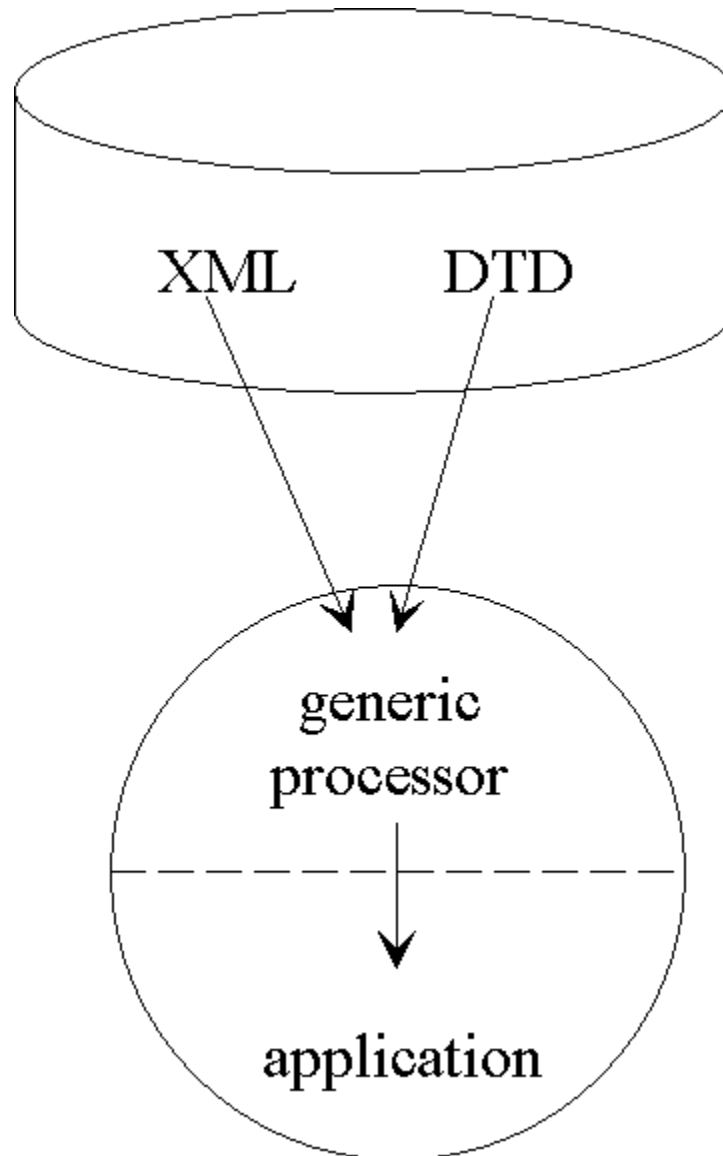
Outline

- DTD
- Applications
 - SVG
- DOM
- SAX
- Editors
- Demos

- Single best URL
 - `metalab.unc.edu/xml/`

XML Processing

- The basic information flow:



- The disk represents generalized storage, including XML and DTD.
- DTD is Document Type Definition.

Tiny Example

- A familiar domain:

	X	
X		O

- The following XML document combines a semantic transcript of a human dialog.
- A Tic-tac-toe game is modeled as a sequence of
- Each play element has a player and a position
- Each play element also contains the player's context data.

```
<game>
  <play player="X" position="2">
    One of Kasparov's favorite openings.
  </play>
  <play player="O" position="6">
    Not since Deep Blue used this response.
  </play>
  <play player="X" position="4">
    Notice how I preserve my corner symmetry.
  </play>
</game>
```

DTD Example

- A game element is composed of a sequence of play elements.
- A play element has a player attribute that must be X or O.
- A play element has a position attribute that specifies the board position.
- A play element is composed of character data.
- The DTD is:

```
<!DOCTYPE game [  
  
    <!ELEMENT game (play*) >  
    <!ELEMENT play (#PCDATA) >  
  
    <!ATTLIST play  
        player (X|O) #REQUIRED  
        position NMTOKEN #REQUIRED  
    >  
  
>  
>
```

- Don't worry about the syntax.

A DTD is not described as XML elements – this is a meta-language.

- Creating a DTD effectively creates a new XML-based language, in this case a language for describing board games.

Some XML Languages

- Genealogical Data (GedML) <http://home.iclweb.com/icl2/mhk>
- Mathematical Markup Language (MathML) <http://www.w>
- Music Markup Language (MusicML) <http://195.108.47.160/>
- Weather Observation Markup Format (OMF)
<http://zowie.metnet.navy.mil/%7Espawar/JMV-TNG/XML/OMF.html>
- Extensible Logfile Format (XLF) <http://www.docuverse.>
- Extensible Mail Transport Protocol (XMTP)
<http://jabr.ne.mediaone.net/documents/xmtp.htm>
- Personalized Information Description Language
<http://www.w3.org/TR/NOTE-PIDL>
- HTML in XML (XHTML) <http://www.w3.org/TR/xhtml1/>
- Scalable Vector Graphics (SVG) <http://www.w3.org/TR/WI>

Example: SVG

- Scalable Vector Graphics document:

```
<?xml version="1.0" standalone="yes"?>

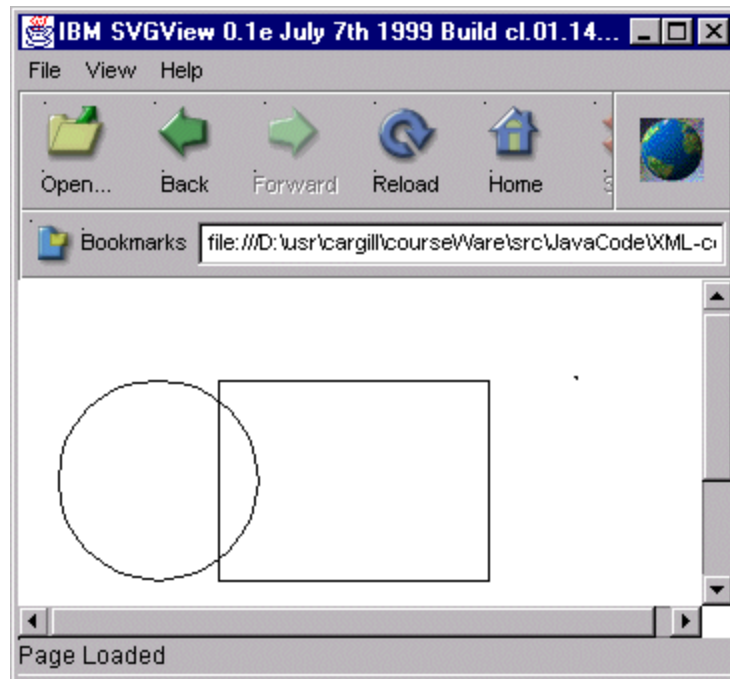
<!DOCTYPE svg SYSTEM "svg.dtd" >

<svg width="350" height="250">
  <g style="stroke:black; fill:none;">

    <circle cx="70" cy="100" r="50" />
    <rect x="100" y="50" width="135" height="100" />

  </g>
</svg>
```

- Rendered (by IBM Alphaworks SVG Viewer tool):



DOM

_ The Document Object Model.

<http://www.w3.org/DOM/>

_ An abstract API for accessing the contents of within a program.

_ The abstractions are tree-centric.

It provides access to an object representing The application traverses the tree, stepping extracting data from the nodes as needed. Constraint: the whole tree must fit in a single

_ For each language, a concrete API must be defined

_ For example, the Java package `org.w3c.dom`.

A Java-specific, but still abstract API. Using the Java interface mechanism.

_ Each language-specific interface must be implemented

_ For example, the Java package `com.ibm.xml.parser`

From IBM's Alphaworks program.

Package org.w3c.dom

_ Some of the org.w3c.dom interfaces:

Node

Document extends Node

NodeList

Element extends Node

_ The tree is a hierarchy of Node objects, roote

_ A NodeList iterates over the subordinates of a

_ Each XML element is represented as an Element

_ Each attribute is a Node subordinate to an Ele

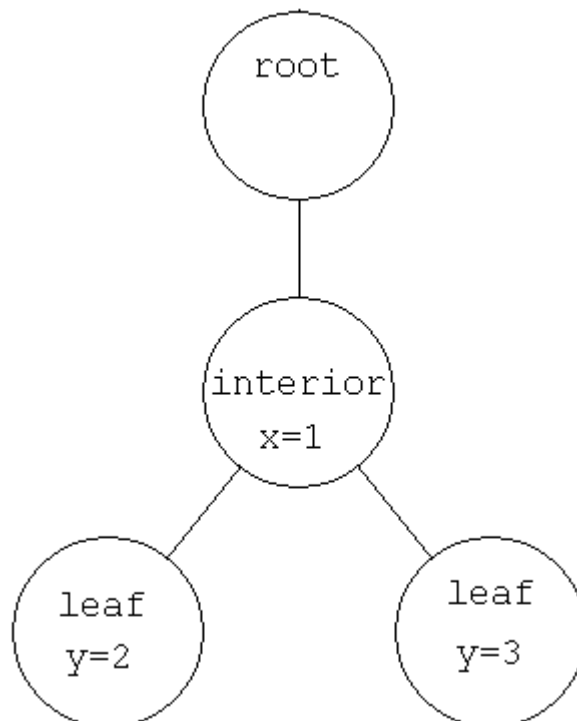
Trivial Input for DOM Example

_ The file BasicDom.xml:

```
<?xml version='1.0'?>
```

```
<root>  
  <interior x="1">  
    <leaf y="2"/>  
    <leaf y="3"/>  
  </interior>  
</root>
```

_ Logically, the XML text represents the following



DOM Example

```
import org.w3c.dom.Document;
import org.w3c.dom.NamedNodeMap;
import org.w3c.dom.Node;
import org.w3c.dom.NodeList;
import org.w3c.dom.Element;
import com.ibm.xml.parsers.NonValidatingDOMParser;

public
class BasicDom {

public
static
void main(String[] argv )throws Exception {
    NonValidatingDOMParser dp =
        new NonValidatingDOMParser();
    dp.parse("BasicDom.xml");
    traverse(dp.
        getDocument().
            getDocumentElement(), "");
}

private
static void traverse(Element e, String indent) {
    System.out.print(indent + e.getTagName());
    NamedNodeMap nnm = e.getAttributes();
    for( int i=0; i<nnm.getLength(); ++i ) {
        Node a = nnm.item(i);
        System.out.print(" "+a.getNodeName());
        System.out.print("="+a.getNodeValue());
    }
    System.out.println();
    NodeList nl = e.getChildNodes();
    for( int i=0; i<nl.getLength(); ++i )
        if( nl.item(i) instanceof Element ) {
            Element sub = (Element) nl.item(i);
            traverse(sub, indent+" ");
        }
}
}
```

<outputs>

```
root
  interior x=1
    leaf y=2
```

leaf y=3

SAX

Simple API for XML

<http://www.megginson.com/SAX/>

_ An event-based abstract API.

As the parser reads a document it makes incremental calls to application code, reporting each element as it is processed. It follows the GOF s Builder design pattern.

_ The Java interfaces are in package `org.xml.sax`

_ The key interface is `DocumentHandler`, which defines the callback methods used by the parser.

_ An example implementation is `com.ibm.xml.parsers.SAXParser`

Again from IBM Alphaworks.

WIP Speakers

- Wally Wedel, Sun
- John Meier, Freshtech
- Ron Schwiekert, Avitek/BEA
- Bruce Haddon, Sun
- Dick Hackathorn, WebFarming

XML as a Testing Language

- Context

Need to test a complex framework.

Applications based on the framework don't yet

Even if they did, that would be an ineffective

- Build a test harness and test specification language

- Q: What is the language?

- A: XML

```
<test-case>
  <configuration>
    ...
  </configuration>
  <scenario>
    <stimulus>...
    <response>...
    <stimulus>...
    <response>...
    ...
  </scenario>
</test-case>
```