Get XML File

Initialize parser

Parse XML file

With each object, do:

Get path of entry

Example path: leaf, Curly, Brown spots

Check if path exists

If ( ! PotatoApp.LeafMenu.Exists)

The following should be in a (recursive?) loop:

(foreach string item in path{

If (!Item.PageExistsInMenuTree)

{

}

})

Create PotatoApp.LeafMenu

Add “Curly” option to menu

Create PotatoApp.LeafMenu.CurlyMenu

Add “BrownSpots” to Menu

Create PotatoApp.LeafMenu.CurlyMenu.BrownspotsMenu

If End of path: add link to disease to Brownspots Menu

Create Datasheet.

Get Data of entry

Take apart the path:

Example path: string path = “leaf/brown/curly/Page\_Fungus”

String [] Path = path.Split’/’;

//convert to arraylist?

While(Path.hasItems()) //Path is a string stack of the path

{

MenuPage thisPage = currentLocation;

String CurrentScreen = Path.getlastitem();

//recursive call

Buildmenu(Path);

}