## **XML** - Basics & Constraints (optional)

#### tutorial #xml-xml01

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#### **Tutorial Goals**

This tutorial is meant to give you some practice constraining and building an XML document, as described in the XML basics lesson(s).

This tutorial does not have a starter project for you to build on. It is not a webapp, but the work would be completed inside a data folder inside a project. Next week, we can make it into a webapp, when you have to process the XML data you build this week.

#### **Revisions & Notes**

• Some of the errors depicted in the tutorial may have been inadvertently corrected, sorry. I left them in the original to show typical things that go wrong, and to show you how to work around those.

## **Background**

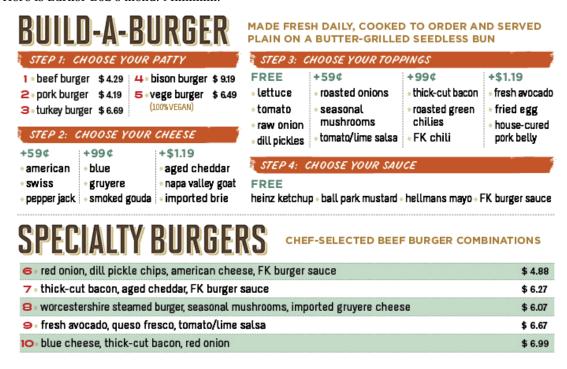
Barker Bob, with his Burger Bar, wants to hold a bigger, better, burger bonanza, in honour of his uncle Billy Bob.

He has persuaded a local food company, PlentyOfFries, to sponsor a hackathon which will result in up to a dozen different web or mobile apps for people to order burgers for this event.

Barker Bob's ordering app needs to collect order data from all these disparate sources, and Grandpa George has decided that XML data is the way to achieve consistency and completeness. Our job is to derive a DTD to constrain orders, and several XML documents to help prove the correctness of our DTD.

## What's Cooking?

Here is Barker Bob's menu. Mmmmm.



### The End Result

Your data folder will hold the DTD for Barker Bob, bonanza.dtd, and three XML orders:

- order1.xml will hold the XML data for a specialty burger #8
- $\bullet$  order2.xml will hold the XML data for an order with three cheesburgers
- order3.xml will hold the XML data for several convoluted burgers.

## What Needs Doing?

- 1. Plan your order data structure
- 2. Build a basic DTD with metadata
- 3. Add a burger descriptor
- 4. Test your order
- 5. Make your dream burger order

### 1. PLAN YOUR ORDER DATA STRUCTURE

Each order will have some common characteristics:

- An order is for one or more burgers
- Each burger may be customized differently
- An order can be for eat-in or for takeout
- Each order will have a designated customer name
- An order might have special instructions, eg for delivery

Looking at the menu, each burger has the following characteristics:

- A burger has a specific patty
- · A burger may have one or two cheeses added
- A burger may have any number of toppings
- A burger may have any number of sauces
- A customer might have special instructions for a burger

# What About Payment Details?

So far, all we are planning is the data needed to place an order.

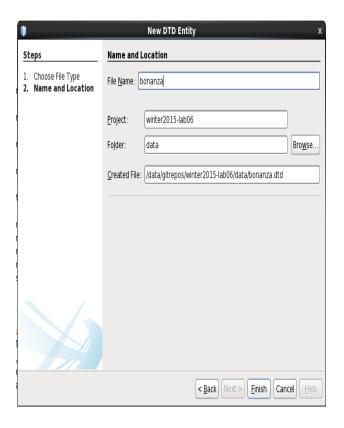
Next week, we might enhance the data structure to provide for a unique order #, date/time stamp, total amount, and so on.

Pricing data, even though on the menu, can be added then too.

#### **How Do We Start?**

Right-click on the data folder in your project tree, and choose new>DTD Entity...

Let's use the name "bonanza" for it.



#### **Our Starter DTD**

The starter DTD isn't too impressive... we will have to replace a bunch of pieces, sigh.

```
1 <?xml version="1.0" encoding="UTF-8"?>
   To change this license header, choose License Headers in Project Properties
   To change this template file, choose Tools | Templates
5
   and open the template in the editor.
6
   ...>
7
8
   <1..
9
       TODO define vocabulary identification data
       PUBLIC ID : -//vendor//vocabulary//EN
10
       SYSTEM ID : http://server/path/ NAME
11
12
13
14 <!-- TODO define your own vocabulary/syntax. Example follows: -->
15 <!ELEMENT __ROOT__ ANY>
16 <!ATTLIST __ROOT__ version CDATA #REQUIRED>
17
```

## 2. BUILD A BASIC DTD WITH METADATA

We will make a number of changes to this, starting with the opening comment block

Yours does not have to be identical - feel free to add any notes that will help you make sense of it later.

## **Order Structure**

Here is the basic "order" plan, as it might make sense at this point.

### **Customer Info**

We need to flesh out the pieces that make up an order, starting with the customer,

# **Order Type**

Order type makes more sense as an attribute, so we can add that and remove the "order\_type" element we had planned. I have added an optional "delivery" element, planning ahead.

```
1 <?xml version="1.0" encoding="UTF-8"?>
   Order placement data for Barker Bob's Burger Bar's Bigger, Better Burger Bonanza
4
6
   <!-- An order identifies the customer, order type, burgers, and anything special
   <!ELEMENT order (customer, delivery?, burgers, special)>
   <!-- A customer is identified simply by their name -->
10 <!ELEMENT customer (#PCDATA)>
   <!-- An order can be for eat-in, takeout, or delivery ... customer-specified-->
13 <!ATTLIST order
14
              (eatin|takeout|delivery) #REQUIRED
15
16
   <!-- An order to be delivered will need delivery instructions -->
   <!ELEMENT delivery (#PCDATA)>
19
```

## **DTD Checking**

Check your DTD at any time by right-clicking inside its panel and choosing "Check DTD".

The checking will stop at the first (obvious) error.

A "successful" check will show no complaints.

```
parn-ci - /data/WORK/pub7/htdocs/learn-ci × XML check × winter2015-lab06 - /data/ DTD checking started.
Checking file:/data/gitrepos/winter2015-lab06/data/bonanza.dtd...
DTD checking finished.
```

#### **Order Instructions**

This shows all of the metadata in place.

The "burgers" element is not there yet, but the DTD curiously "checks" without an error message :-/

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <!--
3 Order placement data for Barker Bob's Burger Bar's Bigger, Better Burger Bonanza
   <!-- An order identifies the customer, order type, burgers, and anything special -->
   <!ELEMENT order (customer, delivery?, burgers, special)>
   <!-- A customer is identified simply by their name -->
   <!ELEMENT customer (#PCDATA)>
11
12 <!-- An order can be for eat-in, takeout, or delivery ... customer-specified-->
13 <!ATTLIST order
       type (eatin|takeout|delivery) #REQUIRED
15 >
16
17 <!-- An order to be delivered will need delivery instructions -->
18 <!ELEMENT delivery (#PCDATA)>
20 <!-- Let's provide for any special instructions -->
21 <!ELEMENT special (#PCDATA)>
```

### 3. ADD A BURGER DESCRIPTION

Let's start working on our burger descriptions.

We could have a "burgers" element, with multiple nested "burger" elements, but it will be easier to provide for one or more "burger" elements at the order level.

```
1 <?xml version="1.0" encoding="UTF-8"?>
2
 3
    Order placement data for Barker Bob's Burger Bar's Bigger, Better Burger Bonanza
    <!-- An order identifies the customer, order type, burgers, and anything special -->
    <!ELEMENT order (customer, delivery?, burger+, special)>
    <!-- A customer is identified simply by their name -->
   <!ELEMENT customer (#PCDATA)>
11
12 <!-- An order can be for eat-in, takeout, or delivery ... customer-specified-->
13 <!ATTLIST order
14
        type (eatin|takeout|delivery) #REQUIRED
15
17
   <!-- An order to be delivered will need delivery instructions -->
18 <!ELEMENT delivery (#PCDATA)>
20 <!-- Let's provide for any special instructions -->
21 <!ELEMENT special (#PCDATA)>
23 <!-- The burgers will be specified individually -->
24 <!ELEMENT burger (#PCDATA)>
```

### **Burger Structure**

How do you make one of Barker Bob's burgers?

This makes sense at the moment.

Oops - I see an extra parenthesis and greater than sign at the end of the "burger" element directive. That will need to be removed!

```
1 <?xml version="1.0" encoding="UTF-8"?>
 2 <!--
3 Order placement data for Barker Bob's Burger Bar's Bigger, Better Burger Bonanza
 4
 6
   <!-- An order identifies the customer, order type, burgers, and anything special -->
    <!ELEMENT order (customer, delivery?, burger+, special)>
   <!-- A customer is identified simply by their name -->
10 <!ELEMENT customer (#PCDATA)>
11
12 <!-- An order can be for eat-in, takeout, or delivery ... customer-specified-->
13 <!ATTLIST order
14
       type (eatin|takeout|delivery) #REQUIRED
15 >
16
17 <!-- An order to be delivered will need delivery instructions -->
18 <!ELEMENT delivery (#PCDATA)>
19
20 <!-- Let's provide for any special instructions -->
21 <!ELEMENT special (#PCDATA)>
23 <!-- The burgers will be specified individually
24 Burger customization...
25 - 1 of 5 patty types
26 - up to two cheeses
27 - any number of toppings
28 - any number of sauces
29 - special instructions
30
   - an optional name, should the customer wish to propose this as a menu item
31
    <!ELEMENT burger (patty, cheeses, toppings, sauces, instructions?, hame?)>)>
33
34
```

## **Burger Type**

Each burger has a unique patty type, and we can use an attribute with an enumeration to ensure validity.

The default patty type is "beef", which would be the value "1" the way we have prescribed it.

```
<!-- The burgers will be specified individually
Burger customization...

1 of 5 patty types

up to two cheeses

any number of toppings

any number of sauces

special instructions

an optional name, should the customer wish to propose this as a menu item

">

!ELEMENT burger (patty, cheeses, toppings, sauces, instructions?, name?)>)>

<!-- A patty can be one of five types (assume beef), and might be named explicitly -->

!ELEMENT patty (#PCDATA)>

!ATTLIST patty

type (1|2|3|4|5) 1"
```

## **Burger Type Revisited**

That was ugly. It would be better to spell out the patty types.

```
<!-- The burgers will be specified individually
Burger customization...
- 1 of 5 patty types
- up to two cheeses
- any number of toppings
- any number of sauces
- special instructions
- an optional name, should the customer wish to propose this as a menu item
-->
<!ELEMENT burger (patty, cheeses, toppings, sauces, instructions?, name?)>)>
<!-- A patty can be one of five types (assume beef), and might be named explicitly -->
<!ELEMENT patty (#PCDATA)>
<!ATTLIST patty
type (beef|pork|turkey|bison|vege) "beef"
>
```

## **Cheese Toppings**

Let's make a couple of assumptions to make our DTD more enforceable.

Too bad we have to repeat the cheese options, but this means that we just need the one "cheeses" element, with two attributes.

Oops - I see that the cheeses "content" is "(#EMPTY)" ... that will need to be changed to "EMPTY" at some point, before we can validate.

```
<!-- The burgers will be specified individually
Burger customization...
- 1 of 5 patty types
- up to two cheeses
- any number of toppings
- any number of sauces
- special instructions
- an optional name, should the customer wish to propose this as a menu item
<!ELEMENT burger (patty, cheeses, toppings, sauces, instructions?, name?)>)>
<!-- A patty can be one of five types (assume beef), and might be named explicitly -->
<!ELEMENT patty (#PCDATA)>
<!ATTLIST patty
   type (beef|pork|turkey|bison|vege) "beef"
<!-- The customer can order two cheeses. Let's assume that one might go on top
and one on bottom, and provide for unique codes for these. -->
<!ELEMENT cheeses (#EMPTY)>
<!ATTLIST cheeses
   top (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
   bottom (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
```

## **Burger Toppings**

Change the burger-level multiplicity.

Provide a long and perhaps silly list of toppings, er topping codes.

Note that we changed "toppings" to "topping\*" in the "burger" element directive. A worthy simplification!

## **Burger Sauces**

Do the same for sauces, adding an appropriate directive for one.

We changed "sauces" to "sauce\*" in the "burger" directive.

```
<!ELEMENT burger (patty, cheeses, topping*, sauce*, instructions?, name?)>)>
<!-- A patty can be one of five types (assume beef), and might be named explicitly -->
<!ELEMENT patty (#PCDATA)>
<!ATTLIST patty
   type (beef|pork|turkey|bison|vege) "beef"
<!-- The customer can order two cheeses. Let's assume that one might go on top
and one on bottom, and provide for unique codes for these. -->
<!ELEMENT cheeses (#EMPTY)>
<!ATTLIST cheeses
   top (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
    bottom (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
<!-- Toppings... there could be tons, so we'll handle them individually -->
<!ELEMENT topping (#PCDATA)>
   type (lettuce|tomato|raw|dill|roasted|shrooms|salsa|bacon|chilies|fkchili|avocado|egg|porkbelly) #REQUIRED
<!-- Sauces are similar to toppings -->
<!ELEMENT sauce (#EMPTY)>
<!ATTLIST sauce
   type (ketchup|mustard|mayo|fksauce) #REQUIRED
```

## **Burger Instructions**

Any special requests for this burger?

```
<!ELEMENT burger (patty, cheeses, topping*, sauce*, instructions?, name?)>)>
<!-- A patty can be one of five types (assume beef), and might be named explicitly -->
<!ELEMENT patty (#PCDATA)>
<!ATTLIST patty
   type (beef|pork|turkey|bison|vege) "beef"
<!-- The customer can order two cheeses. Let's assume that one might go on top
and one on bottom, and provide for unique codes for these. -->
<!ELEMENT cheeses (#EMPTY)>
<!ATTLIST cheeses
    top\ (american | swiss| jack| blue| gruyere| gouda| aged| goat| brie)\ \#IMPLIED
   bottom (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
<!-- Toppings... there could be tons, so we'll handle them individually -->
<!ELEMENT topping (#PCDATA)>
<!attlist topping
  type (lettuce|tomato|raw|dill|roasted|shrooms|salsa|bacon|chilies|fkchili|avocado|egg|porkbelly) #REQUIRED
<!-- Sauces are similar to toppings -->
<!ELEMENT sauce (#EMPTY)>
<!ATTLIST sauce
   type (ketchup|mustard|mayo|fksauce) #REQUIRED
<!-- Instructions can be literally anything -->
<!ELEMENT instructions (#PCDATA)>
```

## **Burger Name**

Marketing idea: let the customer name their creation

```
<!ELEMENT burger (patty, cheeses, topping*, sauce*, instructions?, name?)>)>
<!-- A patty can be one of five types (assume beef), and might be named explicitly -->
<!ELEMENT patty (#PCDATA)>
<!ATTLIST patty
   type (beef|pork|turkey|bison|vege) "beef"
<!-- The customer can order two cheeses. Let's assume that one might go on top
and one on bottom, and provide for unique codes for these. ..>
<!ELEMENT cheeses (#EMPTY)>
<!ATTLIST cheeses
    top (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
   bottom (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
<!-- Toppings... there could be tons, so we'll handle them individually -->
<!ELEMENT topping (#PCDATA)>
<!attlist topping
  type (lettuce|tomato|raw|dill|roasted|shrooms|salsa|bacon|chilies|fkchili|avocado|egg|porkbelly) #REQUIRED
<!-- Sauces are similar to toppings -->
<!ELEMENT sauce (#EMPTY)>
<!ATTLIST sauce
   type (ketchup|mustard|mayo|fksauce) #REQUIRED
<!-- Instructions can be literally anything --> 🏃
<!ELEMENT instructions (#PCDATA)>
<!-- A name can be anything for now - we'll validate it later -->
<!ELEMENT name (#PCDATA)>
```

#### **Are We There Yet?**

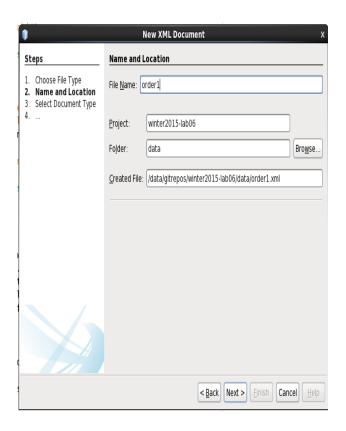
Some minor adjustments, to get the DTD to validate...

```
<!ELEMENT burger (patty, cheeses?, topping*, sauce*, instructions?, name?)>)>
<!-- A patty can be one of five types (assume beef), and might be named explicitly -->
<!ELEMENT patty (#PCDATA)>
<!ATTLIST patty
   type (beef|pork|turkey|bison|vege) "beef"
<!-- The customer can order two cheeses. Let's assume that one might go on top
and one on bottom, and provide for unique codes for these. -->
<!ELEMENT cheeses (#EMPTY)>
<!ATTLIST cheeses
   top (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
   bottom (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
<!-- Toppings... there could be tons, so we'll handle them individually -->
<!ELEMENT topping (#PCDATA)>
<!attlist topping
   type (lettuce|tomato|raw|dill|roasted|shrooms|salsa|bacon|chilies|fkchili|avocado|egg|porkbelly) #REQUIRED
<!-- Sauces are similar to toppings -->
<!ELEMENT sauce (#EMPTY)>
<!ATTLIST sauce
type (ketchup|mustard|mayo|fksauce) #REQUIRED
<!-- Instructions can be literally anything -->
<!ELEMENT instructions (#PCDATA)>
<!-- A name can be anything for now - we'll validate it later -->
<!ELEMENT name (#PCDATA)>
```

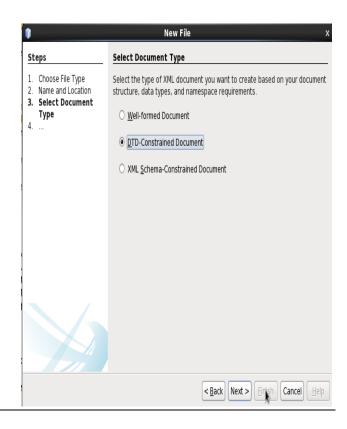
## 4. TEST YOUR ORDER

Let's build an order for a #8 burger.

Right-click on the data folder and choose new>XML Document...

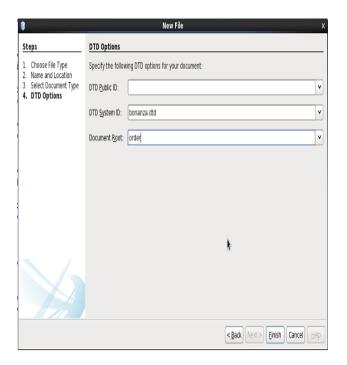


We want it DTD-constrained



## Order 1

Bind it to our DTD



We have a starting point

### Order 1

If we check it, it is well-formed

learn-ci-/data/WORK/pub7/htdocs/learn-ci x XML check x winter2015-lab06-/data/gitrepos/winter

XML checking started.
Checking file:/data/gitrepos/winter2015-lab06/data/order1.xml...
Referenced entity at "file:/data/gitrepos/winter2015-lab06/data/bonanza.dtd".

XML checking finished.

### Order 1

It doesn't validate yet ... the order needs a "tyoe" attribute, though this might not be apparent from the error message :-/

```
leam-ci-/data/WORK/pub7/htdocs/learn-ci x XML check x winter2015-lab06-/data/gitrepos/winter2015-lab06-/data/gitrepos/winter2015-lab06/data/order1.xml...

Referenced entity at "file:/data/gitrepos/winter2015-lab06/data/bonanza.dtd".

Element type "order" must be declared. [10]

XML validation finished.
```

Let's start building our order

#### Order 1

This looks good

```
<?xml version="1.0" encoding="UTF-8"?>
2
3
     Jim wants a #8 for eat-in
4
5
6
     <!DOCTYPE order SYSTEM 'bonanza.dtd'>
7
8
     <order type="eatin">
9
          <customer>Jim</customer>
10
          <burger>
              <patty type="beef"/>
11
12
              <cheeses top="gruyere"/>
13
              <topping type="shrooms"/>
          </burger>
14
15
      </order>
16
```

### Order 1

But it's not valid

Oops - didn't specify the EMPTY cheeses element properly.

```
38
39 <!-- The customer can order two cheeses. Let's assume that one might go on to
40 and one on bottom, and provide for unique codes for these. -->
41 
42 <!ATTLIST cheeses
43 top (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
45 bottom (american|swiss|jack|blue|gruyere|gouda|aged|goat|brie) #IMPLIED
45 >
```

#### Order 1

Better, but still not right



### Order 1

We needed to make the order special instructions optional



### Order 1

This looks better

```
learn-ci-/data/WORK/pub7/htdocs/learn-ci × XML check × winter2015-lab06-/data/gitrepos/winter2015

XML validation started.
Checking file:/data/gitrepos/winter2015-lab06/data/order1.xml...
Referenced entity at *file:/data/gitrepos/winter2015-lab06/data/bonanza.dtd".

XML validation finished.
```

Add a couple of sauces.

This may not validate, but you know how to fix that!

```
<?xml version="1.0" encoding="UTF-8"?>
2
3
     Jim wants a #8 for eat-in
4
5
6
      <!DOCTYPE order SYSTEM 'bonanza.dtd'>
7
8
  □ <order type="eatin">
9
         <customer>Jim</customer>
10
         <burger>
11
              <patty type="beef"/>
12
              <cheeses top="gruyere"/>
13
             <topping type="shrooms"/>
14
             <sauce type="ketchup"/>
15
             <sauce type="mayo"/>
16
          </burger>
17
      </order>
18
```

### Order 2

Let's make another order, #2, for George and takeout.

He wants three cheeseburgers. Makes sure it validates as you go.

```
<?xml version="1.0" encoding="UTF-8"?>
 2
 3
      Order #2 will have three cheeseburgers for George, and takeout
 4
 5
 6
      <!DOCTYPE order SYSTEM 'bonanza.dtd'>
 8 ☐ <order type="takeout">
          <customer>George</customer>
 9
10
          <burger>
11
              <patty type="beef"/>
12
              <cheeses top="american" bottom="swiss"/>
13
              <sauce type="ketchup"/>
14
          </burger>
15
          <burger>
16
              <patty type="vege"/>
17
              <cheeses top="gouda" bottom="gouda"/>
18
              <topping type="lettuce"/>
19
              <topping type="tomato"/>
20
          </burger>
21
          <burger>
22
              <patty type="turkey"/>
23
              <cheeses bottom="brie"/>
24
              <topping type="raw"/>
25
              <topping type="salsa"/>
26
              <sauce type="fksauce"/>
27
          </burger>
28
      </order>
29
```

#### 5. MAKE YOUR DREAM BURGER ORDER

You should have the hang of this by now!

Make an order for yourself, eat-in or takeout.

Construct the most awesome burger you can think of, with at least one cheese, three toppings, and two sauces.

One of your burgers should ask for peanut butter on it as well.

Feel free to have two burgers in your order!

## Congratulations!

You have completed tutorial #xml-xml01: XML - Basics & Constraints (optional)

If you would take a minute to provide some feedback, we would appreciate it!

The next activity in sequence is: xml03 XML Processing (Draft)

You can use your browser's back button to return to the page you were on before starting this activity, or you can jump directly to the course <a href="https://example.com/homepage">homepage</a>, <a href="https://example.com/homepage">organizer</a>, or <a href="https://example.com/homepage">reference</a> page.