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Get Element value with minidom with Python

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I am creating a GUI frontend for the Eve Online API in Python.

I have successfully pulled the XML data from their server.

I am trying to grab the value from a node called "name":

```
from xml.dom.minidom import parse
```

```
dom = parse("C:\\eve.xml")
name = dom.getElementsByTagName('name')
print name
```

This seems to find the node, but the output is below:

[<DOM Element: name at 0x11e6d28>]
How could I get it to print the value of the node?

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It's starting to look like the answer to most "minidom" questions is "use ElementTree".
– [Warren P](#)
[Nov 27, 2012 at 16:16](#)
- 1
Otoh, if you learn minidom instead of ElementTree, you may take a little longer to start, but you will then be able to do exactly the same thing in practically any other programming language you know or eventually learn, and also be able to leverage many other tools. You pays your money and takes your choice.
– [TextGeek](#)
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It should just be

```
name[0].firstChild.nodeValue
```

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When I do `name[0].nodeValue` it gives back "None", just to test I passed it `name[0].nodeName` and it gave me "name" which is correct. Any ideas?
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[Nov 25, 2008 at 14:09](#)
- 28
What about `name[0].firstChild.nodeValue` ?
– [eduffy](#)
[Nov 25, 2008 at 14:49](#)
- 7
Just beware that you are not relying on implementation details in the xml-generator. There are no guarantees that the first child is *the* text node nor the *only* text node in any cases where there can be more than one child node.

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