school

UI

Unity3d

python

Python1811

Python1901

U3d1901

U3d 1812

Ui1902

Ui 1901

<school>

<python>

<class addr=’研发一’> Python1811<class>

<class addr=’研发六’> Python1901<class>

</python>

<u3d>

<class addr=’研发四’> u3d1812<class>

<class addr=’研发三’> u3d1901<class>

</u3d>

<ui>

<class addr=’研发八’> ui1901<class>

<class addr=’研发九’> ui1902<class>

</ui>

</shool>

选取school节点：/school

选取python节点 /school/python

选取所有的class节点：/school//class

//class

选取每个班级所在的教室：/school//class/@addr

//class/@addr

选取u3d下第一个class节点：

/school/u3d/class[1]

选取u3d下第二个class节点：

/school/u3d/class[2]

选取u3d下最后一个class节点：

/school/u3d/class[last()]

选取u3d下倒数第二个class节点：

/school/u3d/class[last()-1]

查找addr=’研发一’的class节点

/school//class[@addr=’研发一’]