# Lab 6: Design XML Schema and XML instance document

What is XML Schema and XML instance?

XML schema and XML instances are documents are related concepts used in the world of XML (eXtensible Markup Language) to define and structure data.

XML Schema:

XML Schema (XSD) is a specification that defines the structure, content, and data types for XML documents. It serves as a blueprint or a set of rules that XML documents must adhere to. XML Schema can be used to:

Define the elements and attributes that can appear in an XML document.

Specify the data types of the values within elements and attributes.

Set constraints on the order and occurrence of elements.

Define default and fixed values for elements and attributes.

Establish relationships between elements, including hierarchical relationships.

XML Schemas are typically written in XML format themselves, and they describe the structure and constraints that XML instance documents must follow. They are often used to validate XML data, ensuring that it adheres to a specific structure and data format.

Here's an example of a simple XML Schema:

Designing an XML Schema:

Determine the Purpose:

Purpose: To represent student information, including name, age, and grade.

Plan the Structure:

Main Element: <student>

Child Elements: <name>, <age>, <grade>

Data Types: <name> and <grade> are strings, <age> is an integer.

Create the XML Schema Document:

```
Designing an XML Schema:
Determine the Purpose:
Purpose: To represent student information, including name, age, and grade.
Plan the Structure:
Main Element: <student>
Child Elements: <name>, <age>, <grade>
Data Types: <name> and <grade> are strings, <age> is an integer.
Create the XML Schema Document:
<?xml version="1.0" encoding="UTF-8"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
 <!-- Define the student element -->
 <xs:element name="student">
  <xs:complexType>
   <xs:sequence>
    <xs:element name="name" type="xs:string"/>
    <xs:element name="age" type="xs:integer"/>
    <xs:element name="grade" type="xs:string"/>
   </r></xs:sequence>
  </xs:complexType>
 </xs:element>
```

## XML Instance Document:

</xs:schema>

An XML instance document, often referred to simply as an "XML document," is a specific XML file that conforms to the structure and constraints defined by an XML Schema. It contains actual data and is used to represent information in a machine-readable and human-readable format. XML instance documents follow the rules specified in their corresponding XML Schema.

Here's an example of an XML instance document conforming to the previous XML Schema:

```
<book>
<title>Sample Book</title>
<author>John Doe</author>
</book>
```

In this example, the XML instance document "book.xml" follows the structure defined by the XML Schema, containing a "book" element with "title" and "author" elements, and their associated values.

XML Schemas provide a standardized way to define the structure and constraints of XML data, making it easier to ensure data consistency and validate XML documents against a predefined set of rules. This is particularly useful in various applications, such as data interchange, configuration files, and web services, where structured data is essential.

#### Java Code:

To design an XML Schema and create an XML instance document in Java, you can use the Java Architecture for XML Binding (JAXB) framework. JAXB allows you to generate Java classes from an XML Schema and marshal (create) and unmarshal (parse) XML instance documents. Here's a step-by-step guide:

### Create an XML Schema:

Assuming you've created the XML Schema as mentioned in the previous response, save it as "student.xsd."

### Generate Java Classes from the Schema:

To generate Java classes from the XML Schema, you can use the xjc (XML to Java Compiler) tool provided with the JDK. Open a command prompt and navigate to the directory containing your schema ("student.xsd"):

xjc -d src student.xsd

This command generates Java classes in the "src" directory based on the schema.

# Create Java Objects:

Now, you can use the generated Java classes to work with the XML data. Here's an example of how you can create Java objects, marshal them into XML, and unmarshal XML into Java objects:

```
import java.io.File;
import javax.xml.bind.JAXBContext;
import javax.xml.bind.JAXBException;
import javax.xml.bind.Marshaller;
import javax.xml.bind.Unmarshaller;
public class StudentExample {
  public static void main(String[] args) {
    try {
       // Initialize JAXB context for the generated classes
       JAXBContext context = JAXBContext.newInstance("your.generated.package.name");
      // Create a student object
       Student student = new Student();
       student.setName("John Doe");
       student.setAge(20);
       student.setGrade("A");
       // Marshalling (Java object to XML)
       Marshaller marshaller = context.createMarshaller();
       marshaller.setProperty(Marshaller.JAXB_FORMATTED_OUTPUT, true);
       marshaller.marshal(student, new File("student.xml"));
```

```
// Unmarshalling (XML to Java object)
Unmarshaller unmarshaller = context.createUnmarshaller();
Student unmarshalledStudent = (Student) unmarshaller.unmarshal(new File("student.xml"));

// Print the unmarshalled student data
System.out.println("Name: " + unmarshalledStudent.getName());
System.out.println("Age: " + unmarshalledStudent.getAge());
System.out.println("Grade: " + unmarshalledStudent.getGrade());
} catch (JAXBException e) {
e.printStackTrace();
}
```

### Output:

The provided Java code is meant to create a Student object, marshal it into an XML file, and then unmarshal the XML file back into a Student object, printing the unmarshalled student's data. Here's the expected output of the code:

Name: John Doe

Age: 20

Grade: A

This output indicates that the Java program successfully created a Student object with the specified attributes, marshaled it into an XML file ("student.xml"), and then unmarshaled the XML file to obtain the student's data, which was printed to the console. The values in the output match the data you provided when creating the Student object in the code.