

# TextMarkupParser

|                             |          |
|-----------------------------|----------|
| <b>Introduction</b>         | <b>2</b> |
| <b>How to use</b>           | <b>2</b> |
| <b>Objects</b>              | <b>3</b> |
| TextMarkupParser            | 3        |
| Constructors                | 3        |
| Methods                     | 3        |
| TextMarkupParser.TaggedText | 3        |
| Constructors                | 3        |
| Parameters                  | 3        |
| Methods                     | 3        |
| TextMarkupParser.TagData    | 4        |
| Constructors                | 4        |
| Parameters                  | 4        |
| Methods                     | 4        |
| TextMarkupParser.TaggedWord | 4        |
| Fields                      | 4        |

# Introduction

TextMarkupParser is a class that can parse markup language. Markup Language is a type of syntax that identifies specific substrings into different tags, HTML and XML are Markup Languages. The string below can also be considered a Markup Language:

*Lorem <color value=red>ipsum</color> dolor sit <mytag>amet</mytag>, <outer>consectetur adipiscing <inner>elit</inner></outer>*

Here, we can categorize the text into 4 “words”.

A *word* is a subset of the text that is enclosed by a tag. Words can have tags or not, for example, the word “*dolor sit*” has no tags, while “*amet*” has one tag, (*mytag*), and “*elit*” has two tags (*outer* and *inner*)

Tags can also have parameters attributed to them, as for example the word “*ipsum*”, which has the tag “*color*”, has a parameter called “*value*” attached to it

## How to use

TextMarkupParser is a simple class that needs to be instantiated to be used, and each instance is associated with a string:

```
TextMarkupParser parser = new TextMarkupParser();
TextMarkupParser.TaggedText taggedText = parser.Parse(rawText);
```

# Objects

## TextMarkupParser

### class

Represents the object that is responsible for parsing the markup text

### Constructors

#### **TextMarkupParser()**

Creates a new TextMarkupParser.

### Methods

#### **TextMarkupParser.TaggedText Parse(string text)**

Parses a string

## TextMarkupParser.TaggedText

### class

Represents the entire tagged text with all the words and tags

### Constructors

#### **TextMarkupParser.TaggedText(List<TextMarkupParser.TaggedWord> words)**

Creates a new TaggedText object with the specified words.

### Parameters

#### **List<TextMarkupParser.TaggedWord> words**

The list of all words in the text

### Methods

#### **string GetText()**

Returns the raw text without any markup string

#### **List<TextMarkupParser.TagData> GetDataFromIndex(int charIndex)**

Returns all the tags associated with the word that contains the character defined by *charIndex*

#### **TextMarkupParser.TagData GetTag(List<TextMarkupParser.TagData> tagData, string name)**

Returns the tag with specified name from a list of tags

[\*\*TextMarkupParser.TagData GetTagFromIndex\(int charIndex, string name\)\*\*](#)

Returns the tag with the specified *name* associated with the word that contains the character defined by *charIndex*

## TextMarkupParser.TagData

**class**

Represents a single tag that can be in a word, and all its parameters

### Constructors

[\*\*TextMarkupParser.TagData\(\)\*\*](#)

Default constructor

### Parameters

**string name**

The tag name

**Dictionary<string, string> pms**

All the parameters and values of this tag

### Methods

**string GetValue(string key, string defaultValue)**

Returns the parameters value for the specified parameter name, or *defaultValue* if there is no parameter with the specified name

## TextMarkupParser.TaggedWord

**struct**

Represents a single word that has a list of tags

### Fields

**string text**

The raw word text with no markup syntax

**List<[\*\*TextMarkupParser.TagData\*\*](#)> data**

All the markup data translated into [\*\*TextMarkupParser.TagData\*\*](#) objects