How to use XML_GUI

Andrea Casalino

December 22, 2019

1 What is XML_GUI?

XML_GUI is a graphical user interface designed to manipulate medium-size xml structure. It is essentially composed by two parts: XML_GUI.exe and XML_GUI.html. XML_GUI.exe implements an Http server, listening for the user requests and satisfying them using the code contained in XML_Manager.h/.cpp. When you double click XML_GUI.exe, XML_GUI.html is automatically launched, using your default browser. XML_GUI.html is an html interface through which the user communicates its need to the executable file.
When you close from the browser an XML_GUI.html window, the executable is automatically terminated: don't close the application directly.
Always keep XML_GUI.exe, XML_GUI.html , /src/ and /img/ in the same folder.

When you open XML_GUI.exe, it will appear a window similar to Fig. 1. The region on the right will contain the structure you will work on, while the one on the left the list of available commands. You will have to use such commands to modify the structure. In particular, there are two classes of commands: the persistent ones (Section 2) and the temporary ones (Section 3).

2 Persistent commands

Such commands are always available.

2.0.1 Import command

Click on the button indicated in Fig. 2 when you want to load a new structure. In the pop-up window that will show up after clicking, you will have to enter the location (when passing a relative location, consider as starting folder the one containing XML_GUI.exe) of the textual file describing the xml structure to load. In case the specified location does not exist, the command is simply ignored. When you pass as input 'null', an empty structure is created containing only a root tag.
After the execution of this command, the current structure is deleted and replaced with the new imported one.

2.0.2 Export command

Click on the button indicated in Fig. 3 when you want to save in a file the actual structure. In the pop-up window that will show up after clicking, you will have to enter the location (when passing a relative location, consider as starting folder the one containing XML_GUI.exe) of the textual file to produce. In case the specified location does not exist, the command is simply ignored.

3 Temporary commands

Such commands show up after selecting a tag or an attribute. Basically, they are able to modify in some way the selected element. Different lists of temporary commands appear when selecting a tag or an attribute. The Delete and Rename commands are part of both the lists, while the change value command appears only when selecting an attribute and the created nested and create new attribute commands show up after selecting a tag.
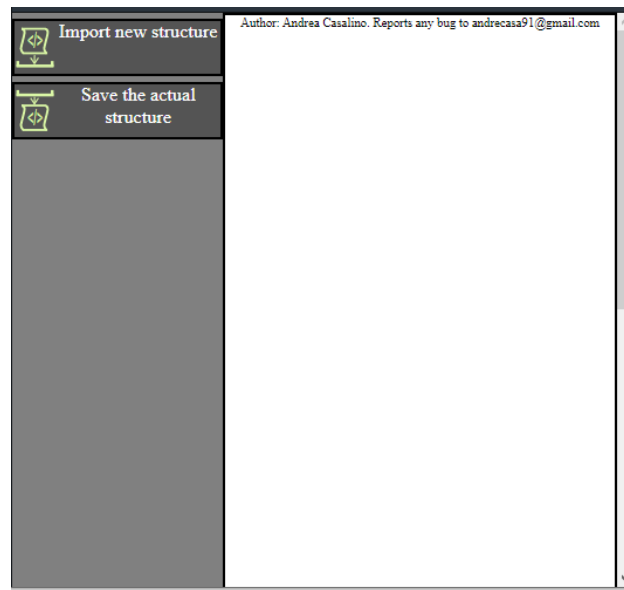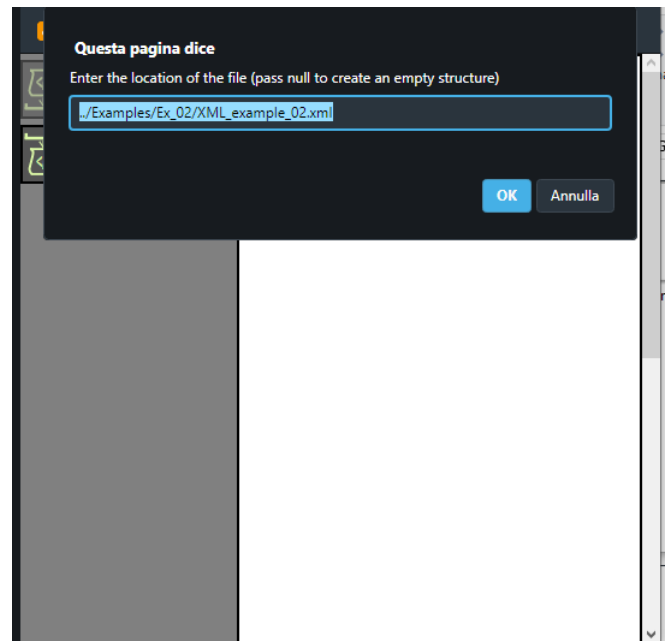
Figure 1: The home page of the interface.

Figure 2: The location of the Import command is indicated on the left. On the right the pop-up appearing after clicking the command.
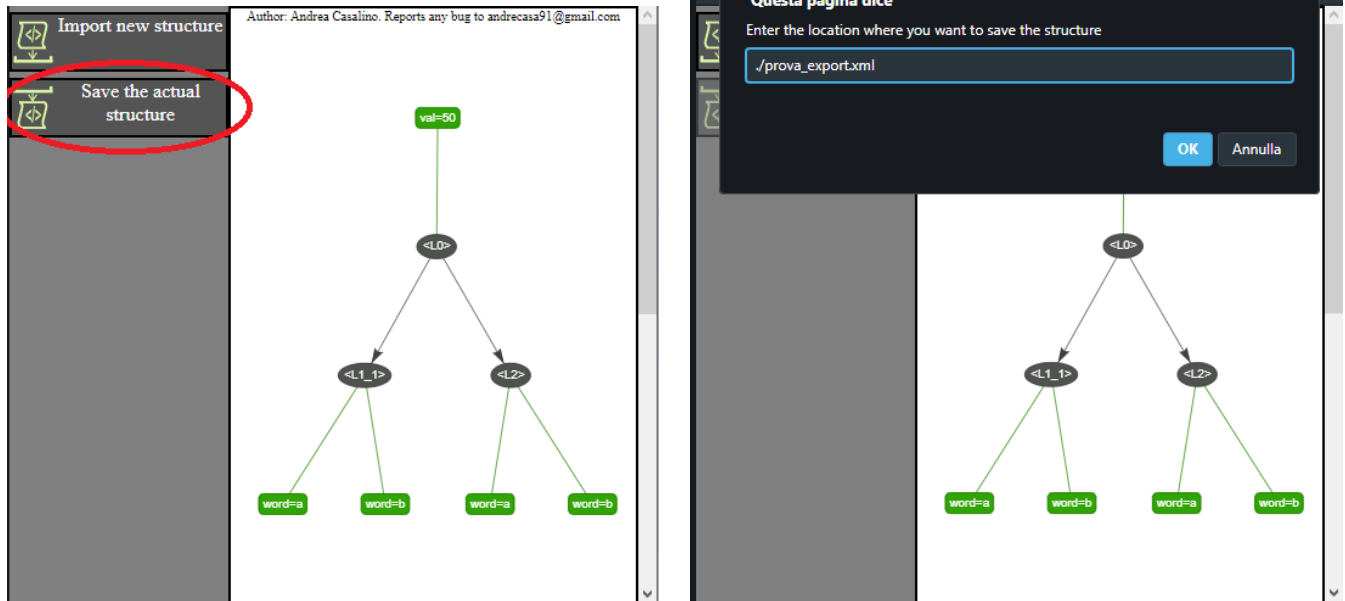
Figure 3: The location of the Export command is indicated on the left. On the right the pop-up appearing after clicking the command.

3.0.1 Delete command

Click on the button indicated in Fig. 4 when you want to delete the selected element. The element elimination happens just after clicking the command.

3.0.2 Rename command

Click on the button indicated in Fig. 5 when you want to change the name of the last selected element. In the pop-up window that will show up after clicking, you will have to enter the new name to consider.

3.0.3 Tag creation command

Click on the button indicated in Fig. 6 when you want to create a nested tag. The new tag is created with no attributes and is nested into the last tag selected. In the pop-up window that will show up after clicking, you will have to enter the name to give to the new tag to create.

3.0.4 Attribute creation command

Click on the button indicated in Fig. 7 when you want to create a new attribute. The new attribute is created as part of the last tag selected. In the pop-up window that will show up after clicking, you will have to enter the name to give to the new attribute to create.

3.0.5 Attribute setting command

Click on the button indicated in Fig. 8 when you want to change the value of the last selected attribute. In the pop-up window that will show up after clicking, you will have to enter the new value to consider for the attribute.
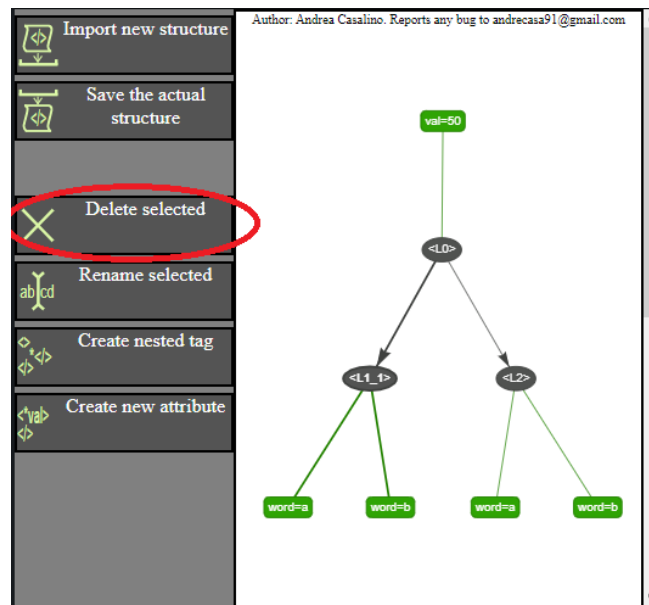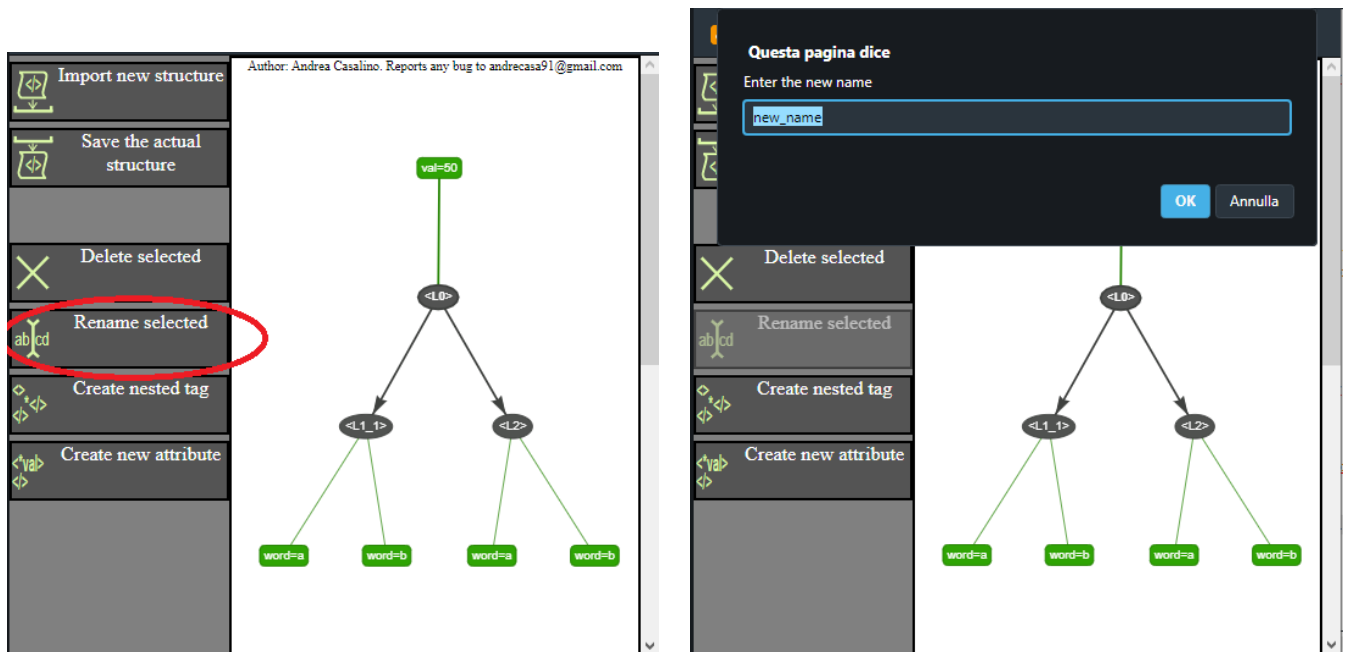
Figure 4: The location of the Delete command.

Figure 5: The location of the Rename command is indicated on the left. On the right the pop-up appearing after clicking the command.
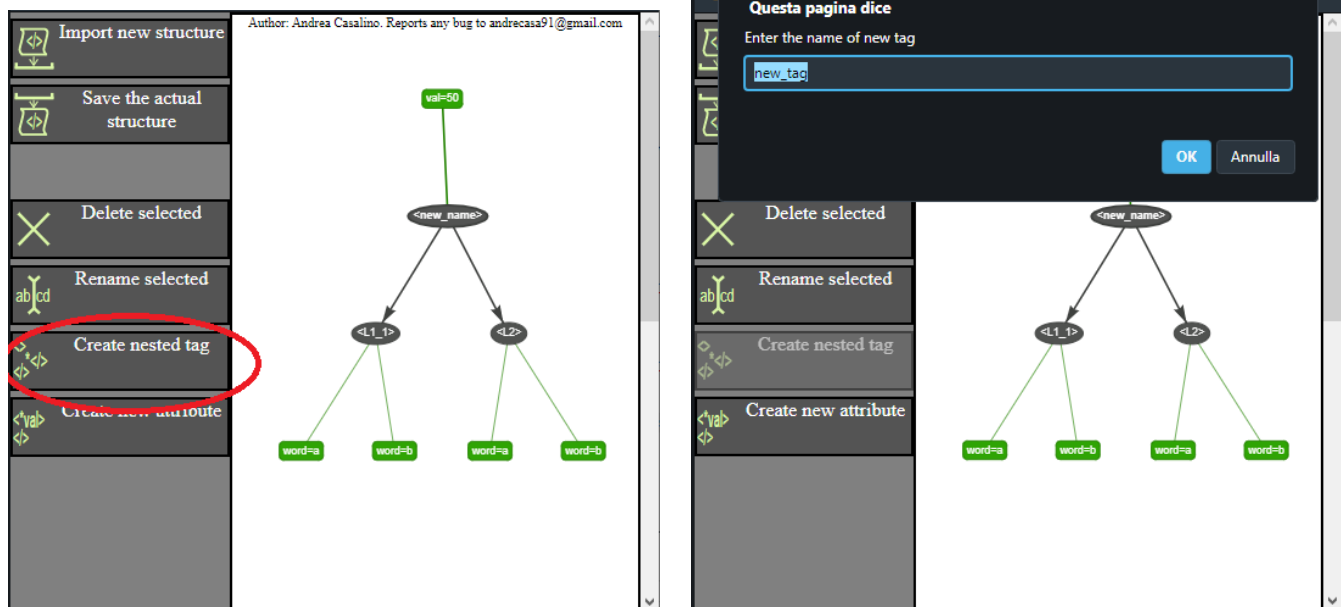
Figure 6: The location of the Create tag command is indicated on the left. On the right the pop-up appearing after clicking the command.
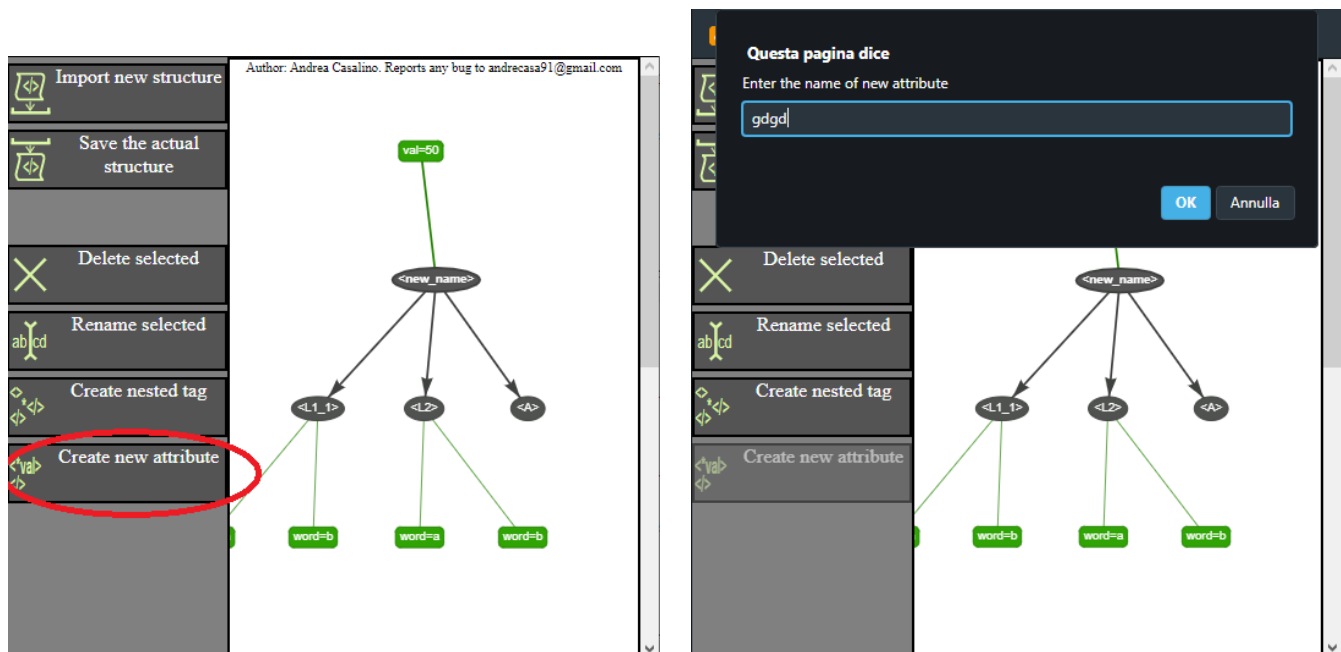

Figure 7: The location of the Create attribute command is indicated on the left. On the right the pop-up appearing after clicking the command.

Figure 8: The location of the Setting value command is indicated on the left. On the right the pop-up appearing after clicking the command.