Lightning Talk
Tree transformation with Python

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Nodes and trees

- Node
  - Base object for building trees
  - Provides a dictionary like API and implements zope.interface.mapping.IFullMapping
  - Knows about it's position. It implements zope.location.interfaces.ILocation
  - Can be accessed flat. Nodes are accessible from each other via UID references
- Every data structure can be represented as tree, i.e. XML, UML, File System, SQL, LDAP

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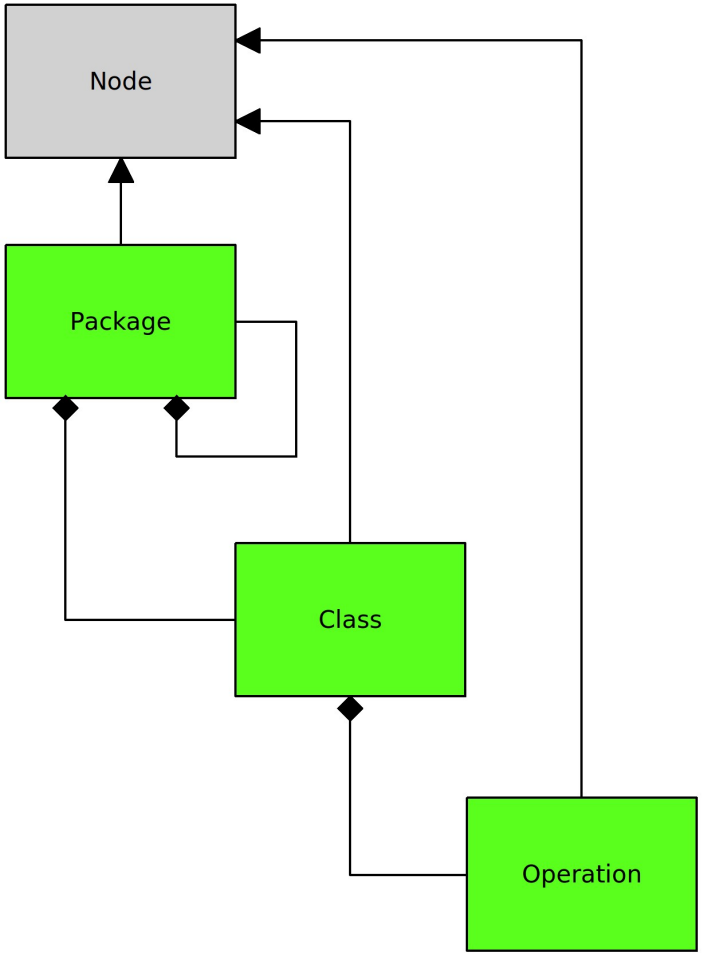
UML as node compliant tree



* Many more...

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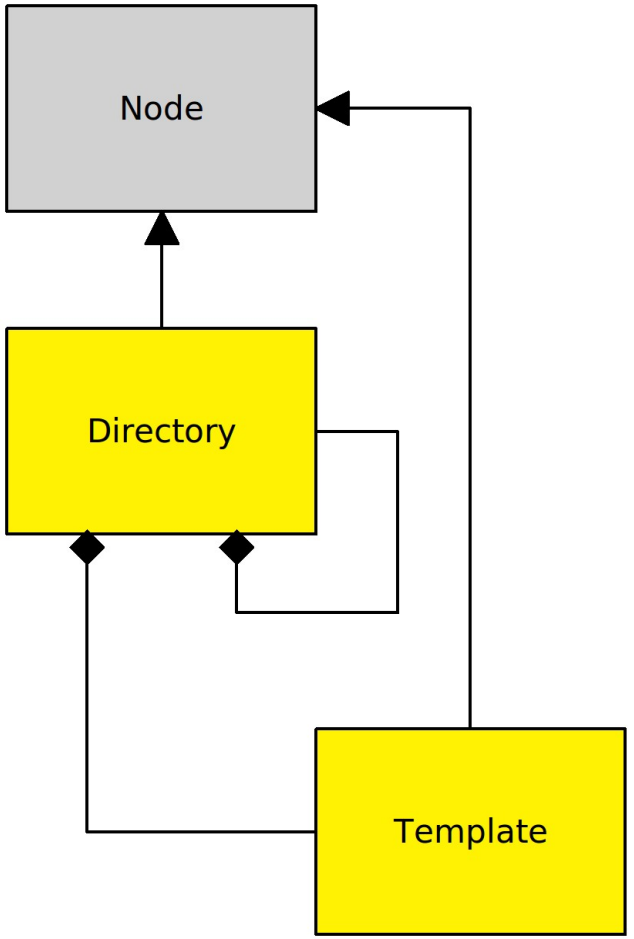
FS as node compliant tree



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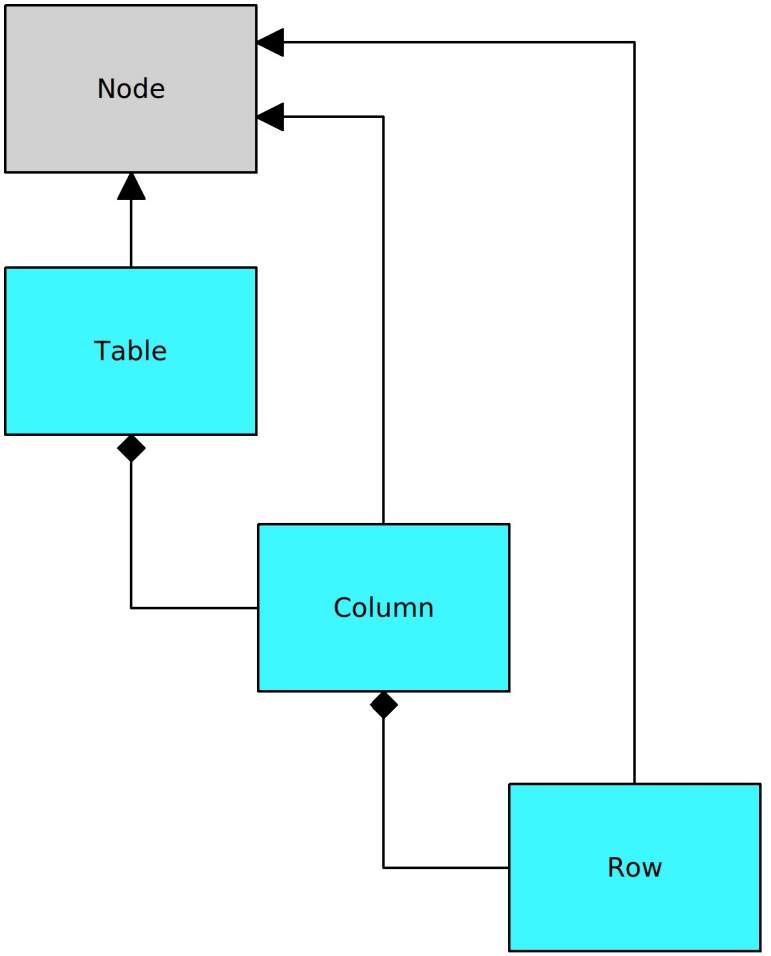
SQL as node compliant tree



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IO System

- AGX IO System
  - Based on Nodes
  - Follows the interfaces provided by Node
  - Introduces ISource and ITarget, both derive from INode
  - ITarget promises to persist or dump the tree on __call__() in any way.

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Tree transformation chain

- Iterate over all nodes of source tree and look up handlers, which are responsible for creating target nodes inside the target tree based on the information from the source node.
- Transformation chain components located in agx.core
- Finally target tree is called.

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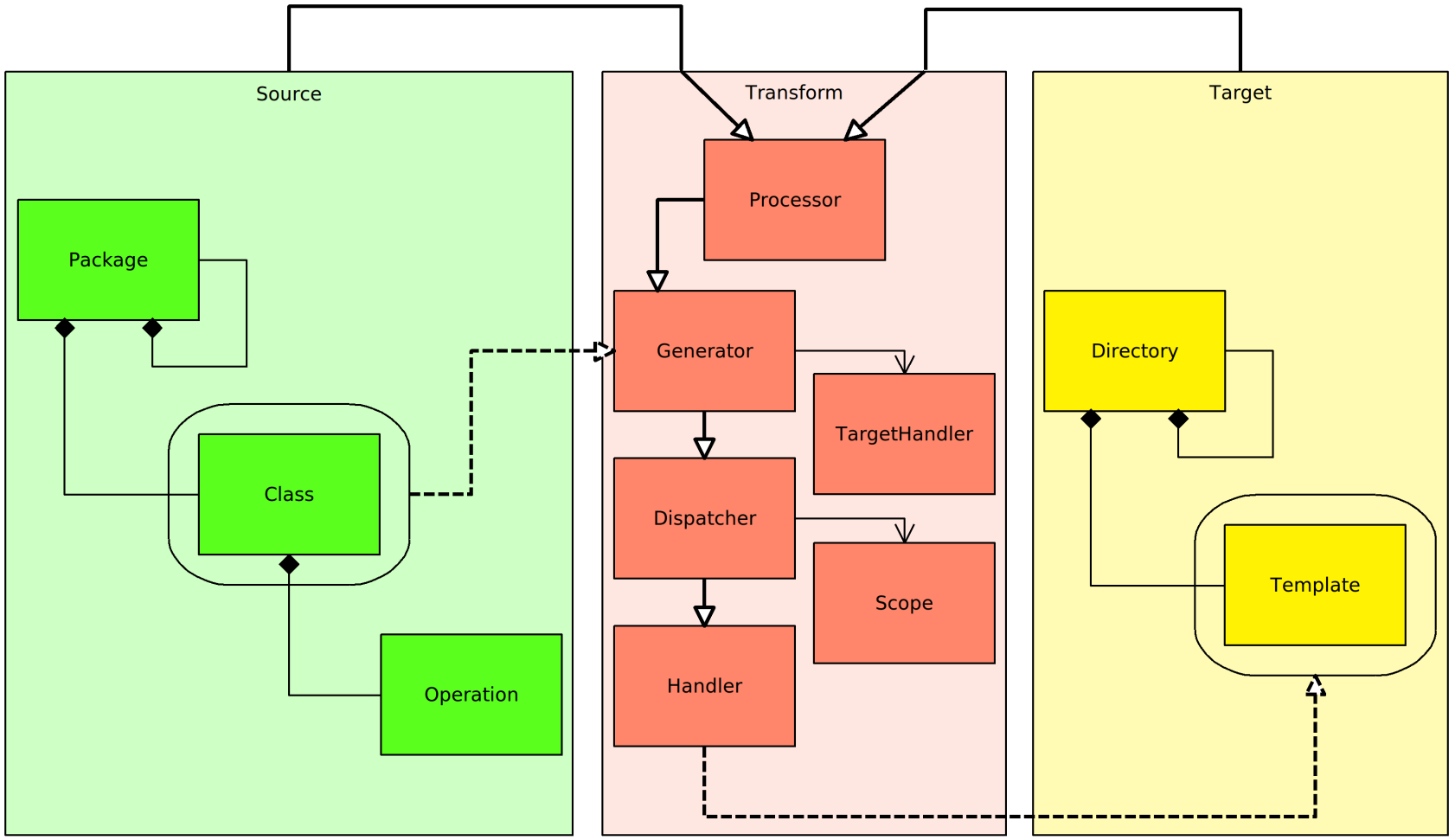
Tree transformation chain



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Thank you!

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