
TUTORIAL XPATH

```
<AAA>
  <BBB/>
  <CCC/>
  <BBB/>
  <BBB/>
  <DDD>
    <BBB/>
  </DDD>
  <CCC/>
</AAA>
```

- a. **/AAA**- Selects the root element **AAA**
- b. **/AAA/CCC** – Selects all **CCC** elements that are children of the root element
- c. **/AAA/DDD/BBB** – Selects all **BBB** elements being children of any DDD, who are children of the root element AAA

```
<AAA>
  <BBB/>
  <CCC/>
  <BBB/>
  <DDD>
    <BBB/>
  </DDD>
  <CCC>
    <DDD>
      <BBB/>
      <BBB/>
    </DDD>
  </CCC>
</AAA>
```

- d. **//BBB** -Any element **BBB**
- e. **//DDD/BBB** - Elements BBB that are children of DDD

/AAA/CCC/DDD/*
All elements in path /AAA/CCC/DDD
<pre><AAA> <XXX> <DDD> <BBB/> <BBB/></pre>

```

        <EEE/>
        <FFF/>
    </DDD>
</XXX>
<CCC>
    <DDD>
        <BBB/>
        <BBB/>
        <EEE/>
        <FFF/>
    </DDD>
</CCC>
<CCC>
    <BBB>
        <BBB>
            <BBB/>
        </BBB>
    </BBB>
</CCC>
</AAA>

```

/*/*/*/BBB

All elements BBB having three ancestors

```

<AAA>
    <XXX>
        <DDD>
            <BBB/>
            <BBB/>
            <EEE/>
            <FFF/>
        </DDD>
    </XXX>
    <CCC>
        <DDD>
            <BBB/>
            <BBB/>
            <EEE/>
            <FFF/>
        </DDD>
    </CCC>
    <CCC>
        <BBB>
            <BBB>
                <BBB/>
            </BBB>
        </BBB>
    </CCC>
</AAA>

```

//*

All elements in the tree

```
<AAA>
  <XXX>
    <DDD>
      <BBB/>
      <BBB/>
      <EEE/>
      <FFF/>
    </DDD>
  </XXX>
  <CCC>
    <DDD>
      <BBB/>
      <BBB/>
      <EEE/>
      <FFF/>
    </DDD>
  </CCC>
  <CCC>
    <BBB>
      <BBB>
        <BBB/>
      </BBB>
    </BBB>
  </CCC>
</AAA>
```

2.

/AAA/BBB[1]
First BBB child from element AAA
<pre><AAA> <BBB/> <BBB/> <BBB/> <BBB/> </AAA></pre>

/AAA/BBB[last()]
Last BBB child from element AAA
<pre><AAA> <BBB/> <BBB/> <BBB/> <BBB/> </AAA></pre>

//@id

All attributes 'id'

```
<AAA>
  <BBB id = "b1"/>
  <BBB id = "b2"/>
  <BBB name = "bbb"/>
  <BBB/>
</AAA>
```

//BBB[@id]

Elements BBB having an 'id' attribute

```
<AAA>
  <BBB id = "b1"/>
  <BBB id = "b2"/>
  <BBB name = "bbb"/>
  <BBB/>
</AAA>
```

//BBB[@name]

Elements BBB having an attribute 'name'

```
<AAA>
  <BBB id = "b1"/>
  <BBB id = "b2"/>
  <BBB name = "bbb"/>
  <BBB/>
</AAA>
```

//BBB[@*]

Elements BBB having any attribute

```
<AAA>
  <BBB id = "b1"/>
  <BBB id = "b2"/>
  <BBB name = "bbb"/>
  <BBB/>
</AAA>
```

//BBB[not(@*)]

Elements BBB with no attributes

```
<AAA>
  <BBB id = "b1"/>
  <BBB id = "b2"/>
  <BBB name = "bbb"/>
```

```
<BBB/>
</AAA>
```

3.

//BBB[@id='b1']

Elements BBB with 'id' attribute value 'b1'

```
<AAA>
  <BBB id = "b1"/>
  <BBB name = " bbb "/>
  <BBB name = "bbb"/>
</AAA>
```

//BBB[normalize-space(@name)='bbb']

Elements BBB with 'name' attribute value 'bbb' once beginning and ending spaces have been erased

```
<AAA>
  <BBB id = "b1"/>
  <BBB name = " bbb "/>
  <BBB name = "bbb"/>
</AAA>
```

//*[count(BBB)=2]

Elements with two BBB children

```
<AAA>
  <CCC>
    <BBB/>
    <BBB/>
    <BBB/>
  </CCC>
  <DDD>
    <BBB/>
    <BBB/>
  </DDD>
  <EEE>
    <CCC/>
    <DDD/>
  </EEE>
</AAA>
```

//*[count(*)=2]

Any element with two children

```

<AAA>
  <CCC>
    <BBB/>
    <BBB/>
    <BBB/>
  </CCC>
  <DDD>
    <BBB/>
    <BBB/>
  </DDD>
  <EEE>
    <CCC/>
    <DDD/>
  </EEE>
</AAA>

```

4.

//*[starts-with(name(),'B')]

Elements whose name starts with letter B

```

<AAA>
  <BCC>
    <BBB/>
    <BBB/>
    <BBB/>
  </BCC>
  <DDB>
    <BBB/>
    <BBB/>
  </DDB>
  <BEC>
    <CCC/>
    <DBD/>
  </BEC>
</AAA>

```

//*[contains(name(),'C')]

Elements whose name contains with letter C

```

<AAA>
  <BCC>
    <BBB/>
    <BBB/>
    <BBB/>
  </BCC>
  <DDB>
    <BBB/>
    <BBB/>
  </DDB>
  <BEC>
    <CCC/>

```

```
<DBD/>
</BEC>
</AAA>
```

`//*[string-length(name()) = 3]`

Elements with a 3 character's name

```
<AAA>
  <Q/>
  <SSSS/>
  <BB/>
  <CCC/>
  <DDDDDDDD/>
  <EEEE/>
</AAA>
```

`//*[string-length(name()) < 3]`

Elements with less than 3 characters on its name

```
<AAA>
  <Q/>
  <SSSS/>
  <BB/>
  <CCC/>
  <DDDDDDDD/>
  <EEEE/>
</AAA>
```

`//*[string-length(name()) > 3]`

Elements with more than 3 characters on its name

```
<AAA>
  <Q/>
  <SSSS/>
  <BB/>
  <CCC/>
  <DDDDDDDD/>
  <EEEE/>
</AAA>
```

`//CCC | //BBB`

All elements CCC y BBB

```
<AAA>
  <BBB/>
  <CCC/>
```

```
<DDD>
  <CCC/>
</DDD>
<EEE/>
</AAA>
```

/AAA/EEE | //BBB

All BBB elements and any EEE element who is a child of the root element AAA

```
<AAA>
  <BBB/>
  <CCC/>
  <DDD>
    <CCC/>
  </DDD>
  <EEE/>
</AAA>
```

/AAA/EEE | //DDD/CCC | /AAA | //BBB

...

```
<AAA>
  <BBB/>
  <CCC/>
  <DDD>
    <CCC/>
  </DDD>
  <EEE/>
</AAA>
```

/descendant::*

All descendants of root

```
<AAA>
  <BBB>
    <DDD>
      <CCC>
        <DDD/>
        <EEE/>
      </CCC>
    </DDD>
  </BBB>
  <CCC>
    <DDD>
      <EEE>
        <DDD>
          <FFF/>
```



```

                                </DDD>
                                </EEE>
                                </DDD>
                                </CCC>
                                </AAA>

```

/AAA/BBB/descendant::*
All descendants of /AAA/BBB
<pre> <AAA> <BBB> <DDD> <CCC> <DDD/> <EEE/> </CCC> </DDD> </BBB> <CCC> <DDD> <EEE> <DDD> <FFF/> </DDD> </EEE> </DDD> </CCC> </AAA> </pre>

//CCC/descendant::*
All descendants of //CCC
<pre> <AAA> <BBB> <DDD> <CCC> <DDD/> <EEE/> </CCC> </DDD> </BBB> <CCC> <DDD> <EEE> <DDD> <FFF/> </DDD> </EEE> </DDD> </CCC> </AAA> </pre>

//CCC/descendant::DDD
All DDD elements with a CCC ancestor
<pre><AAA> <BBB> <DDD> <CCC> <DDD/> <EEE/> </CCC> </DDD> </BBB> <CCC> <DDD> <EEE> <DDD> <FFF/> </DDD> </EEE> </DDD> </CCC> </AAA></pre>

//DDD/parent::* Selects the parents of DDD elements

```
<AAA>
  <BBB>
    <DDD>
      <CCC>
        <DDD/>
        <EEE/>
      </CCC>
    </DDD>
  </BBB>
  <CCC>
    <DDD>
      <EEE>
        <DDD>
          <FFF/>
        </DDD>
      </EEE>
    </DDD>
  </CCC>
</AAA>
```

//FFF/ancestor::*
Selects the ancestors of FFF elements
<pre><AAA> <BBB></pre>

```

        <DDD>
            <CCC>
                <DDD/>
                <EEE/>
            </CCC>
        </DDD>
    </BBB>
    <CCC>
        <DDD>
            <EEE>
                <DDD>
                    <FFF/>
                </DDD>
            </EEE>
        </DDD>
    </CCC>
</AAA>

```

/AAA/BBB/following-sibling::*

Selects all siblings following /AAA/BBB

```

<AAA>
    <BBB>
        <CCC/>
        <DDD/>
    </BBB>
    <XXX>
        <DDD>
            <EEE/>
            <DDD/>
            <CCC/>
            <FFF/>
            <FFF>
                <GGG/>
            </FFF>
        </DDD>
    </XXX>
    <CCC>
        <DDD/>
    </CCC>
</AAA>

```

/AAA/XXX/preceding-sibling::*

```

<AAA>
    <BBB>
        <CCC/>
        <DDD/>
    </BBB>
    <XXX>
        <DDD>
            <EEE/>

```

```

                                <DDD/>
                                <CCC/>
                                <FFF/>
                                <FFF>
                                    <GGG/>
                                </FFF>
                            </DDD>
                    </XXX>
                    <CCC>
                        <DDD/>
                    </CCC>
</AAA>
```

/AAA/XXX/following::*

All nodes following /AAA/XXX, not including ancestors nor descendants nor attributes

```

<AAA>
    <BBB>
        <CCC/>
        <ZZZ>
            <DDD/>
            <DDD>
                <EEE/>
            </DDD>
        </ZZZ>
        <FFF>
            <GGG/>
        </FFF>
    </BBB>
    <XXX>
        <DDD>
            <EEE/>
            <DDD/>
            <CCC/>
            <FFF/>
            <FFF>
                <GGG/>
            </FFF>
        </DDD>
    </XXX>
    <CCC>
        <DDD/>
    </CCC>
</AAA>
```

//ZZZ/following::*

```

<AAA>
    <BBB>
```

```
<CCC/>
<ZZZ>
  <DDD/>
  <DDD>
    <EEE/>
    </DDD>
  </ZZZ>
  <FFF>
    <GGG/>
    </FFF>
  </BBB>
  <XXX>
    <DDD>
      <EEE/>
      <DDD/>
      <CCC/>
      <FFF/>
      <FFF>
        <GGG/>
        </FFF>
      </DDD>
    </XXX>
  <CCC>
    <DDD/>
  </CCC>
</AAA>
```

/AAA/XXX/preceding::*

All nodes preceding /AAA/XXX, not including ancestors nor descendants nor attributes

```
<AAA>
  <BBB>
    <CCC/>
    <ZZZ>
      <DDD/>
    </ZZZ>
  </BBB>
  <XXX>
    <DDD>
      <EEE/>
      <DDD/>
      <CCC/>
      <FFF/>
      <FFF>
        <GGG/>
        </FFF>
      </DDD>
    </XXX>
  <CCC>
    <DDD/>
  </CCC>
</AAA>
```

//GGG/preceding::*

```
<AAA>
  <BBB>
    <CCC/>
    <ZZZ>
      <DDD/>
    </ZZZ>
  </BBB>
  <XXX>
    <DDD>
      <EEE/>
      <DDD/>
      <CCC/>
      <FFF/>
      <FFF>
        <GGG/>
      </FFF>
    </DDD>
  </XXX>
  <CCC>
    <DDD/>
  </CCC>
</AAA>
```

/AAA/XXX/descendant-or-self::*
<pre><AAA> <BBB> <CCC/> <ZZZ> <DDD/> </ZZZ> </BBB> <XXX> <DDD> <EEE/> <DDD/> <CCC/> <FFF/> <FFF> <GGG/> </FFF> </DDD> </XXX> <CCC> <DDD/> </CCC> </AAA></pre>

//CCC/descendant-or-self::*
<pre><AAA> <BBB></pre>

```

        <CCC/>
        <ZZZ>
            <DDD/>
        </ZZZ>
    </BBB>
    <XXX>
        <DDD>
            <EEE/>
            <DDD/>
            <CCC/>
            <FFF/>
            <FFF>
                <GGG/>
            </FFF>
        </DDD>
    </XXX>
    <CCC>
        <DDD/>
    </CCC>
</AAA>
```

/AAA/XXX/DDD/EEE/ancestor-or-self::*
<pre> <AAA> <BBB> <CCC/> <ZZZ> <DDD/> </ZZZ> </BBB> <XXX> <DDD> <EEE/> <DDD/> <CCC/> <FFF/> <FFF> <GGG/> </FFF> </DDD> </XXX> <CCC> <DDD/> </CCC> </AAA></pre>

//GGG/ancestor-or-self::*
<pre> <AAA> <BBB> <CCC/> <ZZZ> <DDD/></pre>

```

        </ZZZ>
    </BBB>
    <XXX>
        <DDD>
            <EEE/>
            <DDD/>
            <CCC/>
            <FFF/>
            <FFF>
                <GGG/>
            </FFF>
        </DDD>
    </XXX>
    <CCC>
    <DDD/>
    </CCC>
</AAA>

```

//GGG/ancestor::* //GGG/descendant::* //GGG/following::* //GGG/preceding::* //GGG/self::*
<pre> <AAA> <BBB> <CCC/> <ZZZ/> </BBB> <XXX> <DDD> <EEE/> <FFF> <HHH/> <GGG> <JJJ> <QQQ/> </JJJ> <JJJ/> </GGG> <HHH/> </FFF> </DDD> </XXX> <CCC> <DDD/> </CCC> </AAA> </pre>

5. Operations:

//BBB[position() mod 2 = 0]
<pre> <AAA> <BBB/> </pre>


```
<BBB/>
<BBB/>
<BBB/>
<BBB/>
<BBB/>
<BBB/>
<CCC/>
<CCC/>
<CCC/>
</AAA>
```

**//BBB[position() = floor(last() div 2 + 0.5) or position() =
ceiling(last() div 2 + 0.5)]**

```
<AAA>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <CCC/>
  <CCC/>
  <CCC/>
</AAA>
```

**//CCC[position() = floor(last() div 2 + 0.5) or position() =
ceiling(last() div 2 + 0.5)]**

```
<AAA>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <BBB/>
  <CCC/>
  <CCC/>
  <CCC/>
</AAA>
```