XML Processing

- 12304 lines of data per one song
- XML is deprecated and uncompressed MXL data, BUT it contains all the data needed to reconstruct a musical score in an easy to read format

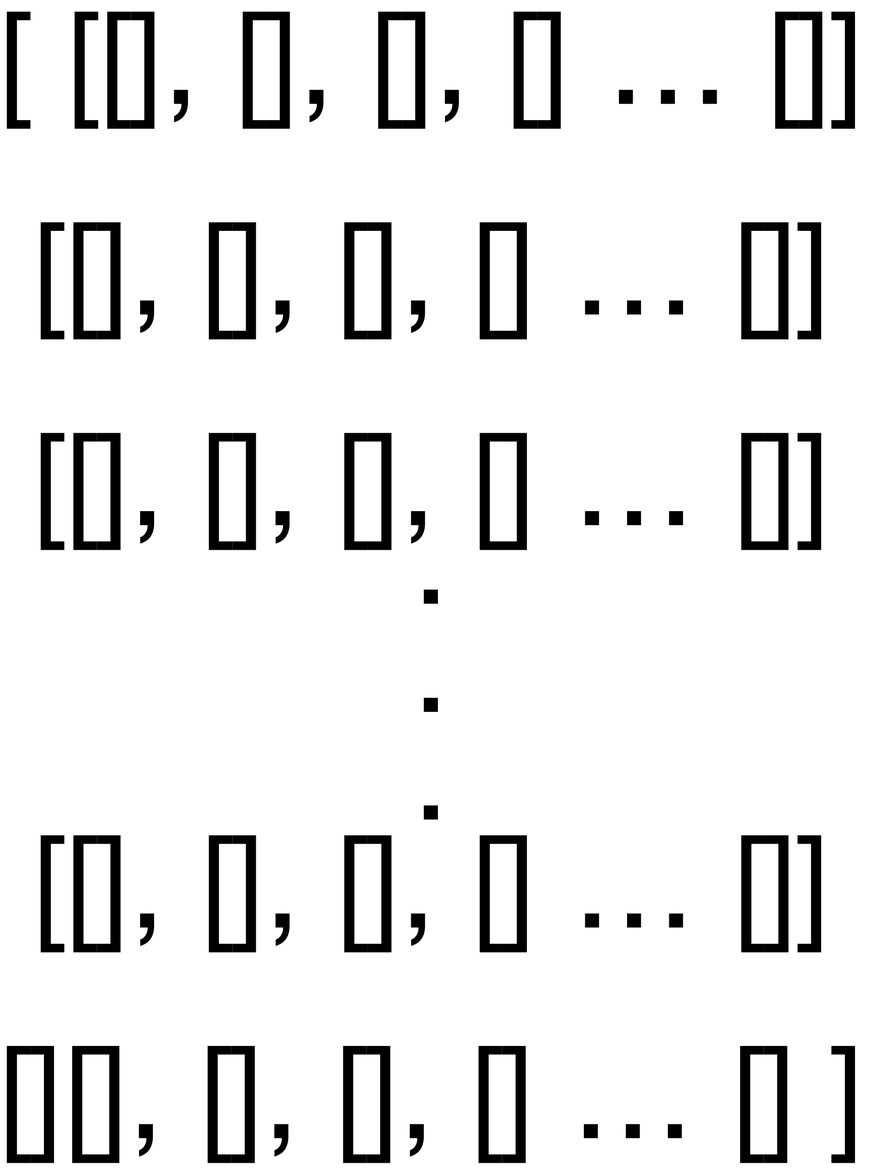
- And some useless things.

```
151       <note default-x="101.59" default-y="-50">
152         <pitch>
153           <step>C</step>
154           <octave>4</octave>
155           </pitch>
156         <duration>36</duration>
157         <voice>1</voice>
158         <type>quarter</type>
159         <dot default-x="119.59" default-y="-45"/>
160         <stem>up</stem>
161         <staff>1</staff>
162         </note>
163       <note default-x="101.59" default-y="-35">
164         <chord/>
165         <pitch>
166           <step>F</step>
167           <octave>4</octave>
168           </pitch>
169         <duration>36</duration>
170         <voice>1</voice>
171         <type>quarter</type>
172         <dot default-x="119.59" default-y="-35"/>
173         <stem>up</stem>
174         <staff>1</staff>
175         </note>
176       <note default-x="101.59" default-y="-15">
177         <chord/>
178         <pitch>
179           <step>C</step>
180           <octave>5</octave>
181           </pitch>
182         <duration>36</duration>
183         <voice>1</voice>
184         <type>quarter</type>
```

XML Element Tree API

Getting rid of the useless stuff.

- Storing pitch and octave in a nested list of nested lists.
- N lists where each list represents one measure
- Each measure (list) contains 64 sublists which represents a 64th unit of time
- Each 64th unit combines all notes from the top and bottom staff



Element Tree API

XML Reading Code