Extensible Markup Language (XML)

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Objectives

- In this lesson, you will learn:
 - To understand XML.
 - To be able to mark up data using XML.
 - To become familiar with the types of markup languages created with XML.
 - To understand the relationships among DTDs, Schemas and XML.
 - To understand the fundamentals of DOM-based and SAX-based parsing.
 - To understand the concept of an XML namespace.
 - To be able to create simple XSL documents.
 - To become familiar with Web services and related technologies.

20.1 Introduction

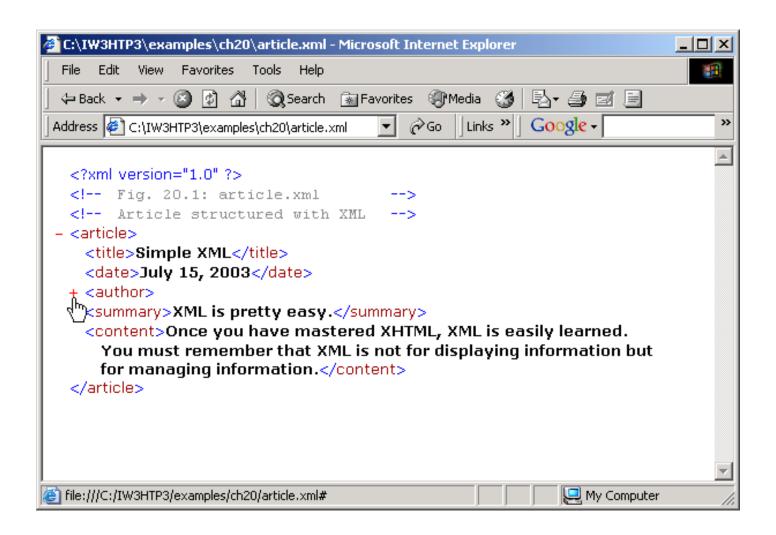
- XML (Extensible Markup Language)
 - Derived from Standard Generalized Markup Language (SGML)
 - Open technology for electronic data exchange and storage
 - Create other markup languages to describe data in structured manner
 - XML documents
 - Contain only data, not formatting instructions
 - Highly portable
 - XML parser
 - Support Document Object Model or Simple API XML
 - Document Type Definition (DTD, schema)
 - XML document can reference another that defines proper structure
 - XML-based markup languages
 - XML vocabularies

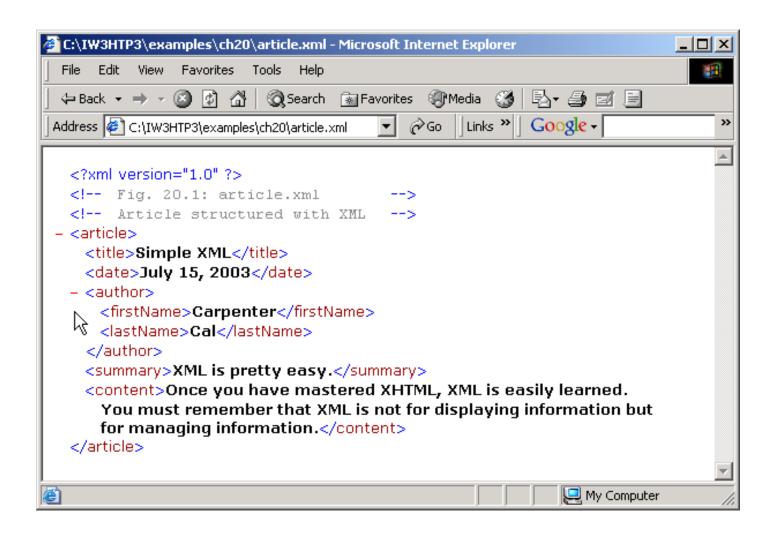
20.2 Structuring Data

- XML declaration
 - Value version
 - Indicates the XML version to which the document conforms
- Root element
 - Element that encompasses every other elements
- Container element
 - Any element contains other elements
- Child elements
 - Elements inside a container element
- Empty element flag
 - Does not contain any text
- DTD documents
 - End with .dtd extension

```
3 <!-- Fig. 20.1: article.xml</pre>
4 <!-- Article structured with XML -->
5
  <article>
      <title>Simple XML</title>
8
      <date>July 15, 2003</date>
10
11
      <author>
12
         <firstName>Carpenter</firstName>
13
         <lastName>Cal</lastName>
14
      </author>
15
16
      <summary>XML is pretty easy.
17
18
      <content>Once you have mastered XHTML, XML is easily
19
         learned. You must remember that XML is not for
20
         displaying information but for managing information.
21
      </content>
22
23
24 </article>
```

<?xml version = "1.0"?>

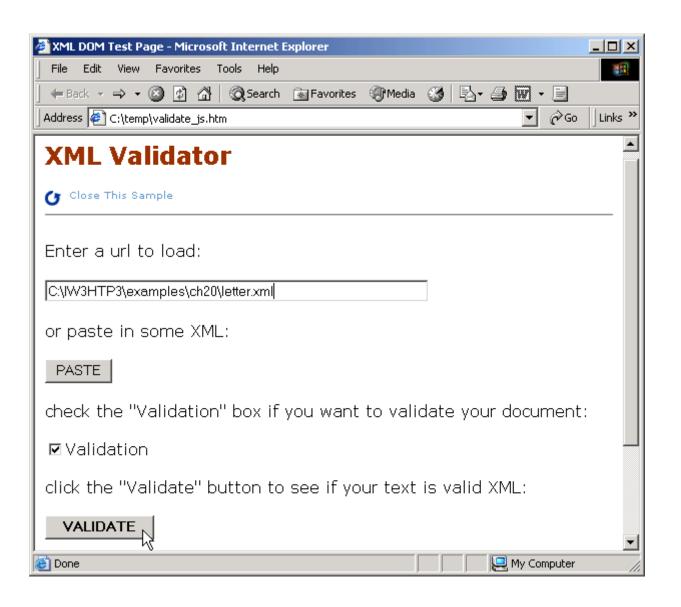


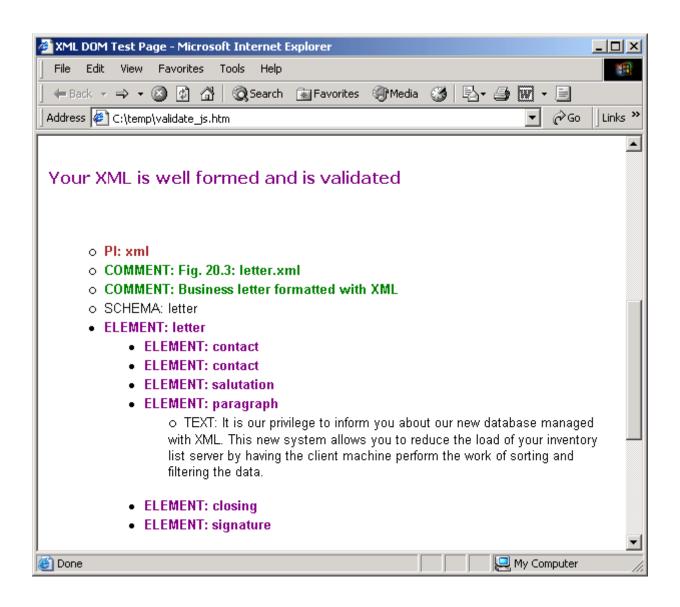


```
<!-- Fig. 20.3: letter.xml
  <!-- Business letter formatted with XML
5
   <!DOCTYPE letter SYSTEM "letter.dtd">
6
  <le>tter>
9
      <contact type = "from">
10
11
         <name>John Doe</name>
12
         <address1>123 Main St.</address1>
13
         <address2></address2>
         <city>Anytown</city>
14
15
         <state>Anystate</state>
         <zip>12345</zip>
16
17
         <phone>555-1234</phone>
         <flag gender = "M"/>
18
      </contact>
19
20
      <contact type = "to">
21
         <name>Joe Schmoe</name>
22
         <address1>Box 12345</address1>
23
         <address2>15 Any Ave.</address2>
24
25
         <city>Othertown</city>
```

<?xml version = "1.0"?>

```
<state>Otherstate</state>
26
         <zip>67890</zip>
27
28
         <phone>555-4321</phone>
         <flag gender = "M"/>
29
      </contact>
30
31
      <salutation>Dear Sir:</salutation>
32
33
      <paragraph>It is our privilege to inform you about our new
34
         database managed with XML. This new system allows
35
         you to reduce the load of your inventory list server by
36
37
         having the client machine perform the work of sorting
         and filtering the data.</paragraph>
38
      <closing>Sincerely</closing>
39
40
      <signature>Mr. Doe</signature>
41
42 </letter>
```





20.3 XML Namespaces

• XML

- Allows document authors to create custom elements
- Naming collisions
- XML namespace
 - Collection of element and attribute names
 - Uniform resource identifier (URI)
 - Uniquely identifies the namespace
 - A string of text for differentiating names
 - Any name except for reserved namespace xml
 - Directory
 - Root element and contains other elements

```
3 <!-- Fig. 20.4 : namespace.xml -->
4 <!-- Demonstrating Namespaces -->
  <text:directory xmlns:text = "urn:deitel:textInfo"</pre>
     xmlns:image = "urn:deitel:imageInfo">
      <text:file filename = "book.xml">
10
         <text:description>A book list</text:description>
      </text:file>
11
12
      <image:file filename = "funny.jpg">
13
         <image:description>A funny picture</image:description>
14
         <image:size width = "200" height = "100"/>
15
      </image:file>
16
17
18 </text:directory>
```

1 < ?xm1 version = "1.0"? >

```
3 <!-- Fig. 20.5 : defaultnamespace.xml -->
4 <!-- Using Default Namespaces
   <directory xmlns = "urn:deitel:textInfo"</pre>
      xmlns:image = "urn:deitel:imageInfo">
8
      <file filename = "book.xm1">
10
         <description>A book list</description>
      </file>
11
12
      <image:file filename = "funny.jpg">
13
14
         <image:description>A funny picture</image:description>
         <image:size width = "200" height = "100"/>
15
      </image:file>
16
17
18 </directory>
```

<?xml version = "1.0"?>

20.4 Document Type Definitions (DTDs) and Schemas

- Two types of documents for specifying XML document structure
 - Document Type Definition (DTDs)
 - Schemas

20.4.1 Document Type Definitions

- Enables XML parser to verify whether XML document is valid
- Allow independent user groups to check structure and exchange data in standardized format
- Expresses set of rules for structure using EBNF grammar
- ELEMENT type declaration
 - Defines rules
- ATTLIST attribute-list declaration
 - Defines an attribute

```
<?xml version = "1.0"?>
3 <!-- Fig. 20.3: letter.xml</pre>
                                             -->
 <!-- Business letter formatted with XML -->
5
  <!DOCTYPE letter SYSTEM "letter.dtd">
7
  <le>tter>
9
      <contact type = "from">
10
         <name>John Doe</name>
11
         <address1>123 Main St.</address1>
12
         <address2></address2>
13
         <city>Anytown</city>
14
         <state>Anystate</state>
15
         <zip>12345</zip>
16
         <phone>555-1234</phone>
17
         <flag gender = "M"/>
18
      </contact>
19
20
      <contact type = "to">
21
         <name>Joe Schmoe</name>
22
23
         <address1>Box 12345</address1>
         <address2>15 Any Ave.</address2>
24
         <city>Othertown</city>
25
```



<u>Outline</u>

letter.xml (1 of 2)

```
<state>Otherstate</state>
26
         <zip>67890</zip>
27
         <phone>555-4321</phone>
28
         <flag gender = "M"/>
29
      </contact>
30
31
      <salutation>Dear Sir:</salutation>
32
33
      <paragraph>It is our privilege to inform you about our new
34
35
         database managed with XML. This new system allows
         you to reduce the load of your inventory list server by
36
         having the client machine perform the work of sorting
37
         and filtering the data.</paragraph>
38
      <closing>Sincerely</closing>
39
      <signature>Mr. Doe</signature>
40
41
42 </letter>
```



<u>Outline</u>

letter.xml (2 of 2)

```
1 <!-- Fig. 20.6: letter.dtd
2 <!-- DTD document for letter.xml -->
  <!ELEMENT letter ( contact+, salutation, paragraph+,</pre>
     closing, signature )>
5
7 <!ELEMENT contact ( name, address1, address2, city, state,</p>
     zip, phone, flag )>
8
9 <!ATTLIST contact type CDATA #IMPLIED>
10
11 <!ELEMENT name ( #PCDATA )>
12 <!ELEMENT address1 ( #PCDATA )>
13 <!ELEMENT address2 ( #PCDATA )>
14 <!ELEMENT city ( #PCDATA )>
15 <! ELEMENT state ( #PCDATA )>
16 <!ELEMENT zip ( #PCDATA )>
17 <!ELEMENT phone ( #PCDATA )>
18 <! ELEMENT flag EMPTY>
19 <!ATTLIST flag gender (M | F) "M">
20
21 <!ELEMENT salutation ( #PCDATA )>
22 <!ELEMENT closing ( #PCDATA )>
23 <!ELEMENT paragraph ( #PCDATA )>
```

24 <!ELEMENT signature (#PCDATA)>



<u>Outline</u>

letter.dtd (1 of 1)

20.4.2 W3C XML Schema Documents

Schemas

- Specify XML document structure
- Do not use EBNF grammar
- Use XML syntax
- Can be manipulated like other XML documents
- Require validating parsers
- XML schemas
 - Schema vocabulary the W3C created
 - Recommendation
 - Schema valid
 - XML document that conforms to a schema document
 - Use .xsd extension

20.4.2 W3C XML Schema Documents

- Root element schema
 - Contains elements that define the XML document structure
 - targetNamespace
 - Namespace of XML vocabulary the schema defines
 - element tag
 - Defines element to be included in XML document structure
 - name and type attributes
 - Specify element's name and data type respectively
 - Built-in simple types
 - date, int, double, time, etc

20.4.2 W3C XML Schema Documents

- Two categories of data types
 - Simple types
 - Cannot contain attributes or child elements
 - Complex types
 - May contain attributes and child elements
 - complexType
 - Define complex type
 - Simple content
 - Cannot have child elements
 - Complex content
 - May have child elements

```
<?xml version = "1.0"?>
3 <!-- Fig. 20.7 : book.xml
4 <!-- Book list marked up as XML -->
5
  <deitel:books xmlns:deitel = "http://www.deitel.com/booklist">
      <book>
7
         <title>XML How to Program</title>
8
      </book>
9
      <book>
10
         <title>C How to Program</title>
11
      </book>
12
      <book>
13
         <title>Java How to Program</title>
14
      </book>
15
      <book>
16
         <title>C++ How to Program</title>
17
      </book>
18
      <book>
19
         <title>Perl How to Program</title>
20
      </book>
21
22 </deitel:books>
```



Outline

book.xml (1 of 1)

```
<?xml version = "1.0"?>
3 <!-- Fig. 20.8 : book.xsd
 <!-- Simple w3C XML Schema document -->
5
  <schema xmlns = "http://www.w3.org/2001/XMLSchema"</pre>
           xmlns:deitel = "http://www.deitel.com/booklist"
7
           targetNamespace = "http://www.deitel.com/booklist">
8
9
      <element name = "books" type = "deitel:BooksType"/>
10
11
      <complexType name = "BooksType">
12
13
         <sequence>
            <element name = "book" type = "deitel:SingleBookType"</pre>
14
                      minOccurs = "1" maxOccurs = "unbounded"/>
15
         </sequence>
16
      </complexType>
17
18
      <complexType name = "SingleBookType">
19
         <sequence>
20
            <element name = "title" type = "string"/>
21
         </sequence>
22
      </complexType>
23
24
25 </schema>
```



<u>Outline</u>

book.xsd (1 of 1)

Target: file:///usr/local/XSV/xsvlog/@11038.1uploaded (Real name: C:\IW3HTP3\examples\ch 20\book.xsd) docElt: {http://www.w3.org/2001/XMLSchema}schema Validation was strict, starting with type [Anonymous] The schema(s) used for schema-validation had no errors No schema-validity problems were found in the target

```
<?xml version = "1.0"?>
3 <!-- Fig 20.9 : computer.xsd -->
  <!-- w3C XML Schema document -->
5
  <schema xmlns = "http://www.w3.org/2001/XMLSchema"</pre>
           xmlns:computer = "http://www.deitel.com/computer"
7
           targetNamespace = "http://www.deitel.com/computer">
8
9
      <simpleType name = "gigahertz">
10
         <restriction base = "decimal">
11
            <minInclusive value = "2.1"/>
12
         </restriction>
13
      </simpleType>
14
15
      <complexType name = "CPU">
16
         <simpleContent>
17
            <extension base = "string">
18
               <attribute name = "model" type = "string"/>
19
            </extension>
20
         </simpleContent>
21
      </complexType>
22
23
```



<u>Outline</u>

computer.xsd (1 of 2)

```
24
      <complexType name = "portable">
         <a11>
25
            <element name = "processor" type = "computer:CPU"/>
26
            <element name = "monitor" type = "int"/>
27
            <element name = "CPUSpeed" type = "computer:gigahertz"/>
28
            <element name = "RAM" type = "int"/>
29
         </all>
30
         <attribute name = "manufacturer" type = "string"/>
31
      </complexType>
32
33
      <element name = "laptop" type = "computer:portable"/>
34
35
36 </schema>
```



Outline

computer.xsd (2 of 2)

```
<?xml version = "1.0"?>
3 <!-- Fig 20.10 : laptop.xml</pre>
 <!-- Laptop components marked up as XML -->
5
  <computer:laptop xmlns:computer = "http://www.deitel.com/computer"</pre>
                   manufacturer = "IBM">
7
8
      coressor model = "Centrino">Intel
9
      <monitor>17</monitor>
10
      <CPUSpeed>2.4</CPUSpeed>
11
      <RAM>256</RAM>
12
13
14 </computer:laptop>
```



Outline

laptop.xml (1 of 1)

20.5 XML Vocabularies

- W3C XML Schema
- XSL (Extensible Stylesheet Language)
- MathML (Mathematical Markup Language)
- SVG (Scalable Vector Graphics)
- WML (Wireless Markup Language)
- XBRL (Extensible Business Reporting Language)
- XUL (Extensible User Interface Language)
- PDML (Product Data Markup Language)

20.5.1 MathML

- Describe mathematical notations and expressions
- MathML markup
 - Content markup
 - Provides tags that embody mathematical concepts
 - Allows programmers to write mathematical notation specific to different areas of mathematics
 - Distinguishes between different uses of same symbol
 - Presentation markup
 - Directed towards formatting and displaying mathematical notation

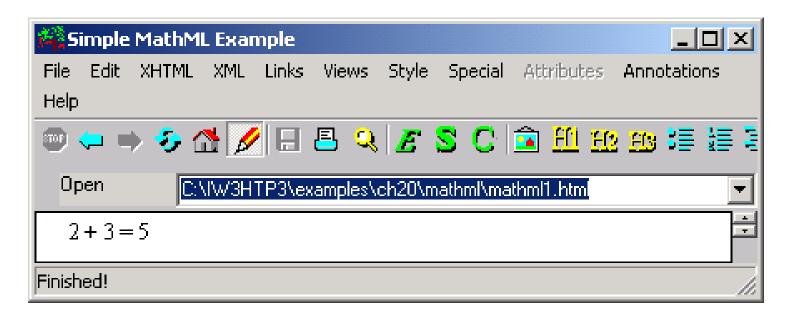
```
<?xml version="1.0"?>
  <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"</pre>
       "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
3
  <!-- Fig. 20.11: mathml1.html -->
 <!-- Simple MathML
  <html xmlns="http://www.w3.org/1999/xhtml">
9
      <head><title>Simple MathML Example</title></head>
10
11
      <body>
12
13
         <math xmlns = "http://www.w3.org/1998/Math/MathML">
14
15
16
            <mrow>
               <mn>2</mn>
17
               <mo>+</mo>
18
               <mn>3</mn>
19
               <mo>=</mo>
20
               <mn>5</mn>
21
22
            </mrow>
23
         24
25
```



<u>Outline</u>

mathml1.html (1 of 2)

mathml1.html (2 of 2)



MathML displayed in the Amaya browser. [Courtesy of World Wide Web Consortium (W3C).]

```
<!DOCTYPE html PUBLIC "-//w3C//DTD XHTML 1.0 Transitional//EN"</pre>
       "HTTP://www.w3.ORG/TR/XHTML1/DTD/XHTML1-TRANSITIONAL.DTD">
3
  <!-- FIG. 20.12: mathml2.html -->
  <!-- Simple MathML
7
  <html xmlns="http://www.w3.org/1999/xhtml">
9
      <head><title>Algebraic MathML Example</title></head>
10
11
      <body>
12
13
         <math xmlns = "http://www.w3.org/1998/Math/MathML">
14
15
             <mrow>
16
17
                <mrow>
                   <mn>3</mn>
18
                   <mo>&InvisibleTimes;</mo>
19
20
21
                   <msup>
22
                      <mi>x</mi>
                      <mn>2</mn>
23
                   </msup>
24
25
```

<?xml version="1.0"?>



<u>Outline</u>

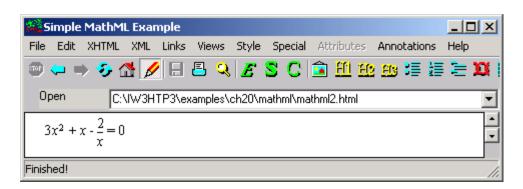
mathml2.html (1 of 2)

```
</mrow>
26
27
                <mo>+</mo>
28
                <mi>x</mi>
29
                <mo>-</mo>
30
31
                <mfrac>
32
                   <mn>2</mn>
33
                   <mi>x</mi>
34
                </mfrac>
35
36
                <mo>=</mo>
37
                <mn>0</mn>
38
39
            </mrow>
40
         41
42
      </body>
43
44 </html>
```



Outline

mathml2.html (2 of 2)



```
<?xml version = "1.0"?>
 <!DOCTYPE html PUBLIC "-//w3C//DTD XHTML 1.0 Transitional//EN"</pre>
      "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
3
  <!-- Fig. 20.13 mathml3.html
  <!-- Calculus example using MathML -->
7
  <html xmlns="http://www.w3.org/1999/xhtml">
9
      <head><title>Calculus MathML Example</title></head>
10
11
      <body>
12
13
         <math xmlns = "http://www.w3.org/1998/Math/MathML">
14
15
             <mrow>
                <msubsup>
16
17
                   <mo>&Integral;</mo>
18
                   <mn>0</mn>
19
20
21
                   <mrow>
22
                      <mn>1</mn>
                      <mo>-</mo>
23
                      <mi>y</mi>
24
                   </mrow>
25
```



<u>Outline</u>

mathml3.html (1 of 3)

```
</msubsup>
27
28
29
                <msqrt>
30
                   <mrow>
31
                      <mn>4</mn>
32
                      <mo>&InvisibleTimes;</mo>
33
34
35
                      <msup>
                         <mi>x</mi>
36
                         <mn>2</mn>
37
                      </msup>
38
39
                      <mo>+</mo>
40
                      <mi>y</mi>
41
42
                   </mrow>
43
                </msqrt>
44
45
                <mo>&delta;</mo>
46
                <mi>x</mi>
47
            </mrow>
48
         49
```

26

</body>

50

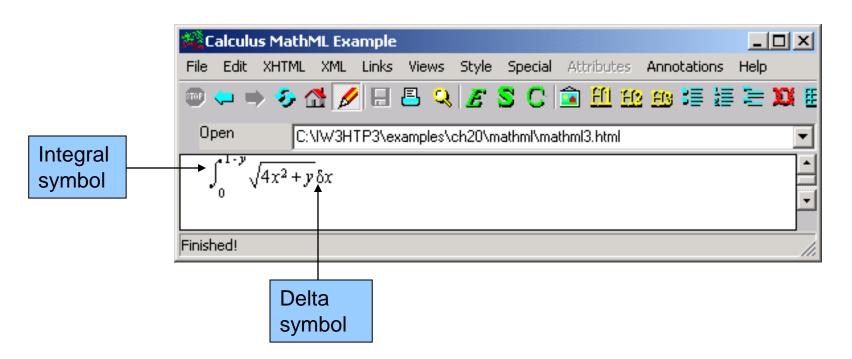


<u>Outline</u>

mathml3.html (2 of 3)



mathml3.html (3 of 3)



MathML displayed in the Amaya browser. [Courtesy of World Wide Web Consortium (W3C).]

20.5.2 Chemical Markup Language (CML)

• XML vocabulary for representing molecular and chemical information

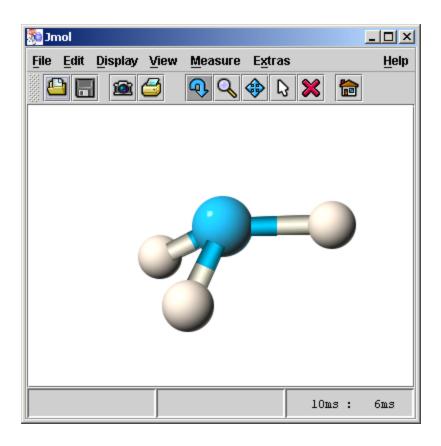
```
<?xml version = "1.0" ?>
3 <!-- Fig. 20.14 : ammonia.xml -->
4 <!-- Structure of ammonia -->
5
  <molecule id = "ammonia">
7
8
      <atomArray>
9
         <stringArray builtin = "id" >
10
            Nitrogen Hydrogen1 Hydrogen2 Hydrogen3
11
         </stringArray>
12
13
         <stringArray builtin = "elementType">
14
            N H H H
15
         </stringArray>
16
17
         <floatArray builtin = "x3">
18
            -0.7 -1.3 -1.2 -0.7
19
         </floatArray>
20
21
         <floatArray builtin = "y3">
22
            -0.0 0.2 0.8 -0.9
23
         </floatArray>
24
25
```



ammonia.xml (1 of 2)



ammonia.xml 2 of 2



(Courtesy of the Jmol Project.)

20.5.3 MusicXML

- Music distribution
- Simplifies exchange of musical scores over Internet
- Developed by Recordare
- Mark up all type of music
- DTD
 - Less powerful than Schema
 - Simpler to program
- Relies heavily on elements rather than attributes

20.5.3 MusicXML

A Little Tune

Bee Thoven



Fig. 20.15 MusicXML markup rendered by Finale 2003 (Courtesy of MakeMusic! Inc.).

20.5.4 RSS

- RDF Site summary
- Popular and simple XML format designed to share headlines and Web content between Web sites
- RSS file
 - RSS feed
 - Container rss element
 - Denotes the RSS version
 - Container channel elements
 - Descriptive tags
 - Item elements
 - Describe the news or information
 - title element
 - description element
 - link element

```
<?xml version = "1.0" ?>
3 <!-- Fig. 20.16 deitel.rss -->
  <!-- RSS feed
                               -->
5
  <rss version = "2.0">
     <channel>
7
        <title>Deitel</title>
8
        <link>http://www.deitel.com</link>
9
         <description>CS textbooks</description>
10
         <language>en-us
11
         <item>
12
            <title>Simply VB How To Program</title>
13
            <description>
14
               This book combines the DEITEL signature live-code approach
15
               with a new application-driven methodology, in which readers
16
               build real-world applications that incorporate Visual
17
               Basic .NET programming fundamentals.
18
            </description>
19
            link>
20
               http://www.deitel.com/books/downloads.html#vbnetHTP2
21
            22
         </item>
23
         <item>
24
            <title>Visual C++ </title>
25
```



deitel.rss (1 of 2)

```
26
            <description>
               For experienced programmers. Pictures of pyramids
27
               on the cover.
28
            </description>
29
            link>
30
              http://www.deitel.com/books/vbnetFEP1
31
            </link>
32
         </item>
33
      </channel>
34
35 </rss>
```



deitel.rss (2 of 2)

20.5.5 Other Markup Languages

Markup language	Description
VoiceXML	The VoiceXML Forum founded by AT&T, IBM, Lucent and Motorola developed VoiceXML. It provides interactive voice communication between humans and computers through a telephone, PDA (personal digital assistant) or desktop computer. IBM's VoiceXML SDK can process VoiceXML documents. Visit www.voicexml.org for more information on VoiceXML. We introduce VoiceXML in Chapter 29, Accessibility.
Synchronous	SMIL is an XML vocabulary for multimedia presentations. The W3C was
Multimedia	the primary developer of SMIL, with contributions from some companies.
Integration	Visit www.w3.org/AudioVideo for more on SMIL. We introduce SMIL in
Language (SMIL)	Chapter 28, Multimedia.
Research Information	RIXML, developed by a consortium of brokerage firms, marks up
Exchange Markup	investment data. Visit www.rixml.org for more information on RIXML.
Language (RIXML)	
ComicsML	A language developed by Jason MacIntosh for marking up comics. Visit www.jmac.org/projects/comics_ml for more information on ComicsML.
Geography Markup	OpenGIS developed the Geography Markup Language to describe
Language (GML)	geographic information. Visit www.opengis.org for more information on GML.
Extensible User	The Mozilla Project created the Extensible User Interface Language for
Interface Language (XUL)	describing graphical user interfaces in a platform-independent way.
Fig. 20.17 Various	markup languages derived from XML.

20.6 Document Object Model (DOM)

- Document Object Model (DOM) tree
 - Nodes
 - Parent node
 - Ancestor nodes
 - Child node
 - Descendant nodes
 - Sibling nodes
 - One single root node
 - Contains all other nodes in document
- Application Programming Interface (API)

20.6 Document Object Model (DOM)

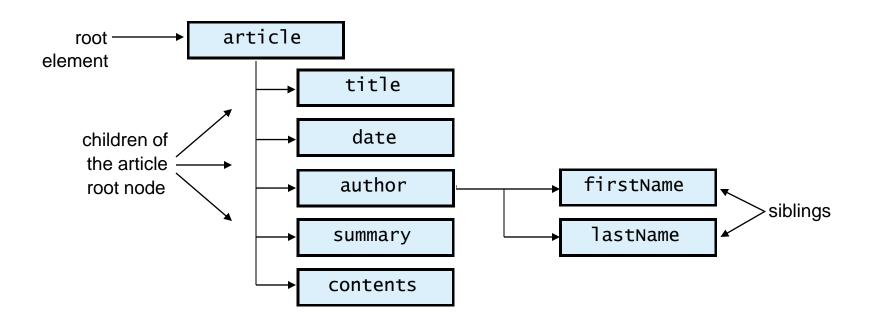


Fig. 20.18 Tree structure for article.xml.

- nodeName
 - Name of an element, attribute, or so on
- NodeList
 - List of nodes
 - Can be accessed like an array using method item
- Property length
 - Returns number of children in root element
- nextSibling
 - Returns node's next sibling
- nodeValue
 - Retrieves value of text node
- parentNode
 - Returns node's parent node

```
<?xml version="1.0"?>
  <!DOCTYPE html PUBLIC "-//w3C//DTD XHTML 1.0 Transitional//EN"</pre>
      "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
3
  <html xmlns="http://www.w3.org/1999/xhtml">
6 <!-- Fig. 20.19: DOMExample.html -->
7 <!-- DOM with JavaScript</pre>
8
     <head>
9
         <title>A DOM Example</title>
10
      </head>
11
12
      <body>
13
14
      <script type = "text/javascript" language = "JavaScript">
15
         <!--
16
         var xmlDocument = new ActiveXObject( "Microsoft.XMLDOM" );
17
18
         xmlDocument.load( "article.xml" );
19
20
         // get the root element
21
         var element = xmlDocument.documentElement;
22
23
         document.writeln(
24
            "Here is the root node of the document: " +
25
```



DOMExample.html (1 of 3)

```
"<strong>" + element.nodeName + "</strong>" +
   "<br />The following are its child elements:" +
   "");
// traverse all child nodes of root element
for ( var i = 0; i < element.childNodes.length; i++ ) {</pre>
   var curNode = element.childNodes.item( i );
   // print node name of each child element
   document.writeln( ""><strong>" + curNode.nodeName
     + "</strong>" );
}
document.writeln( "" );
// get the first child node of root element
var currentNode = element.firstChild;
document.writeln( "The first child of root node is: " +
   "<strong>" + currentNode.nodeName + "</strong>" +
   "<br />whose next sibling is:" );
// get the next sibling of first child
var nextSib = currentNode.nextSibling;
```

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4243

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4647

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4950



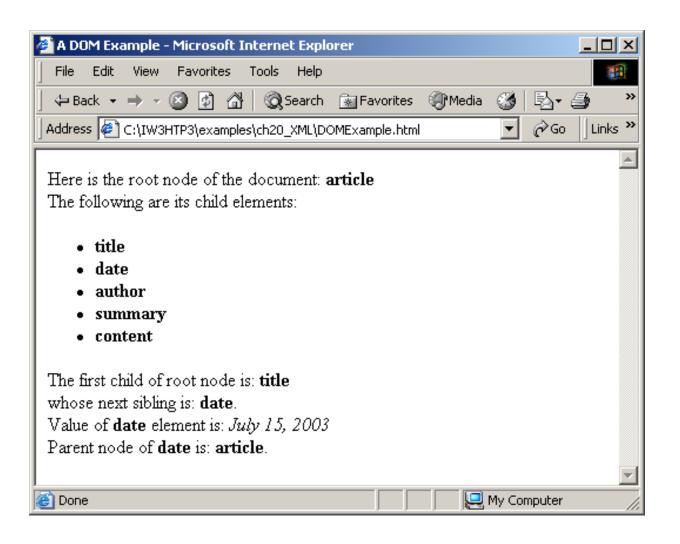
<u>Outline</u>

DOMExample.html (2 of 3)

```
51
         document.writeln( "<strong>" + nextSib.nodeName +
            "</strong>.<br />Value of <strong>" +
52
            nextSib.nodeName + "</strong> element is: " );
53
54
         var value = nextSib.firstChild;
55
56
         // print the text value of the sibling
57
         document.writeln( "<em>" + value.nodeValue + "</em>" +
58
            "<br />Parent node of <strong>" + nextSib.nodeName +
59
            "</strong> is: <strong>" +
60
            nextSib.parentNode.nodeName + "</strong>." );
61
62
      </script>
63
64
65
      </body>
66 </html>
```



DOMExample.html (3 of 3)



Method	Description
getNodeType	Returns an integer representing the node type.
getNodeName	Returns the name of the node. If the node does not have a name, a
	string consisting of # followed by the type of the node is returned.
getNodeValue	Returns a string or null depending on the node type.
getParentNode	Returns the parent node.
getChildNodes	Returns a NodeList (Fig. 20.21) with all the children of the node.
getFirstChild	Returns the first child in the NodeList.
getLastChild	Returns the last child in the NodeList.
getPreviousSibling	Returns the node preceding this node, or null.
getNextSibling	Returns the node following this node, or null.
getAttributes	Returns a NamedNodeMap (Fig. 20.22) containing the attributes
	for this node.
insertBefore	Inserts the node (passed as the first argument) before the existing
	node (passed as the second argument). If the new node is already in
	the tree, it is removed before insertion. The same behavior is true for
	other methods that add nodes.

replaceChild	Replaces the second argument node with the first argument
	node.
removeChild	Removes the child node passed to it.
appendChild	Appends the node passed to it to the list of child nodes.
getElementsByTagName	Returns a NodeList of all the nodes in the subtree with the
	name specified as the first argument ordered as they would be
	encountered in a preorder traversal. An optional second
	argument specifies either the direct child nodes (0) or any
	descendant (1).
getChildAtIndex	Returns the child node at the specified index in the child list.
addText	Appends the string passed to it to the last Node if it is a Text
	node, otherwise creates a new Text node for the string and
	adds it to the end of the child list.
isAncestor	Returns true if the node passed is a parent of the node or is
	the node itself.
Fig. 20.20 Some DOM	Node object methods .

Method	Description
item	Passed an index number, returns the element node at that index. Indices
	range from 0 to $length - 1$.
getLength	Returns the total number of nodes in the list.
Fig. 20.21	Some DOM NodeList methods.

Method	Description
getNamedItem	Returns either a node in the NamedNodeMap with the specified
	name or null.
	Stores a node passed to it in the NamedNodeMap. Two nodes with
	the same name cannot be stored in the same NamedNodeMap.
removeNamedItem	Removes a specified node from the NamedNodeMap.
getLength	Returns the total number of nodes in the NamedNodeMap.
getValues	Returns a NodeList containing all the nodes in the
	NamedNodeMap.
Fig. 20.22 Some DOM NamedNodeMap methods.	

Method	Description
getDocumentElement	Returns the root node of the document.
createElement	Creates and returns an element node with the specified tag
	name.
createAttribute	Creates and returns an attribute node with the specified
	name and value.
createTextNode	Creates and returns a text node that contains the specified
	text.
createComment	Creates a comment to hold the specified text.
Fig. 20.23 Some DOM Doc	cument methods.

Method	Description
	Returns the name of the element.
	Changes the name of the element to the specified name.
	Returns the value of the specified attribute.
setAttribute	Changes the value of the attribute passed as the first argument
	to the value passed as the second argument.
	Removes the specified attribute.
	Returns the specified attribute node.
setAttributeNode	Adds a new attribute node with the specified name.
Fig. 20.24 Some DOM E	lement methods.

	Description
	Returns the specified attribute's value.
setValue	Changes the value of the attribute to the specified value.
getName	Returns the name of the attribute.
Fig. 20.25 S	ome DOM Attr methods.

Method	Description
getData	Returns the data contained in the node (text or comment).
setData	Sets the node's data.
getLength	Returns the number of characters contained in the node.
Fig. 20.26	Some DOM Text and Comment methods.

20.8 Simple API for XML (SAX)

- Developed by members of XML-DEV mailing list
- Parse XML documents using event-based model
- Provide different APIs for accessing XML document information
- Invoke listener methods
- Passes data to application from XML document
- Better performance and less memory overhead than DOM-based parsers

20.9 Extensible Stylesheet Language (XSL)

- Specify how programs should render XML document data
 - XSL-FO (XSL Formatted Objects)
 - Vocabulary for specifying formatting
 - XSLT (XSL Transformation)
 - Source tree
 - Result tree
 - Xpath
 - Locate parts of the source tree document that match templates defined in the XSL stylesheet

20.9 Extensible Stylesheet Language (XSL)

Element	Description
<pre><xsl:apply-templates></xsl:apply-templates></pre>	Applies the templates of the XSL document to the children of
	the current node.
<pre><xsl:apply-templates< pre=""></xsl:apply-templates<></pre>	Applies the templates of the XSL document to the children of
match =	expression. The value of the attribute match (i.e., expression)
"expression">	must be some XPath expression that specifies elements.
<pre><xsl:template></xsl:template></pre>	Contains rules to apply when a specified node is matched.
<pre><xsl:value-of select="</pre"></xsl:value-of></pre>	Selects the value of an XML element and adds it to the output
"expression">	tree of the transformation. The required select attribute
	contains an XPath expression.
<pre><xsl:for-each select="</pre"></xsl:for-each></pre>	Implicitly contains a template that is applied to every node
"expression">	selected by the XPath specified by the select attribute.
<pre><xsl:sort select="</pre"></xsl:sort></pre>	Used as a child element of an <xsl:apply-templates> or</xsl:apply-templates>
"expression">	<pre><xsl:for-each> element. Sorts the nodes selected by the</xsl:for-each></pre>
	<apply-template> or <for-each> element so that the</for-each></apply-template>
	nodes are processed in sorted order.
<xs1:output></xs1:output>	Has various attributes to define the format (e.g., xml, html),
	version (e.g., 1.2, 2.0), document type and media type of the
	output document. This tag is a top-level element, which means
-	that it can be used only as a child element of a stylesheet.
<xs1:copy></xs1:copy>	Adds the current node to the output tree.
Fig. 20.27 Commonly used XS	SL stylesheet elements.

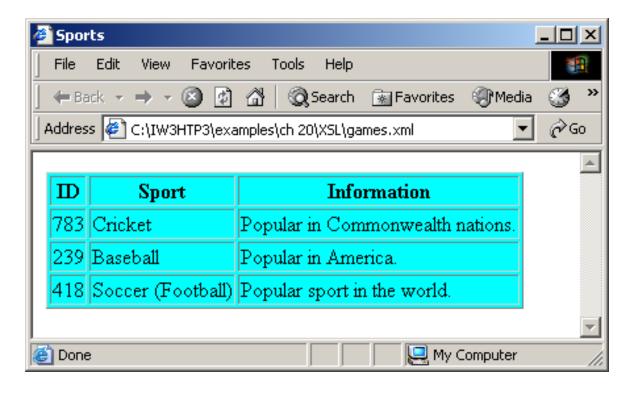
```
<?xml version = "1.0"?>
2 <?xml:stylesheet type = "text/xsl" href = "games.xsl"?>
3
4 <!-- Fig. 20.28 : games.xml -->
 <!-- Sports Database
 <sports>
8
     < game id = "783" >
         <name>Cricket</name>
10
11
         <paragraph>
12
            Popular in Commonwealth nations.
13
         </paragraph>
14
      </game>
15
16
      < game id = "239" >
17
         <name>Baseball</name>
18
19
         <paragraph>
20
            Popular in America.
21
         </paragraph>
22
23
      </game>
24
```



games.xml (1 of 2)



games.xml (2 of 2)



```
<?xml version = "1.0"?>
3 <!-- Fig. 20.29 : games.xsl</pre>
4 <!-- A simple XSLT transformation -->
  <!-- reference XSL stylesheet URI
7 <xsl:stylesheet version = "1.0"</pre>
     xmlns:xsl = "http://www.w3.org/1999/XSL/Transform">
8
9
      <xsl:output method = "html" omit-xml-declaration = "no"</pre>
10
         doctype-system =
11
            "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd"
12
         doctype-public = "-//w3C//DTD XHTML 1.0 Strict//EN"/>
13
14
15 <xsl:template match = "/">
16
     <html xmlns="http://www.w3.org/1999/xhtml">
17
18
       <head>
19
          <title>Sports</title>
20
       </head>
21
22
       <body>
23
24
          25
```



games.xsl (1 of 3)

```
<thead>
 ID
   Sport
   Information
 </thead>
<!-- insert each name and paragraph element value -->
<!-- into a table row.
                                        -->
<xsl:for-each select = "/sports/game">
   <xsl:value-of select = "@id"/>
    <xsl:value-of select = "name"/>
    <xsl:value-of select = "paragraph"/>
   </xsl:for-each>
```

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<u>Outline</u>

games.xsl (2 of 3)



games.xsl (3 of 3)

```
<?xml version = "1.0"?>
3 <!-- Fig. 20.30 : sorting.xml</pre>
4 <!-- Usage of elements and attributes -->
5
  <?xml:stylesheet type = "text/xsl" href = "sorting.xsl"?>
7
  <book isbn = "999-99999-9-X">
      <title>Deitel&apos;s XML Primer</title>
9
10
      <author>
11
         <firstName>Paul</firstName>
12
         <lastName>Deitel</lastName>
13
      </author>
14
15
      <chapters>
16
         <frontMatter>
17
            cpreface pages = "2"/>
18
            <contents pages = "5"/>
19
            <illustrations pages = "4"/>
20
         </frontMatter>
21
22
         <chapter number = "3" pages = "44">
23
            Advanced XML</chapter>
24
```



sorting.html (1 of 2)

```
25
         <chapter number = "2" pages = "35">
            Intermediate XML</chapter>
26
         <appendix number = "B" pages = "26">
27
            Parsers and Tools</appendix>
28
         <appendix number = "A" pages = "7">
29
            Entities</appendix>
30
         <chapter number = "1" pages = "28">
31
            XML Fundamentals
32
      </chapters>
33
34
      <media type = "CD"/>
35
36 </book>
```



sorting.html (2 of 2)

```
3 <!-- Fig. 20.31 : sorting.xsl</pre>
                                                         -->
 <!-- Transformation of Book information into XHTML -->
5
  <xsl:stylesheet version = "1.0"</pre>
      xmlns:xsl = "http://www.w3.org/1999/XSL/Transform">
7
8
      <xsl:output method = "html" omit-xml-declaration = "no"</pre>
9
10
         doctype-system =
11
            "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd"
12
         doctype-public = "-//w3C//DTD XHTML 1.0 Strict//EN"/>
13
14
      <xsl:template match = "/">
15
         <html xmlns = "http://www.w3.org/1999/xhtml">
16
            <xsl:apply-templates/>
17
         </html>
18
      </xsl:template>
19
20
      <xsl:template match = "book">
21
22
         <head>
            <title>ISBN <xsl:value-of select = "@isbn"/> -
23
                <xsl:value-of select = "title"/></title>
24
         </head>
25
```

<?xml version = "1.0"?>



Outline

sorting.xsl (1 of 4)

```
<h1><xsl:value-of select = "title"/></h1>
28
29
          <h2>by <xsl:value-of select = "author/lastName"/>,
30
             <xsl:value-of select = "author/firstName"/></h2>
31
32
          33
             <xsl:for-each select = "chapters/frontMatter/*">
34
               35
                  36
                     <xsl:value-of select = "name()"/>
37
                  38
39
                  40
                     ( <xsl:value-of select = "@pages"/> pages )
41
                  42
               43
             </xs1:for-each>
44
45
             <xsl:for-each select = "chapters/chapter">
46
                <xsl:sort select = "@number" data-type = "number"</pre>
47
                    order = "ascending"/>
48
               49
                  50
```

<body>



<u>Outline</u>

sorting.xsl (2 of 4)

```
52
                   53
                  54
                     <xsl:value-of select = "text()"/>
55
                     ( <xsl:value-of select = "@pages"/> pages )
56
                  57
                58
             </xsl:for-each>
59
             <xsl:for-each select = "chapters/appendix">
60
                <xsl:sort select = "@number" data-type = "text"</pre>
61
62
                    order = "ascending"/>
63
                64
                     Appendix <xsl:value-of select = "@number"/>
65
                  66
67
                  68
                     <xsl:value-of select = "text()"/>
69
                     ( <xsl:value-of select = "@pages"/> pages )
70
71
                  72
             </xsl:for-each>
73
          74
75
```

Chapter <xsl:value-of select = "@number"/>



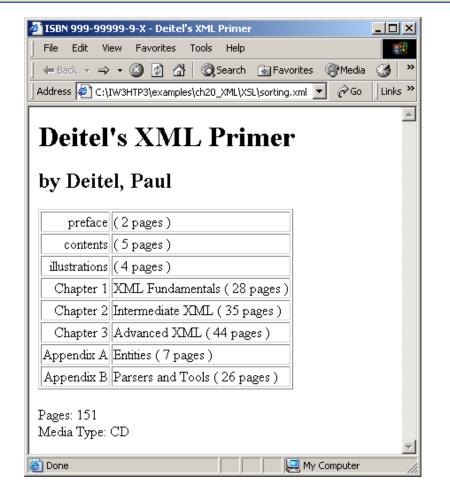
<u>Outline</u>

sorting.xsl (3 of 4)

```
<br />Pages:
76
                <xsl:variable name = "pagecount"</pre>
77
                   select = "sum(chapters//*/@pages)"/>
78
                <xsl:value-of select = "$pagecount"/>
79
             <br />Media Type: <xsl:value-of select = "media/@type"/>
80
         </body>
81
      </xsl:template>
82
83
84 </xsl:stylesheet>
```



sorting.xsl (4 of 4)



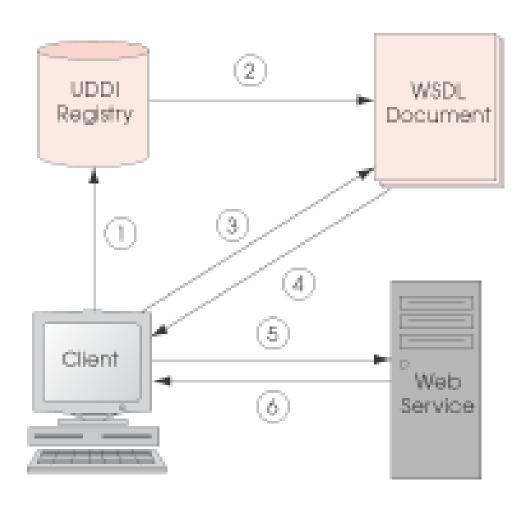
20.10 Simple Object Access Protocol (SOAP)

- Developed by IBM, Lotus Development Corporation, Microsoft, DevelopMentor, and Userland Software
- XML-based protocol
- Allows applications to communicate over Internet
- SOAP message
 - Envelope
 - A structure describes a method call
 - Body
 - Request
 - Remote Procedure Call (RPC)
 - Response
 - HTTP response document contains results from other method call

20.11 Web Services

- Standards
 - XML
 - SOAP
 - Web Services Description Language (WSDL)
 - Universal Description, Discovery and Integration (UDDI)
 - Modular programming
 - Modularization
 - Less error prone and promotes software reuse

20.11 Web Services



- Client queries registry to locate service
- Registry refers client to
 WSDL document
- Client accesses WSDL document
- WSDL provides data to interact with Web service.
- Client sends SOAP-message request
- Web Service returns
 SOAP-message response



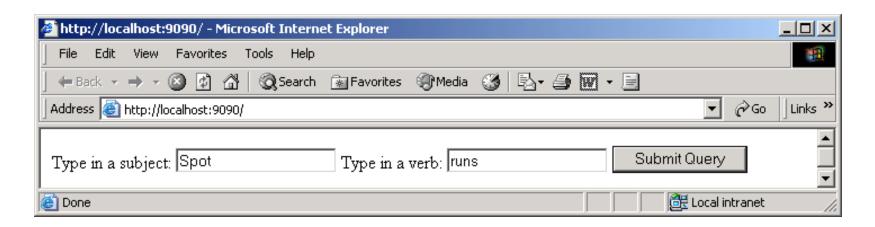
20.12 Water XML-Based Programming Language

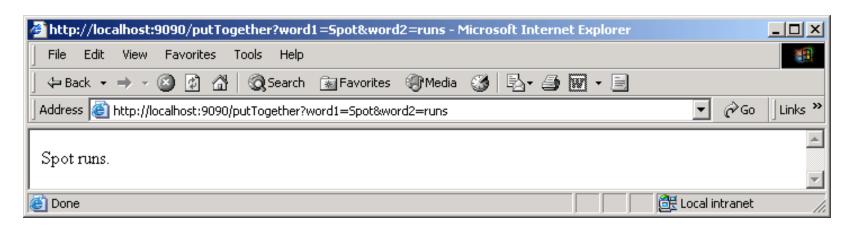
- Simplifies XML and Web services programming
- Represents all objects and data as XML

```
1 <!-- 20.33: concatenate.h2o
2 <!-- Form Input and Output with Water -->
3
  <defclass concatenate>
      <defmethod start>
5
         <FORM action = "/putTogether">
6
           Type in a subject: <INPUT name = "word1"/>
           Type in a verb: <INPUT name = "word2"/>
8
           <INPUT type = "submit"/>
         </FORM>
10
      </defmethod>
11
12
      <defmethod putTogether word1 word2>
13
         <vector word1 " " word2 "."/>
14
      </defmethod>
15
16 </defclass>
17
18 <server concatenate port = 9090/>
19 copen_browser_window "http://localhost:9090"/>
```



concatenate.h2o 1 of 1





20.13 Web Resources

- www.w3.org/xml
- www.xml.org
- www.w3.org/style/XSL
- www.w3.org/TR
- xml.apache.org
- www.xmlbooks.com
- www.xmlsoftware.com
- www.xml-zone.com
- wdvl.internet.com/Authoring/Languages/XML
- www.xml.com
- msdn.microsoft.com/xml/default.asp
- www.oasis-open.org/cover/xml.html
- www.gca.org/whats_xml/default.htm
- www.xmlinfo.com
- www.ibm.com/developer/xml
- developer.netscape.com/tech/xml/index.html
- www.projectcool.com/developer/xmlz

20.13 Web Resources

- www.ucc.ie/xml
- www.xml-cml.org
- backend.userland.com/rss
- www.w3.org/2002/ws
- www.oasis-open.org
- www.clearmethods.com
- www.textuality.com/xml
- www.zvon.org