NAME

      `element` – Information about an HTML element needed for parsing HTML files

SYNOPSIS

```
class element {
public:
        enum end_tag_value { forbidden, optional, required };

        end_tag_value  const    end_tag;
        std::set< char const* > close_tags;
};
```

DESCRIPTION

      An `element` is a class for containing information about an HTML element needed for parsing HTML files.

  Public Interface

      `end_tag_value end_tag`

            Specifies whether this element's end tag is forbidden, optional, or required.

      `std::set< char const* > close_tags`

            For elements whose end tags are not forbidden, this is a set of pointers to C-style (null terminated) strings for all elements that either explicitly or implicity end this element. For example, the `H1` element is ended only by the `</H1>` tag, but the `LI` element is ended by any one of the `<LI>`, `</LI>`, `</OL>`, or `</UL>` tags.

SEE ALSO

      Element_Node(3).

AUTHOR

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