



TinyXml In Practice

Keep It Small and Simple

Enable Using STL Mode

Get Element

Query Attribute Of Element

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Enable Using STL Mode

TinyXml can be compiled to use or not use STL.

Using STL mode support `std::string`, `std::istream`, `std::ostream`, operator `<<` and operator `>>`.

In Non-STL mode, no STL files are included. All the string classes are implemented by TinyXml itself.

Enable Using STL Mode

Set `TINYXML_USE_STL` in [tinyxml/Makefile](#) to YES

<code>tinyxml/Makefile</code>
<code>TINYXML_USE_STL := YES</code>

Define `TIXML_USE_STL` as the first line of [tinyxml/tinyxml.h](#)

<code>tinyxml/tinyxml.h</code>
<code>#define TIXML_USE_STL</code>

Traversing Through All Elements Of Document

ninja.xml

```
<?xml version="1.0" ?>
<Hero role="ganker" speed="890" strength="450">Ninja</Hero>
<Hero role="tanker" speed="400" strength="830">axe</Hero>
```

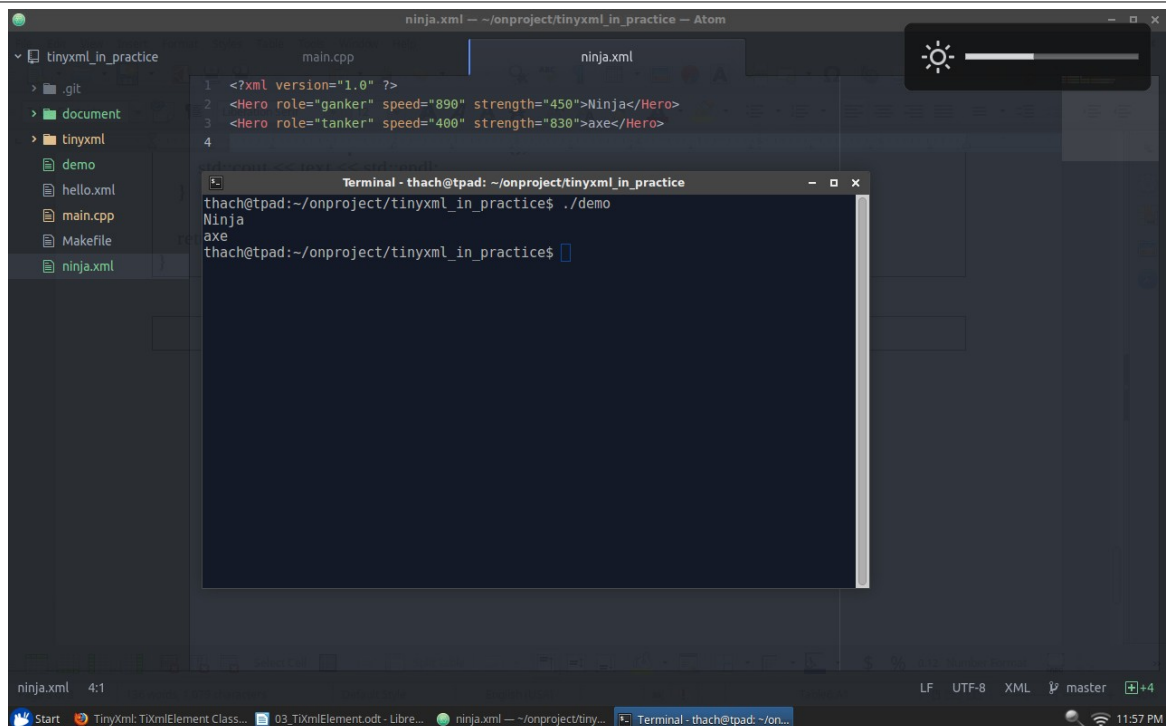
main.cpp

```
#include "tinymce.h"

int main()
{
    TiXmlElement doc;
    doc.LoadFile("ninja.xml");

    for(TiXmlElement *pElement = doc.RootElement();
        pElement != 0;
        pElement = pElement->NextSiblingElement())
    {
        const char* text = pElement->GetText();
        std::cout << text << std::endl;
    }

    return 0;
}
```



Get Element By Value

ninja.xml

```
<?xml version="1.0" ?>
<Hero role="ganker" speed="890" strength="450">ninj</Hero>
<Hero role="tanker" speed="400" strength="830">axe</Hero>
<Enemy role="ganker" speed="600" strength="700">pudge</Enemy>
```

Find Element Had Value: "**Enemy**".

main.cpp

```
#include "tinycl.h"

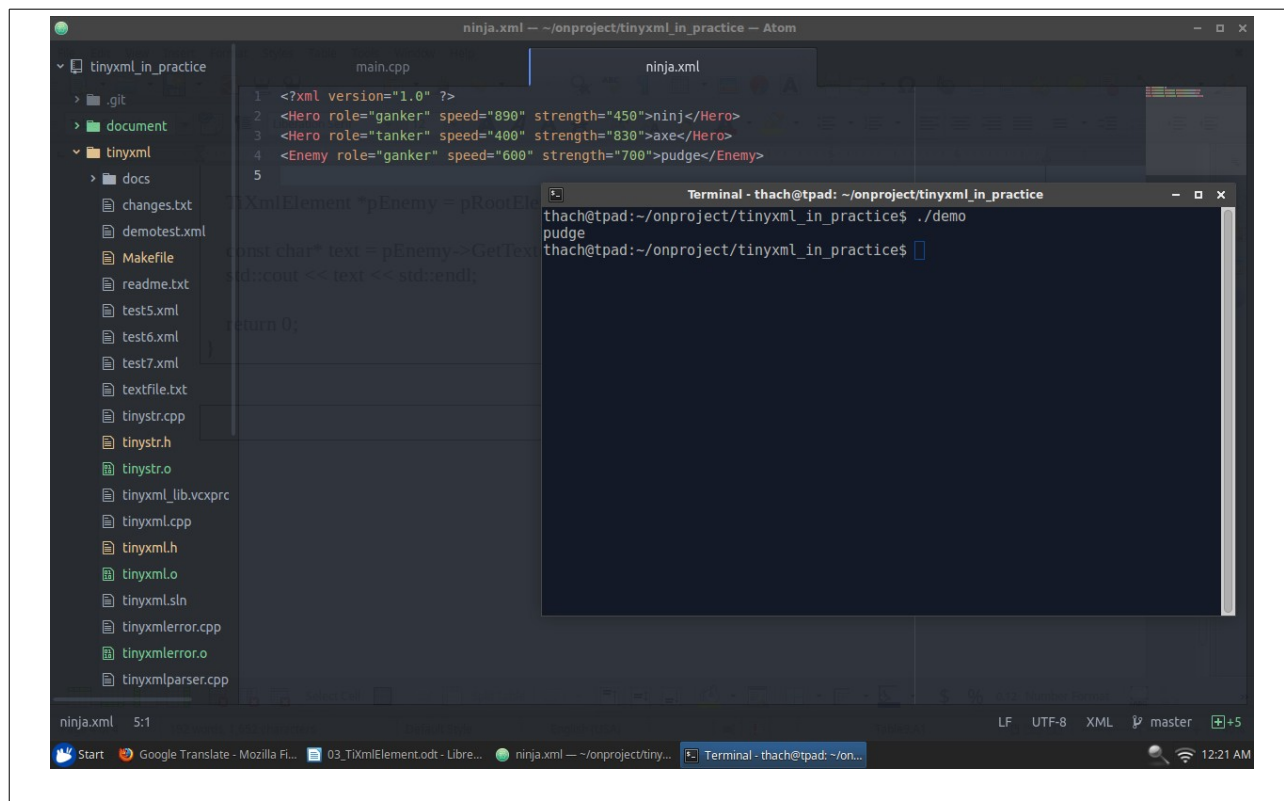
int main()
{
    TiXmlElement doc;
    doc.LoadFile("ninja.xml");

    TiXmlElement *pRootElement = doc.RootElement();

    TiXmlElement *pEnemy = pRootElement->NextSiblingElement("Enemy");

    const char* text = pEnemy->GetText();
    std::cout << text << std::endl;

    return 0;
}
```



Query Attribute Of Element

ninja.xml

```
<?xml version="1.0" ?>
<Hero role="ganker" speed="890" strength="450">ninja</Hero>
<Hero role="tanker" speed="400" strength="830">axe</Hero>
<Enemy role="ganker" speed="600" strength="700">pudge</Enemy>
```

main.cpp

```
#include "tinyxml.h"

int main()
{
    TiXmlDocument doc;
    doc.LoadFile("ninja.xml");

    TiXmlElement *pElement = doc.RootElement();

    const char* text = pElement->GetText();

    std::string role;
    pElement->QueryStringAttribute("role", &role);

    int speed = 0;
    pElement->QueryIntAttribute("speed", &speed);

    int strength = 0;
    pElement->QueryIntAttribute("strength", &strength);

    std::cout << text << " : " << role
              << speed << " : " << strength << std::endl;

    return 0;
}
```

