



TinyXml In Practice

Keep It Small and Simple

TiXmlDocument

Build XML Document & Write To File

&

Load & Add Element To XML Document

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Build XML Document & Write To File

```
#include "tinyxml.h"

int main()
{
    TiXmlDocument doc;

    //add declaration
    TiXmlDeclaration *pDeclaration = new TiXmlDeclaration("1.0", "", "");
    doc.LinkEndChild(pDeclaration);

    //init element
    TiXmlElement *pElement = new TiXmlElement("Hero");

    TiXmlText *pText = new TiXmlText("Ninja");
    pElement->LinkEndChild(pText);

    //add attribute to element
    pElement->SetAttribute("role", "ganker");
    pElement->SetAttribute("speed", 890);
    pElement->SetAttribute("strength", 450);

    //add element
    doc.LinkEndChild(pElement);

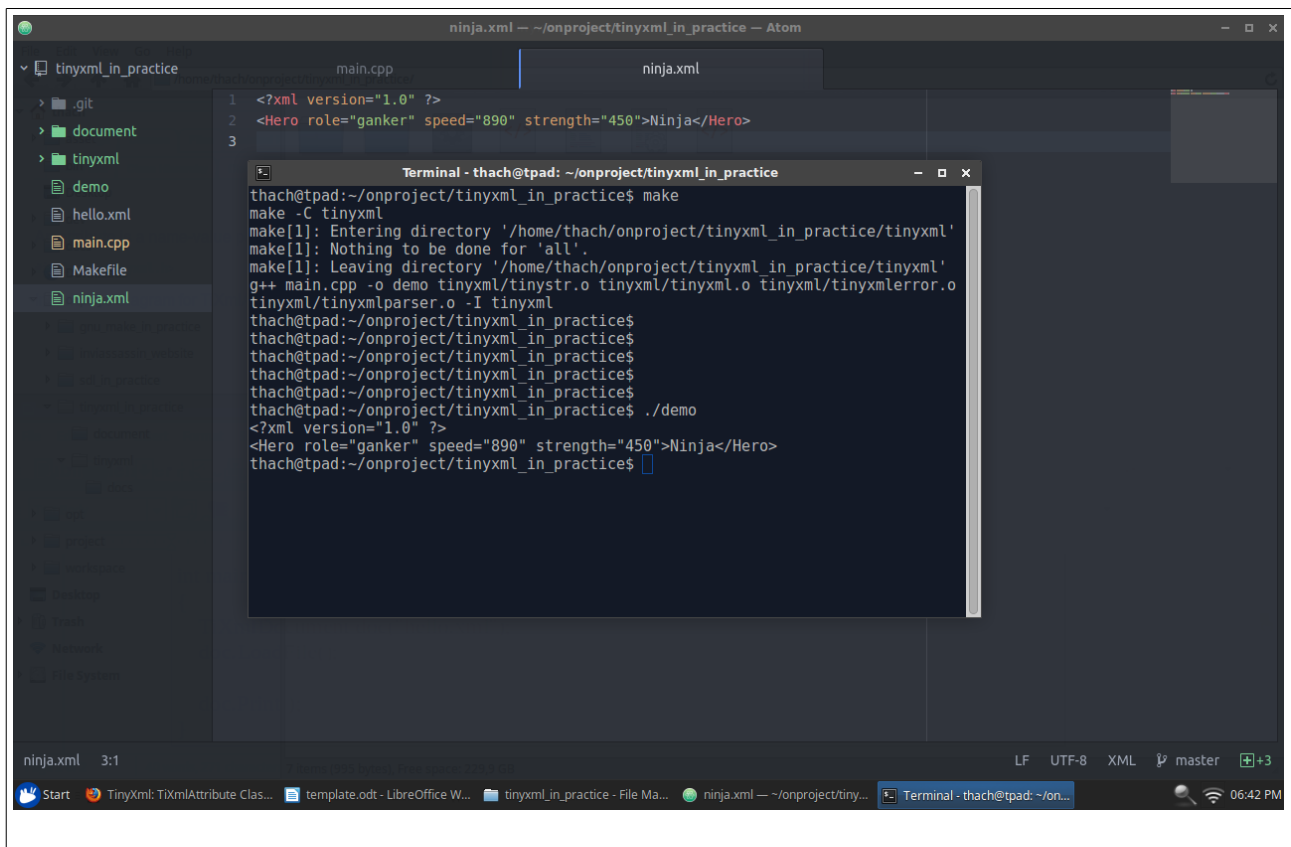
    doc.Print();

    //write document to file
    doc.SaveFile("ninja.xml");

    return 0;
}
```

Compile And Run

```
make
./demo
```



Load & Add Element To XML Document

```
#include "tinyxml.h"

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

    //init element
    TiXmlElement *pElement = new TiXmlElement("Hero");
    TiXmlText *pText = new TiXmlText("Nuker");
    pElement->LinkEndChild(pText);

    //add attribute to element
    pElement->SetAttribute("role", "intelligence");
    pElement->SetAttribute("speed", 600);
    pElement->SetAttribute("magic", 800);

    //add element
    doc.LinkEndChild(pElement);

    doc.Print();

    doc.SaveFile("ninja.xml");

    return 0;
}
```

