

Tokenization

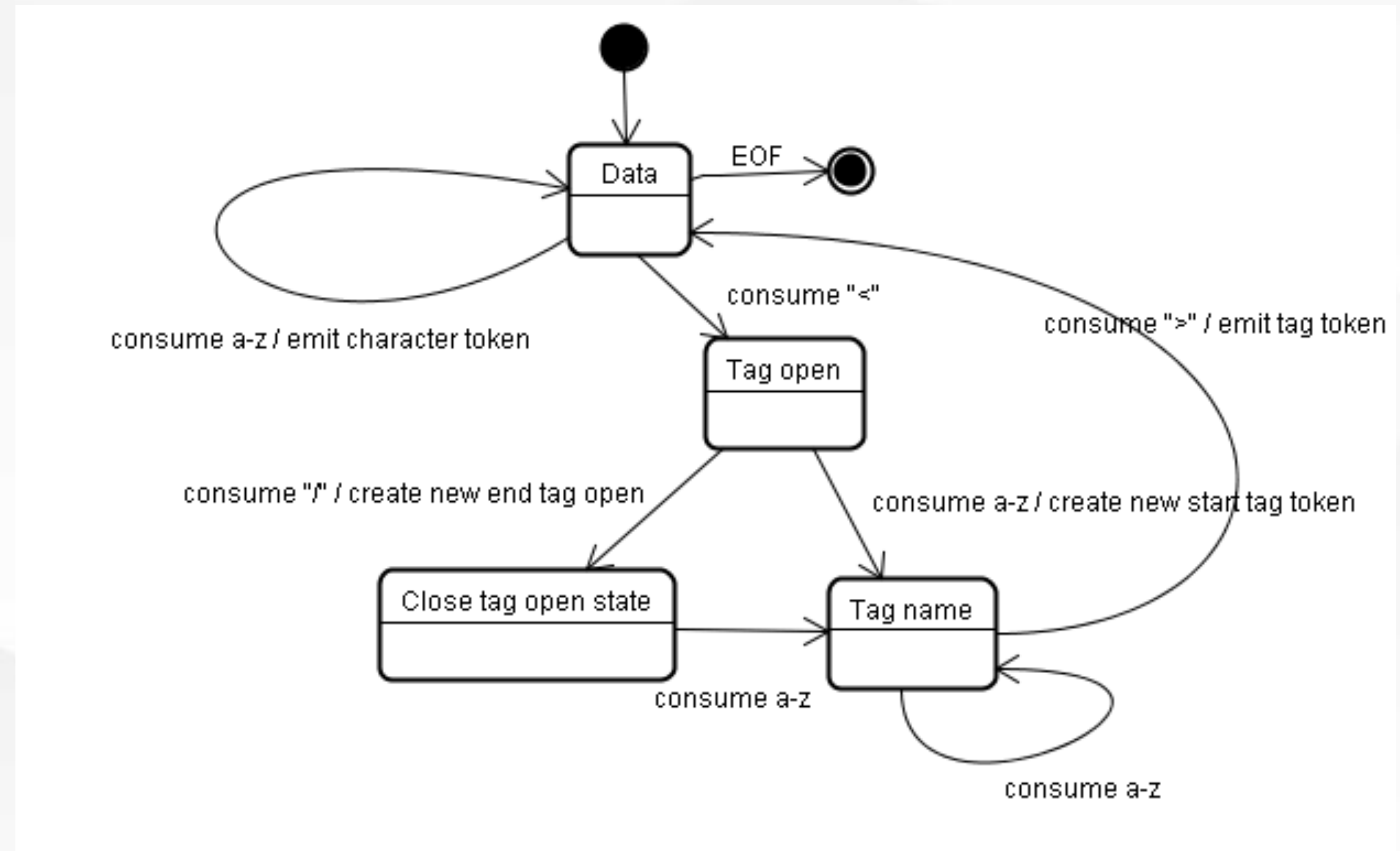
1. A state machine of tokenization

- Each state consumes one or more characters of the input stream and updates the next state according to those characters.
- The decision is influenced by the **current tokenization state** and by the **tree construction state**.
- The same consumed character will yield different results for the correct next state, depending on the current state.

2. An example of tokenization

- Tag open state
- close tag open state
- data state

```
<!DOCTYPE html>
<html>
<body>
  Hello world
</body>
</html>
```



STATE MACHINE OF TOKENIZATION

Tree construction

1. Attach to Document object

- When the parser is created the **Document object** is created.
- During the tree construction stage the **DOM tree** with the Document in its root will be modified and elements will be added to it.
- Each node emitted by the tokenizer will be processed by the **tree constructor**. For each token the specification defines which DOM element is relevant to it and will be created for this token. **The element is added to the DOM tree, and also the stack of open elements.**
- This stack is used to correct nesting mismatches and unclosed tags. The algorithm is also described as a state machine. The states are called "insertion modes".

2. Tree construction process for the example input

```
<!DOCTYPE html>
<html>
<body>
  Hello world
</body>
</html>
```

