

XML PARSERS – DOM

UNIT-II

Document Object Model (DOM)

- DOM provides way of representing an XML document in memory
 - so manipulated by the software
- DOM provides API to access elements
- **DOM is not the following**
 - Not a mechanism for persisting, or *storing, objects as XML documents*
 - DOM is not a set of data structures
 - DOM does not specify what information in a document is relevant or how information should be structured
 - DOM is not a COM, CORBA, or other technologies that include the words *object model*.

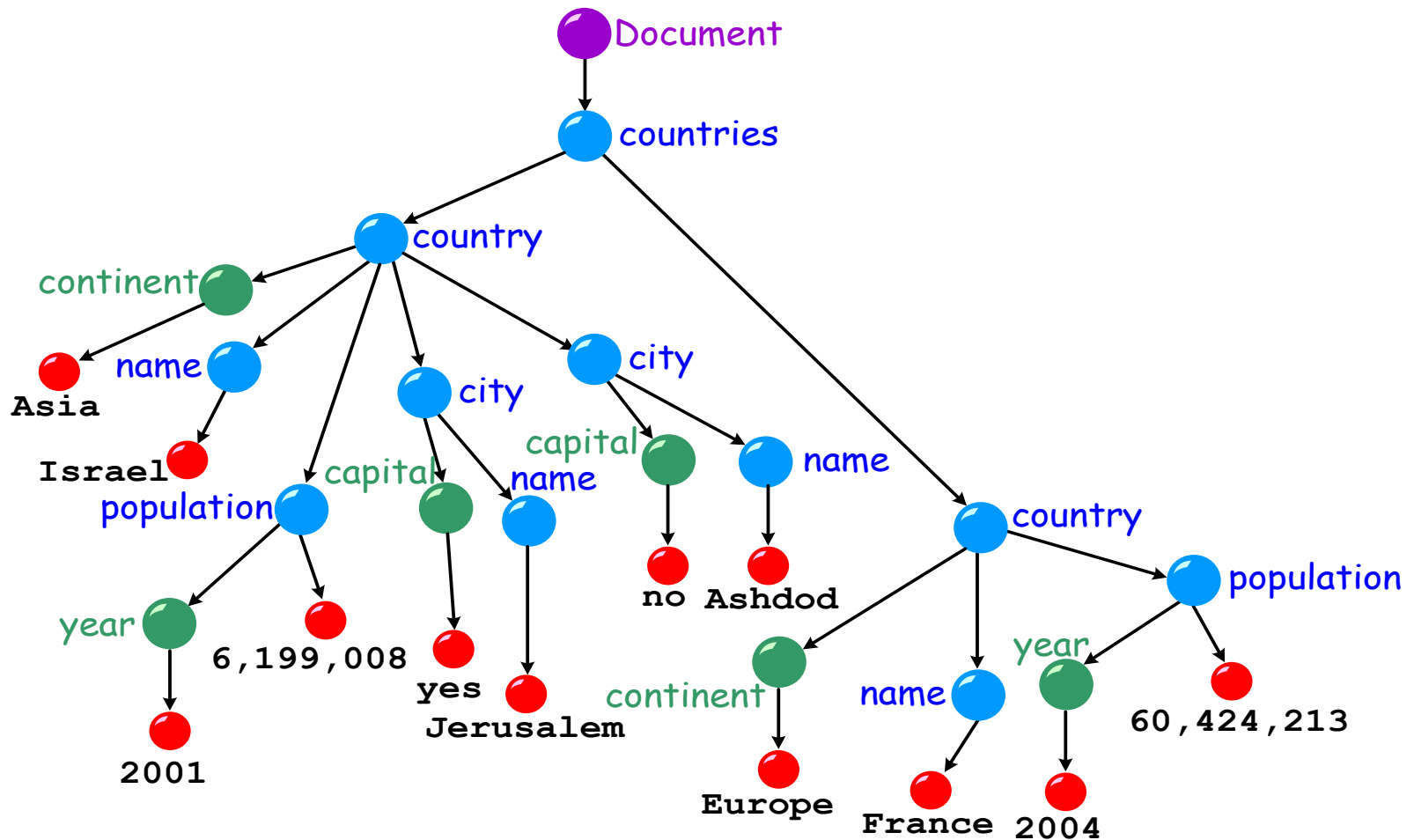
DOM Levels

- Till now three levels are in the works:
- Level 1 allows traversal of an XML document, manipulation of the content in that document
- Level 2 extends Level 1 with additional features such as namespace support, events, ranges, and so on
- Level 3 is currently a working draft

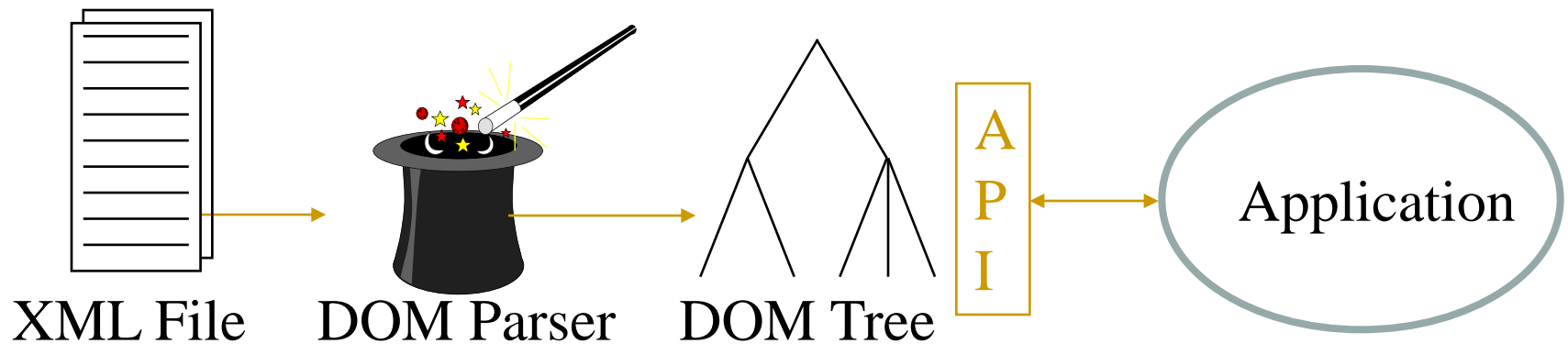
XML Document

- `<?xml version="1.0"?>`
- `<!DOCTYPE countries SYSTEM "world.dtd">`
- `<countries>`
- `<country continent="&as;">`
- `<name>Israel</name>`
- `<population year="2001">6,199,008</population>`
- `<city capital="yes"><name>Jerusalem</name></city>`
- `<city><name>Ashdod</name></city>`
- `</country>`
- `<country continent="&eu;">`
- `<name>France</name>`
- `<population year="2004">60,424,213</population>`
- `</country>`
- `</countries>`

DOM Tree



Using a DOM Tree



DOM Parser

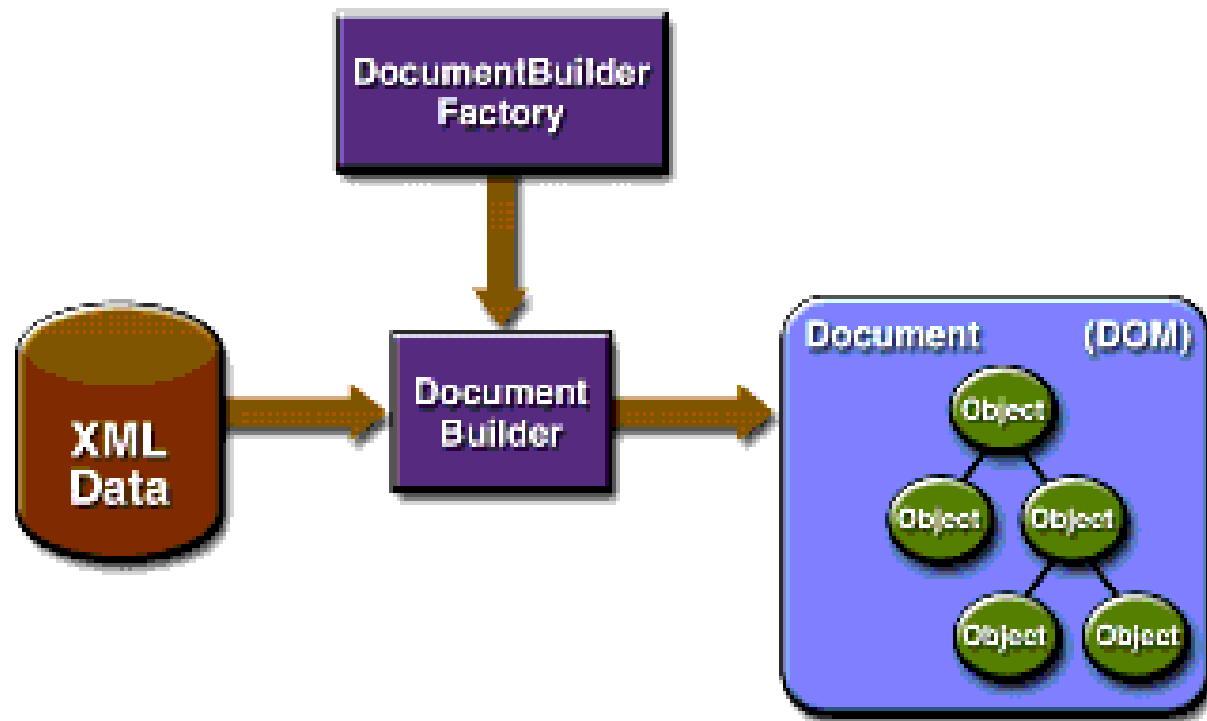
- A DOM parser creates an internal tree structure in memory which is a **DOM document** object
- Client applications get the information of the original XML document by invoking methods on this **Document** object or on other objects it contains

JAVA Bindings

- DOM working group supplies Java language bindings as part of the DOM specification
- Two of the most popular:
 - Java APIs for XML Processing (JAXP), developed by Sun Microsystems
 - Xerces developed as part of the Apache XML project
- JAXP and Xerces are freely available is open source

DOM abstraction layer in Java -- architecture

- Allows vendors to supply their own DOM
- Implementation without requiring change to source code



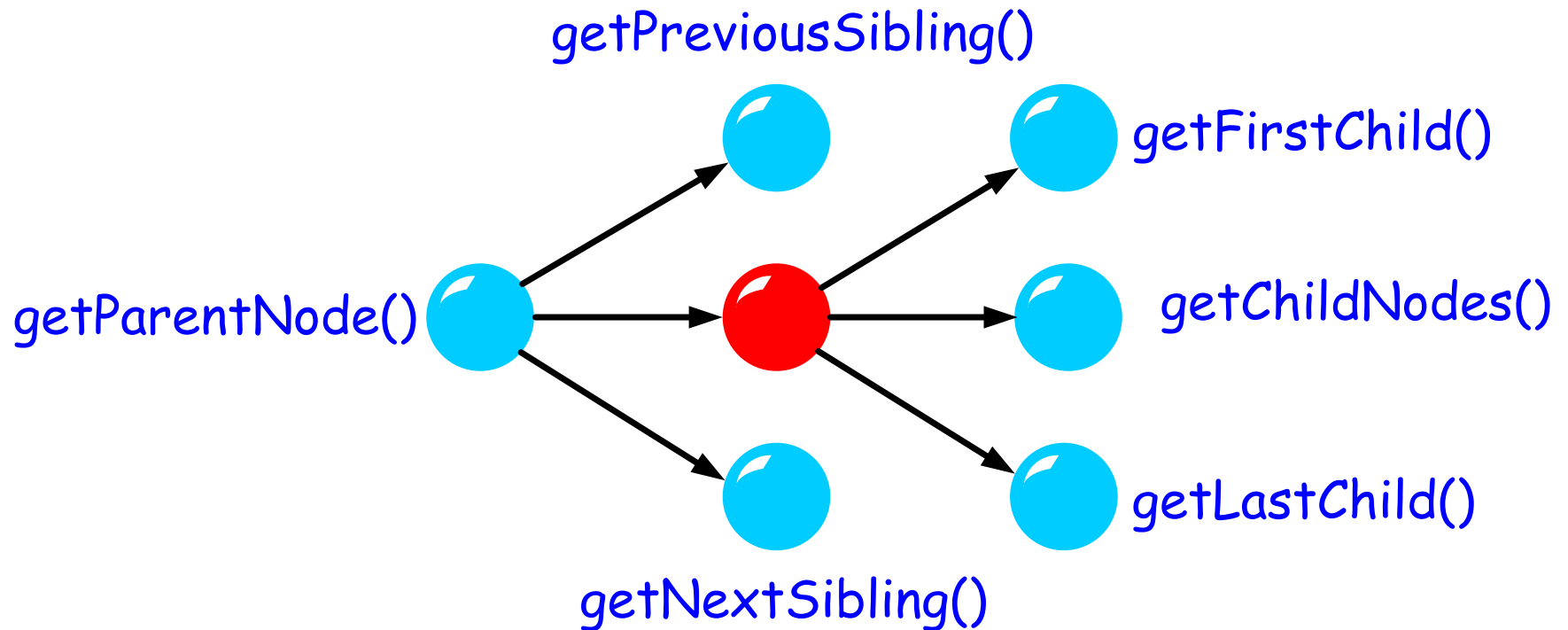
Node Interface

- The nodes of the DOM tree include
 - a special **root** (denoted *document*)
 - **element** nodes
 - **text** nodes and **CDATA** sections
 - **attributes**
 - **Comments**
 - **DocumentType**
 - **Entity**
 - **EntityReference**
 - **Notation**
 - **ProcessingInstruction**
- Every node in the DOM tree implements the **Node** interface

Node Navigation

- Every node has a specific location in tree
- **Node** interface specifies methods for tree navigation
 - **Node** **getFirstChild()** ;
 - **Node** **getLastChild()** ;
 - **Node** **getNextSibling()** ;
 - **Node** **getPreviousSibling()** ;
 - **Node** **getParentNode()** ;
 - **NodeList** **getChildNodes()** ;
 - **NamedNodeMap** **getAttributes()**

Node Navigation Contd...



An Example

- `DocumentBuilderFactory factory = DocumentBuilderFactory.newInstance();`

A factory instance
is the parser implementation.
Can be changed with runtime
System property

- `/* set some factory options here */`

- `DocumentBuilder builder = factory.newDocumentBuilder();`

From the factory one obtains
an instance of the parser

- `Document doc = builder.parse(xmlFile);`

`xmlFile` can be an `java.io.File`,
an `InputStream`, etc.

Example Contd...

- `// Make a copy of the element subtree suitable for inserting into doc`
- `Node node = doc.importNode(element, true);`
- `// Get the parent Node`
- `parent = node.getParentNode();`
- `// Get children NodeList`
- `children = node.getChildNodes();`
- `// Get first child; null if no children`
- `Node child = node.getFirstChild();`
- `// Get last child; null if no children`
- `child = node.getLastChild();`

Example Contd...

- // Get next sibling; null if node is last child
- Node sibling = node.getNextSibling();
- // Get previous sibling; null if node is first child
- sibling = node.getPreviousSibling();
- // Get first sibling
- sibling = node.getParentNode().getFirstChild();
- // Get last sibling sibling =
node.getParentNode().getLastChild(); }
- }

Contd...

- `System.out.println("Root element :" + doc.getDocumentElement().getNodeName());`
- `if (doc.hasChildNodes()) { printNote(doc.getChildNodes()); }`
- `} catch (Exception e) { System.out.println(e.getMessage()); } }`

- `private static void printNote(NodeList nodeList) {`
- `for (int count = 0; count < nodeList.getLength(); count++) {`
- `Node tempNode = nodeList.item(count); // make sure it's element node`
- `if (tempNode.getNodeType() == Node.ELEMENT_NODE) { // get node name and value`
- `System.out.println("\nNode Name =" + tempNode.getNodeName() + " [OPEN]");`

Contd...

- `System.out.println("Node Value =" +tempNode.getTextContent());`
- `if (tempNode.hasAttributes()) { // get attributes names and values`
- `NamedNodeMap nodeMap = tempNode.getAttributes();`
- `for (int i = 0; i < nodeMap.getLength(); i++) {`
- `Node node = nodeMap.item(i);`
- `System.out.println("attr name : " + node.getNodeName());`
`System.out.println("attr value : " + node.getNodeValue()); } }`
- `if (tempNode.hasChildNodes()) { // loop again if has child nodes`
`printNote(tempNode.getChildNodes()); }`
- `System.out.println("Node Name =" + tempNode.getNodeName() + "`
`[CLOSE]"); }`
- `}`

DOM Traversal and Range

- Supported in DOM Level2
- Can check the support using `hasFeature()`
- Traversal - is a convenient way to walk through a DOM tree and select specific nodes
- Allows to find certain elements and perform operations on them
- **Traversal Interfaces**
- `NodeIterator` - Represents a subtree as a linear list and walk through nodes linearly

Contd...

- TreeWalker - Represents a subtree as a tree view
- NodeFilter - used with NodeIterator and TreeWalker to select specific nodes
- DocumentTraversal - Contains methods to create NodeIterator and TreeWalker instances

Example of NodeIterator

- NodeIterator iter =
- ((DocumentTraversal)document).createNodeIterator(
• root, NodeFilter.SHOW_ELEMENT,
• new NameNodeFilter("book"), true);
- Node n = iter.nextNode();
- while (n != null) {
- System.out.println(n.getFirstChild().getNodeValue());
- n = iter.nextNode();
- }

Range Interface

- Range - This interface describes a range and contains methods to define, delete, insert content
- DocumentRange - This interface creates a range
- Support to range interface is tested by calling the hasFeature(...) method of the DOMImplementation interface

Example:

```
DocumentBuilderFactory dbf = DocumentBuilderFactory.newInstance();  
docBuilder = dbf.newDocumentBuilder();  
DOMImplementation domImp = docBuilder.getDOMImplementation();  
if (domImp.hasFeature("Range", "2.0"))
```

Sample Code

- Code for delete a range of content
- Range r = ((DocumentRange)document).createRange();
- r.selectNodeContents(root.getFirstChild());
- r.deleteContents();

Other Alternatives

- **JDOM**
- DOM is purely language independent, but JDOM is meant for only JAVA
- DOM as language independent more complex
- **Aim of JDOM**
 - should be straightforward for Java programmers.
 - should support easy and efficient document modification.
 - should hide the complexities of XML
 - should integrate with DOM and SAX.
 - should be lightweight and fast.
 - should solve most of the Java/XML problems with little effort when compare with DOM

JDOM vs DOM

- **JDOM**

- class-based API
- Classes encapsulates documents, elements, attributes, text etc. minimize downcast
- does not parse XML but it build JDOM objects from a DOM tree

- **DOM**

- interface-based API
- DOM is a strict hierarchy based on a node, leads to lots of downcasts and so reduced performance

Small Implementation of DOM

- **To work with DOM on a PDA, a full-blown DOM implementation is heavyweight**
- Smaller, simpler alternatives are needed
- Example: NanoXML, TinyXML, kXML
- NanoXML - nonvalidating parser, looks a lot like DOM, but it's much smaller, a light version is less than 6KB
- TinyXML - It's only for reading an XML document, cannot create a document
 - Has one class, TinyParser, and one interface, ParsedXML.
 - Just call static method TinyParser to parse a stream, file, or URL
 - The uncompressed class files are about 16KB
- NanoXML - designed specifically for J2ME resource-constrained devices
 - The most sophisticated of the three small parsers