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```
Name:     Rob Bauer
UANET id: rsbauer


Generated: Tue Dec 14 18:09:35 EST 2010

------------------------------------------------------------------------
r2922 | rsbauer | 2010-11-23 14:14:51 -0500 (Tue, 23 Nov 2010) | 1 line
Changed paths:
   M /Apprise/trunk/src/qtapprise/AppriseMenu.cpp

In Windows, clicking on Save or Save As crashes the app.  Changed the dialog value to 0 and the dialog now shows up as e↙
xpected.
Index: qtapprise/AppriseMenu.cpp
===================================================================
--- qtapprise/AppriseMenu.cpp   (revision 2921)
+++ qtapprise/AppriseMenu.cpp   (revision 2922)
@@ -177,7 +177,7 @@
    QFileDialog::Options options;

    QString selectedFilter;
-    saveFileName = QFileDialog::getSaveFileName(dialog,
+    saveFileName = QFileDialog::getSaveFileName(0,
        tr("QFile::getSaveFileName()"),
        "",
        tr("UML Files (*.UML)"),
------------------------------------------------------------------------
r2937 | rsbauer | 2010-11-26 17:14:39 -0500 (Fri, 26 Nov 2010) | 1 line
Changed paths:
   A /Apprise/trunk/src/src.pro

Checking in .pro file
Index: src.pro
===================================================================
--- src.pro     (revision 0)
+++ src.pro     (revision 2937)
@@ -0,0 +1,118 @@
+####################################################################
+# Automatically generated by qmake (2.01a) Fri Nov 26 16:55:36 2010
+####################################################################
+
+TEMPLATE = app
+TARGET =
+DEPENDPATH += . \
+            importexport \
+            qtapprise \
+            qtclassdiagramlayout \
+            sequencediagram \
+            umlclassmodel
+INCLUDEPATH += .
+
+# Input
+HEADERS += importexport/QUMLAggregation.hpp \
+           importexport/QUMLAssociation.hpp \
+           importexport/QUMLClass.hpp \
+           importexport/QUMLClassModel.hpp \
+           importexport/QUMLComposition.hpp \
+           importexport/QUMLDependency.hpp \
+           importexport/QUMLGeneralization.hpp \
+           importexport/QUMLModelElement.hpp \
+           importexport/QUMLRelationship.hpp \
+           importexport/QUMLStereotype.hpp \
+           importexport/Serializable.hpp \
+           importexport/Statics.hpp \
+           qtapprise/AppriseActions.hpp \
+           qtapprise/AppriseBackground.hpp \
+           qtapprise/AppriseButtons.hpp \
+           qtapprise/AppriseClassEditor.hpp \
+           qtapprise/AppriseCommands.hpp \
+           qtapprise/AppriseDockWidget.hpp \
+           qtapprise/AppriseDraw.hpp \
+           qtapprise/AppriseMenu.hpp \
+           qtapprise/AppriseStyleEditor.hpp \
+           qtapprise/AppriseTrayIcon.hpp \
+           qtapprise/AppriseWindow.hpp \
+           qtapprise/DrawClass.hpp \
+           qtapprise/DrawLabel.hpp \
+           qtclassdiagramlayout/AboutDialog.hpp \
+           qtclassdiagramlayout/ColorListEditor.hpp \
+           qtclassdiagramlayout/StereotypeDialog.hpp \
+           qtclassdiagramlayout/UMLAttributeLabel.hpp \
+           qtclassdiagramlayout/UMLClassDiagram.hpp \
+           qtclassdiagramlayout/UMLClassLayout.hpp \
+           qtclassdiagramlayout/UMLOperatorLabel.hpp \
+           qtclassdiagramlayout/UMLRelationshipLayout.hpp \
+           sequencediagram/SDEvent.hpp \
+           sequencediagram/SDFactory.hpp \
+           sequencediagram/SDObject.hpp \
+           sequencediagram/SDObjectInstance.hpp \
+           sequencediagram/SequenceDiagram.hpp \
+           umlclassmodel/UMLAggregation.hpp \
+           umlclassmodel/UMLAssociation.hpp \
+           umlclassmodel/UMLClass.hpp \
+           umlclassmodel/UMLClassModel.hpp \
+           umlclassmodel/UMLComposition.hpp \
+           umlclassmodel/UMLDependency.hpp \
+           umlclassmodel/UMLGeneralization.hpp \
+           umlclassmodel/UMLModelElement.hpp \
+           umlclassmodel/UMLRelationship.hpp \
+           umlclassmodel/UMLStereotype.hpp \
+           umlclassmodel/UMLAggregation.cpp \
+           umlclassmodel/UMLAssociation.cpp \
+           umlclassmodel/UMLComposition.cpp \
+           umlclassmodel/UMLDependency.cpp \
+           umlclassmodel/UMLGeneralization.cpp \
+SOURCES += importexport/QUMLAggregation.cpp \
+           importexport/QUMLAssociation.cpp \
+           importexport/QUMLClass.cpp \
+           importexport/QUMLClassModel.cpp \
+           importexport/QUMLComposition.cpp \
+           importexport/QUMLDependency.cpp \
+           importexport/QUMLGeneralization.cpp \
+           importexport/QUMLModelElement.cpp \
+           importexport/QUMLRelationship.cpp \
+           importexport/QUMLStereotype.cpp \
+           importexport/Serializable.cpp \
+           importexport/Statics.cpp \
+           qtapprise/AppriseActions.cpp \
+           qtapprise/AppriseBackground.cpp \
+           qtapprise/AppriseButtons.cpp \
+           qtapprise/AppriseClassEditor.cpp \
+           qtapprise/AppriseCommands.cpp \
+           qtapprise/AppriseDockWidget.cpp \
+           qtapprise/AppriseDraw.cpp \
+           qtapprise/AppriseMain.cpp \
+           qtapprise/AppriseMenu.cpp \
+           qtapprise/AppriseStyleEditor.cpp \
+           qtapprise/AppriseTrayIcon.cpp \
+           qtapprise/AppriseWindow.cpp \
+           qtapprise/DrawClass.cpp \
+           qtapprise/DrawLabel.cpp \
+           qtclassdiagramlayout/AboutDialog.cpp \
+           qtclassdiagramlayout/ColorListEditor.cpp \
+           qtclassdiagramlayout/StereotypeDialog.cpp \
+           qtclassdiagramlayout/UMLAttributeLabel.cpp \
+           qtclassdiagramlayout/UMLClassDiagram.cpp \
+           qtclassdiagramlayout/UMLClassLayout.cpp \
+           qtclassdiagramlayout/UMLOperatorLabel.cpp \
+           qtclassdiagramlayout/UMLRelationshipLayout.cpp \
+           sequencediagram/SDEvent.cpp \
+           sequencediagram/SDFactory.cpp \
+           sequencediagram/SDObject.cpp \
+           sequencediagram/SDObjectInstance.cpp \
+           sequencediagram/SequenceDiagram.cpp \
+           umlclassmodel/UMLAggregation.cpp \
+           umlclassmodel/UMLAssociation.cpp \
+           umlclassmodel/UMLClass.cpp \
+           umlclassmodel/UMLClassModel.cpp \
+           umlclassmodel/UMLComposition.cpp \
+           umlclassmodel/UMLDependency.cpp \
+           umlclassmodel/UMLGeneralization.cpp \
+           umlclassmodel/UMLModelElement.cpp \
+           umlclassmodel/UMLRelationship.cpp \
+           umlclassmodel/UMLStereotype.cpp
+RESOURCES += Apprise.qrc
------------------------------------------------------------------------
r3021 | rsbauer | 2010-12-03 12:42:52 -0500 (Fri, 03 Dec 2010) | 1 line
Changed paths:
   D /Apprise/trunk/src/importexport
   M /Apprise/trunk/src/qtapprise/AppriseMenu.cpp
   M /Apprise/trunk/src/qtapprise/AppriseMenu.hpp
   M /Apprise/trunk/src/qtapprise/AppriseWindow.cpp
   M /Apprise/trunk/src/qtapprise/AppriseWindow.hpp
   M /Apprise/trunk/src/qtclassdiagramlayout/UMLClassDiagram.cpp
   M /Apprise/trunk/src/qtclassdiagramlayout/UMLClassDiagram.hpp
   M /Apprise/trunk/src/src.pro
   M /Apprise/trunk/src/umlclassmodel/UMLClass.cpp
   M /Apprise/trunk/src/umlclassmodel/UMLClass.hpp
   M /Apprise/trunk/src/umlclassmodel/UMLModelElement.cpp
   M /Apprise/trunk/src/umlclassmodel/UMLModelElement.hpp

Merged opensave branch. Removed importexport dir. Updated src.pro. Cleaned up some includes while merging new includes. ↙
Builds fine in Windows. Clicking save produces error while iterating umlclasses in UMLClassDiagram.writeTo()
```

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```
Index: umlclassmodel/UMLClass.cpp
===================================================================
--- umlclassmodel/UMLClass.cpp  (revision 3020)
+++ umlclassmodel/UMLClass.cpp  (revision 3021)
@@ -57,3 +57,16 @@
 {
   return operations;
 }
+
+// for serialization - Writing
+void UMLClass::writeTo(Writer* writer)
+{
+        writer->writeList("UMLClass.Attributes", renderAttributes());
+        writer->writeList("UMLClass.Methods", renderMethods());
+}
+
+// for serialization - Reading
+void UMLClass::readFrom(Reader* reader)
+{
+
+}
Index: umlclassmodel/UMLClass.hpp
===================================================================
--- umlclassmodel/UMLClass.hpp  (revision 3020)
+++ umlclassmodel/UMLClass.hpp  (revision 3021)
@@ -11,17 +11,19 @@
 #include <string>
 #include <list>
 #include "UMLModelElement.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"

 class UMLClass : public UMLModelElement
 {
-    public:
+public:

        // void constructor
        UMLClass();

        // String constructor
        UMLClass(const std::string&);
-
+
        // Copy constructor
        UMLClass(const UMLClass& aclass);

@@ -46,7 +48,12 @@
        //returns the list of operations from class
        virtual std::list<std::string> renderMethods();

-    private:
+        // for serialization
+        virtual void writeTo(Writer*);
+        virtual void readFrom(Reader*);
+
+
+private:
        std::list<std::string> attributes;
        std::list<std::string> operations;
 };
Index: umlclassmodel/UMLModelElement.cpp
===================================================================
--- umlclassmodel/UMLModelElement.cpp   (revision 3020)
+++ umlclassmodel/UMLModelElement.cpp   (revision 3021)
@@ -27,3 +27,15 @@
 {
    return ((*this).name == e.name);
 }
+
+// for serialization - Writing
+void UMLModelElement::writeTo(Writer* writer)
+{
+
+}
+
+// for serialization - Reading
+void UMLModelElement::readFrom(Reader* reader)
+{
+
+}
Index: umlclassmodel/UMLModelElement.hpp
===================================================================
--- umlclassmodel/UMLModelElement.hpp   (revision 3020)
+++ umlclassmodel/UMLModelElement.hpp   (revision 3021)
@@ -8,6 +8,9 @@
```

```
 #ifndef UML_MODEL_ELEMENT_HPP
 #define UML_MODEL_ELEMENT_HPP

+#include "opensave/Serializable.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"
 #include <string>

 class UMLModelElement
@@ -26,6 +29,11 @@

            virtual bool operator== (UMLModelElement);

+        // for serialization
+        virtual void writeTo(Writer*);
+        virtual void readFrom(Reader*);
+
+
 protected:
            std::string name;
 };
Index: src.pro
===================================================================
--- src.pro     (revision 3020)
+++ src.pro     (revision 3021)
@@ -5,7 +5,7 @@
 TEMPLATE = app
 TARGET = Apprise
 DEPENDPATH += . \
-            importexport \
+            opensave \
            qtapprise \
            qtclassdiagramlayout \
            sequencediagram \
@@ -13,18 +13,12 @@
 INCLUDEPATH += .

 # Input
-HEADERS += importexport/QUMLAggregation.hpp \
-           importexport/QUMLAssociation.hpp \
-           importexport/QUMLClass.hpp \
-           importexport/QUMLClassModel.hpp \
-           importexport/QUMLComposition.hpp \
-           importexport/QUMLDependency.hpp \
-           importexport/QUMLGeneralization.hpp \
-           importexport/QUMLModelElement.hpp \
-           importexport/QUMLRelationship.hpp \
-           importexport/QUMLStereotype.hpp \
-           importexport/Serializable.hpp \
-           importexport/Statics.hpp \
+HEADERS += opensave/Reader.hpp \
+           opensave/Serializable.hpp \
+           opensave/Writer.hpp \
+           opensave/XmlStructureParser.hpp \
+           opensave/XmlTxtReader.hpp \
+           opensave/XmlTxtWriter.hpp \
           qtapprise/AppriseActions.hpp \
           qtapprise/AppriseBackground.hpp \
           qtapprise/AppriseButtons.hpp \
@@ -68,18 +62,9 @@
           umlclassmodel/UMLDependency.cpp \
           umlclassmodel/UMLGeneralization.cpp \
      qtapprise/dbimportwindow.h
-SOURCES += importexport/QUMLAggregation.cpp \
-           importexport/QUMLAssociation.cpp \
-           importexport/QUMLClass.cpp \
-           importexport/QUMLClassModel.cpp \
-           importexport/QUMLComposition.cpp \
-           importexport/QUMLDependency.cpp \
-           importexport/QUMLGeneralization.cpp \
-           importexport/QUMLModelElement.cpp \
-           importexport/QUMLRelationship.cpp \
-           importexport/QUMLStereotype.cpp \
-           importexport/Serializable.cpp \
-           importexport/Statics.cpp \
+SOURCES += opensave/XmlStructureParser.cpp \
+           opensave/XmlTxtReader.cpp \
+           opensave/XmlTxtWriter.cpp \
           qtapprise/AppriseActions.cpp \
           qtapprise/AppriseBackground.cpp \
           qtapprise/AppriseButtons.cpp \
@@ -121,7 +106,8 @@
      qtapprise/dbImportWindow.cpp
 RESOURCES += Apprise.qrc
 QT += network
-QT        += sql
```

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```
+QT += sql \
+       xml

 FORMS += \
     authenticationdialog.ui \
Index: qtapprise/AppriseMenu.cpp
===============================================================
--- qtapprise/AppriseMenu.cpp   (revision 3020)
+++ qtapprise/AppriseMenu.cpp   (revision 3021)
@@ -4,10 +4,13 @@
         Class implementation to create menu toobar and menu items to be added to the toolbar.
 */

-#include "../qtapprise/AppriseMenu.hpp"
-#include "../qtapprise/HTTPWindow.hpp"
-#include "../qtapprise/dbimportwindow.h"
+#include "qtapprise/AppriseMenu.hpp"
+#include "qtapprise/HTTPWindow.hpp"
+#include "qtapprise/dbimportwindow.h"
+#include "opensave/XmlTxtWriter.hpp"
+#include "opensave/Writer.hpp"

+
 // Default constructor.
 AppriseMenu::AppriseMenu()
 {
@@ -325,14 +328,9 @@
 //of the UML Class Diagram.
 void AppriseMenu::writeToFile()
 {
-    QString someText = generateQtText();
-    QFile file(saveFileName);
-    if (file.open(QIODevice::WriteOnly | QIODevice::Text))
-    {
-        QTextStream stream(&file);
-        stream << someText << endl;
-        file.close();
-    }
+    XmlTxtWriter xmlout (saveFileName);
+    window->writeTo(&xmlout);
+    xmlout.close();
 }

 // This is used by Screenshot to take and save the screenshot.
Index: qtapprise/AppriseWindow.cpp
===============================================================
--- qtapprise/AppriseWindow.cpp (revision 3020)
+++ qtapprise/AppriseWindow.cpp (revision 3021)
@@ -4,20 +4,23 @@
     Class implementation to create GUI for Apprise.
 */

-#include "../qtapprise/AppriseWindow.hpp"
-#include "../qtapprise/AppriseMenu.hpp"
-#include "../qtapprise/AppriseBackground.hpp"
-#include "../qtclassdiagramlayout/UMLClassDiagram.hpp"
-#include "../qtclassdiagramlayout/UMLClassLayout.hpp"
-#include "../qtapprise/AppriseDockWidget.hpp"
-#include "../qtapprise/AppriseDraw.hpp"
-#include "../qtapprise/AppriseTrayIcon.hpp"
-#include "../qtapprise/AppriseClassEditor.hpp"
-#include "../qtclassdiagramlayout/UMLRelationshipLayout.hpp"
-#include "../umlclassmodel/UMLClass.hpp"
-#include "../umlclassmodel/UMLClassModel.hpp"
-#include "../umlclassmodel/UMLRelationship.hpp"
-#include "../qtapprise/AppriseCommands.hpp"
+#include "qtapprise/AppriseWindow.hpp"
+#include "qtapprise/AppriseMenu.hpp"
+#include "qtapprise/AppriseBackground.hpp"
+#include "qtclassdiagramlayout/UMLClassDiagram.hpp"
+#include "qtclassdiagramlayout/UMLClassLayout.hpp"
+#include "qtapprise/AppriseDockWidget.hpp"
+#include "qtapprise/AppriseDraw.hpp"
+#include "qtapprise/AppriseTrayIcon.hpp"
+#include "qtapprise/AppriseClassEditor.hpp"
+#include "qtclassdiagramlayout/UMLRelationshipLayout.hpp"
+#include "umlclassmodel/UMLClass.hpp"
+#include "umlclassmodel/UMLClassModel.hpp"
+#include "umlclassmodel/UMLRelationship.hpp"
+#include "qtapprise/AppriseCommands.hpp"
+#include "opensave/XmlTxtWriter.hpp"
+#include "opensave/Writer.hpp"
+
 #include <list>

 // constructor
```

```
@@ -470,3 +473,16 @@
 UMLClassDiagram* AppriseWindow::getDiagram() {
     return diagram;
 }
+
+// for serialization - Writing
+void AppriseWindow::writeTo(Writer* writer)
+{
+       getDiagram()->writeTo(writer);
+}
+
+// for serialization - Reading
+void AppriseWindow::readFrom(Reader* reader)
+{
+
+}
+
Index: qtapprise/AppriseMenu.hpp
===============================================================
--- qtapprise/AppriseMenu.hpp   (revision 3020)
+++ qtapprise/AppriseMenu.hpp   (revision 3021)
@@ -23,9 +23,12 @@
 #include "HTTPWindow.hpp"
 #include "AppriseDockWidget.hpp"
 #include "AppriseDraw.hpp"
+#include "opensave/XmlTxtWriter.hpp"
+#include "opensave/Writer.hpp"
 //#include "DrawLabel.hpp"
 //#include "DrawClass.hpp"

+
 class AppriseMenu : public QObject{
     Q_OBJECT

Index: qtapprise/AppriseWindow.hpp
===============================================================
--- qtapprise/AppriseWindow.hpp (revision 3020)
+++ qtapprise/AppriseWindow.hpp (revision 3021)
@@ -12,8 +12,12 @@
 #include <QTextEdit>
 #include <QTimer>
 #include <QtGui/QCloseEvent>
-#include "../qtclassdiagramlayout/UMLRelationshipLayout.hpp"
+#include "qtclassdiagramlayout/UMLRelationshipLayout.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"
+#include "opensave/Serializable.hpp"

+
 class QAction;
 class QActionGroup;
 class QMenu;
@@ -32,7 +36,7 @@
 class QCloseEvent;
 class QDesktopWidget;

-class AppriseWindow : public QMainWindow
+class AppriseWindow : public QMainWindow, public Serializable
 {
     Q_OBJECT

@@ -73,6 +77,9 @@
         virtual std::list<std::string> renderAttributes();
         virtual std::list<std::string> renderMethods();
         virtual UMLClassDiagram* getDiagram();
+        virtual void writeTo(Writer*);
+        virtual void readFrom(Reader*);
+
     public slots:
         virtual void print();
         virtual void aboutMessage();
Index: qtclassdiagramlayout/UMLClassDiagram.cpp
===============================================================
--- qtclassdiagramlayout/UMLClassDiagram.cpp    (revision 3020)
+++ qtclassdiagramlayout/UMLClassDiagram.cpp    (revision 3021)
@@ -5,6 +5,8 @@
 */

 #include "UMLClassDiagram.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"

 // constructor and defualt constructor
 UMLClassDiagram::UMLClassDiagram(QWidget * parent)
@@ -119,3 +121,21 @@
 {
```

```
     return *stereotypes;
 }
+
+// for serialization - Writing
+void UMLClassDiagram::writeTo(Writer* writer)
+{
+       // TODO:  Loop the arrays and for each obj, call writeTo on it
+       // std::list<UMLClass*> *classes;
+       for(std::list<UMLClass*>::iterator umlclasses = classes->begin();
+               umlclasses != classes->end(); umlclasses++)
+       {
+               (*umlclasses)->writeTo(writer);
+       }
+}
+
+// for serialization - Reading
+void UMLClassDiagram::readFrom(Reader* reader)
+{
+
+
+} No newline at end of file
Index: qtclassdiagramlayout/UMLClassDiagram.hpp
===============================================================
--- qtclassdiagramlayout/UMLClassDiagram.hpp    (revision 3020)
+++ qtclassdiagramlayout/UMLClassDiagram.hpp    (revision 3021)
@@ -9,7 +9,10 @@
 #define INCLUDDED_UMLCLASSDIAGRAM_HPP

 #include <QGraphicsView>
-#include "../umlclassmodel/UMLClassModel.hpp"
+#include "umlclassmodel/UMLClassModel.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"
+#include "opensave/Serializable.hpp"
 #include <QGraphicsScene>
 #include <QDropEvent>

@@ -18,7 +21,7 @@
 class UMLRelationship;
 class UMLStereotype;

-class UMLClassDiagram : public QGraphicsView {
+class UMLClassDiagram : public QGraphicsView, public Serializable {

      public:
           // constructor
@@ -47,6 +50,11 @@
      const std::list<UMLClass*>& getClasses();
      const std::list<UMLStereotype*>& getStereotypes();

+           // for serialization
+           virtual void writeTo(Writer*);
+           virtual void readFrom(Reader*);
+
+
      protected:
           // events to enable dropping
           virtual void mousePressedEvent(QMouseEvent* event);
------------------------------------------------------------------------
r3024 | rsbauer | 2010-12-04 11:06:49 -0500 (Sat, 04 Dec 2010) | 1 line
Changed paths:
   D /Apprise/trunk/src/importexport
   A /Apprise/trunk/src/opensave
   A /Apprise/trunk/src/opensave/Reader.hpp
   A /Apprise/trunk/src/opensave/Serializable.hpp
   A /Apprise/trunk/src/opensave/Writer.hpp
   A /Apprise/trunk/src/opensave/XmlStructureParser.cpp
   A /Apprise/trunk/src/opensave/XmlStructureParser.hpp
   A /Apprise/trunk/src/opensave/XmlTxtReader.cpp
   A /Apprise/trunk/src/opensave/XmlTxtReader.hpp
   A /Apprise/trunk/src/opensave/XmlTxtWriter.cpp
   A /Apprise/trunk/src/opensave/XmlTxtWriter.hpp
   M /Apprise/trunk/src/qtapprise/AppriseMenu.cpp
   M /Apprise/trunk/src/qtapprise/AppriseMenu.hpp
   M /Apprise/trunk/src/qtapprise/AppriseWindow.cpp
   M /Apprise/trunk/src/qtapprise/AppriseWindow.hpp
   M /Apprise/trunk/src/qtclassdiagramlayout/UMLClassDiagram.cpp
   M /Apprise/trunk/src/qtclassdiagramlayout/UMLClassDiagram.hpp
   M /Apprise/trunk/src/src.pro
   M /Apprise/trunk/src/umlclassmodel/UMLClass.cpp
   M /Apprise/trunk/src/umlclassmodel/UMLClass.hpp
   M /Apprise/trunk/src/umlclassmodel/UMLModelElement.cpp
   M /Apprise/trunk/src/umlclassmodel/UMLModelElement.hpp

Attempting to re-merge r3021 back in.  Had missed adding opensave dir in r3021. This merge includes r3023 changes.
Index: opensave/XmlStructureParser.cpp
```

```
===============================================================
--- opensave/XmlStructureParser.cpp     (revision 0)
+++ opensave/XmlStructureParser.cpp     (revision 3024)
@@ -0,0 +1,43 @@
+#include "XmlStructureParser.hpp"
+#include <QXmlDefaultHandler>
+#include <map>
+
+// Code from "An Introduction to Design Patterns in C++ with QT 4" pages 326-329
+
+QTextStream cout(stdout, QIODevice::WriteOnly);
+
+bool XmlStructureParser::startDocument()
+{
+       return TRUE;
+}
+
+bool XmlStructureParser::characters(const QString& text)
+{
+       elementData = text;
+       return TRUE;
+}
+
+bool XmlStructureParser::startElement(const QString& namespaceURI,
+       const QString& localName, const QString& qName, const QXmlAttributes& atts)
+{
+       return TRUE;
+}
+
+bool XmlStructureParser::endElement(const QString& namespaceURI,
+       const QString& localName, const QString& qName)
+{
+       elementData = elementData.trimmed();
+       if(elementData.length() > 0)
+       {
+               // cout << qName << " = " << elementData << "\n";
+               xmldata[qName] = elementData;
+       }
+
+       return TRUE;
+}
+
+
+std::map<QString, QString> XmlStructureParser::getXmlData()
+{
+       return xmldata;
+}
} No newline at end of file

Property changes on: opensave/XmlStructureParser.cpp
_____

Added: svn:keywords
   + Author Date Id Revision
Added: svn:eol-style
   + native

Index: opensave/Writer.hpp
===============================================================
--- opensave/Writer.hpp (revision 0)
+++ opensave/Writer.hpp (revision 3024)
@@ -0,0 +1,19 @@
+#pragma once
+#ifndef INCLUDDED_WRITER_HPP
+#define INCLUDDED_WRITER_HPP
+
+#include <iostream>
+#include <QString>
+#include <list>
+
+// Writer interface
+class Writer
+{
+public:
+       // methods for writing objects
+       virtual void writeInt(const QString& name, int value) = 0;
+       virtual void writeStr(const QString& name, const QString& value) = 0;
+       virtual void writeList(const std::string& name, const std::list<std::string>& value) = 0;
+};
+
+#endif
Index: opensave/XmlTxtWriter.hpp
===============================================================
--- opensave/XmlTxtWriter.hpp   (revision 0)
+++ opensave/XmlTxtWriter.hpp   (revision 3024)
@@ -0,0 +1,30 @@
+#pragma once
```

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```
+#ifndef INCLUDED_XMLTXTWRITER_HPP
+#define INCLUDED_XMLTXTWRITER_HPP
+
+#include "Writer.hpp"
+#include <fstream>
+#include <QString>
+#include <list>
+
+class XmlTxtWriter
+        : public Writer
+{
+public:
+        XmlTxtWriter(const QString& filename);
+        ~XmlTxtWriter(void);
+
+        // write objects
+        void writeInt(const QString& name, int value);
+        void writeStr(const QString& name, const QString& value);
+        void writeList(const std::string& name, const std::list<std::string>& value);
+
+        // close the stream
+        void close();
+
+private:
+        // the output stream
+        std::ofstream out;
+};
+
+#endif
Index: opensave/XmlStructureParser.hpp
===================================================================
--- opensave/XmlStructureParser.hpp     (revision 0)
+++ opensave/XmlStructureParser.hpp     (revision 3024)
@@ -0,0 +1,32 @@
+#pragma once
+#ifndef INCLUDED_XMLSTRUCTUREPARSER_HPP
+#define INCLUDED_XMLSTRUCTUREPARSER_HPP
+
+#include <QXmlDefaultHandler>
+#include <QString>
+#include <map>
+
+class XmlStructureParser
+        : public QXmlDefaultHandler
+{
+public:
+        bool startDocument();
+        bool startElement(const QString& namespaceURI,
+                const QString& localName,
+                const QString& qName,
+                const QXmlAttributes& atts);
+
+        bool characters(const QString& text);
+        bool endElement(const QString& namespaceURI,
+                const QString& localName,
+                const QString& qName);
+
+        std::map<QString, QString> getXmlData();
+
+private:
+        QString elementData;
+        std::map<QString, QString> xmldata;
+};
+
+
+#endif
Index: opensave/XmlTxtReader.cpp
===================================================================
--- opensave/XmlTxtReader.cpp   (revision 0)
+++ opensave/XmlTxtReader.cpp   (revision 3024)
@@ -0,0 +1,52 @@
+#include "XmlTxtReader.hpp"
+#include "XmlStructureParser.hpp"
+#include <iostream>
+#include <fstream>
+#include <string>
+#include <QFile>
+#include <QXmlInputSource>
+#include <QXmlSimpleReader>
+#include <QDebug>
+#include <QString>
+
+XmlTxtReader::XmlTxtReader(const QString& filename)
+{
+        QFile xmlFile(filename);
+        QXmlInputSource source(&xmlFile);
```

```
+        XmlStructureParser handler;
+        QXmlSimpleReader reader;
+        reader.setContentHandler(&handler);
+        reader.parse(source);
+        xmldata = handler.getXmlData();
+}
+
+
+XmlTxtReader::~XmlTxtReader(void)
+{
+}
+
+
+// read a string
+QString& XmlTxtReader::readString(const QString& name)
+{
+        return lookupValue(name);
+}
+
+// read an integer
+int XmlTxtReader::readInt(const QString& name)
+{
+        return lookupValue(name).toInt();
+}
+
+QString& XmlTxtReader::lookupValue(const QString& name)
+{
+        QString qname = QString(name);
+        std::map<QString, QString>::iterator it = xmldata.find(qname);
+
+        if(it == xmldata.end())
+        {
+                return QString("");
+        }
+
+        return QString(it->second);
+}

Property changes on: opensave/XmlTxtReader.cpp
_____
Added: svn:keywords
   + Author Date Id Revision
Added: svn:eol-style
   + native

Index: opensave/Reader.hpp
===================================================================
--- opensave/Reader.hpp (revision 0)
+++ opensave/Reader.hpp (revision 3024)
@@ -0,0 +1,18 @@
+#pragma once
+#ifndef INCLUDED_READER_HPP
+#define INCLUDED_READER_HPP
+
+#include <iostream>
+#include <QString>
+
+// read interface
+class Reader
+{
+public:
+        // methods for reading objects
+        virtual QString& readString(const QString& name) = 0;
+        virtual int readInt(const QString& name) = 0;
+};
+
+
+#endif
Index: opensave/XmlTxtReader.hpp
===================================================================
--- opensave/XmlTxtReader.hpp   (revision 0)
+++ opensave/XmlTxtReader.hpp   (revision 3024)
@@ -0,0 +1,32 @@
+#pragma once
+#ifndef INCLUDED_XMLTXTREADER_HPP
+#define INCLUDED_XMLTXTREADER_HPP
+
+#include "Reader.hpp"
+#include "XmlStructureParser.hpp"
+#include <fstream>
+#include <QFile>
+#include <QXmlInputSource>
+#include <QXmlSimpleReader>
+#include <QDebug>
+
+
```

```
+class XmlTxtReader
+    : public Reader
+{
+public:
+       XmlTxtReader(const QString& filename);
+       ˜XmlTxtReader(void);
+
+       // read objects
+       QString& readString(const QString& name);
+       int readInt(const QString& name);
+
+
+private:
+       QString& lookupValue(const QString& name);
+       std::map<QString, QString> xmldata;
+};
+
+#endif
+
Index: opensave/Serializable.hpp
===================================================================
--- opensave/Serializable.hpp   (revision 0)
+++ opensave/Serializable.hpp   (revision 3024)
@@ -0,0 +1,22 @@
+#pragma once
+#ifndef INCLUDED_SERIALIZABLE_HPP
+#define INCLUDED_SERIALIZABLE_HPP
+
+#include "../opensave/Writer.hpp"
+#include "../opensave/Reader.hpp"
+
+/*
+Serializable design pattern from:
+http://dirkriehle.com/computer-science/research/1996/plop-1996-serializer.pdf
+*/
+
+// Serializable interface
+class Serializable
+{
+public:
+       virtual void readFrom(Reader*)  = 0;
+       virtual void writeTo(Writer*) = 0;
+};
+
+#endif
+
Index: opensave/XmlTxtWriter.cpp
===================================================================
--- opensave/XmlTxtWriter.cpp   (revision 0)
+++ opensave/XmlTxtWriter.cpp   (revision 3024)
@@ -0,0 +1,65 @@
+#include "XmlTxtWriter.hpp"
+#include <fstream>
+#include <QString>
+#include <list>
+
+XmlTxtWriter::XmlTxtWriter(const QString& filename)
+    : out (filename.toStdString(), std::ios_base::out)
+{
+       if(!out.is_open())
+       {
+               throw "Could not open file " + filename;
+       }
+
+       out << "<?xml version=\"1.0\" encoding=\"ISO-8859-1\"?>\n";
+       out << "<Model>\n";
+}
+
+XmlTxtWriter::˜XmlTxtWriter(void)
+{
+       close();
+}
+
+// close the stream
+void XmlTxtWriter::close()
+{
+       // check if the stream is still open and close it
+       if(out.is_open())
+       {
+               out << "</Model>\n";
+
+               out.close();
+       }
+}
+
```

```
+// write an int
+void XmlTxtWriter::writeInt(const QString& name, int value)
+{
+       out << "\t<" << name.toStdString() << ">" << value << "</" << name.toStdString() << ">\n";
+}
+
+// write a string
+void XmlTxtWriter::writeStr(const QString& name, const QString& value)
+{
+       out << "\t<" << name.toStdString() << ">" << value.toStdString() << "</" << name.toStdString() << ">\n";
+}
+
+
+void XmlTxtWriter::writeList(const std::string& name, const std::list<std::string>& value)
+{
+       std::list<std::string> copy = value;
+
+       out << "\t<" << name << ">";
+
+       for(std::list<std::string>::iterator it = copy.begin();
+               it != copy.end(); it++)
+       {
+               out << "<list>" << *it << "</list>\n";
+       }
+
+       out << "\t</" << name << ">";
+
+}
+
+
Property changes on: opensave/XmlTxtWriter.cpp
_____
Added: svn:keywords
   + Author Date Id Revision
Added: svn:eol-style
   + native

Index: umlclassmodel/UMLClass.cpp
===================================================================
--- umlclassmodel/UMLClass.cpp   (revision 3023)
+++ umlclassmodel/UMLClass.cpp   (revision 3024)
@@ -57,3 +57,16 @@
 {
 return operations;
 }
+
+// for serialization - Writing
+void UMLClass::writeTo(Writer* writer)
+{
+       writer->writeList("UMLClass.Attributes", renderAttributes());
+       writer->writeList("UMLClass.Methods", renderMethods());
+}
+
+// for serialization - Reading
+void UMLClass::readFrom(Reader* reader)
+{
+
+}
Index: umlclassmodel/UMLClass.hpp
===================================================================
--- umlclassmodel/UMLClass.hpp   (revision 3023)
+++ umlclassmodel/UMLClass.hpp   (revision 3024)
@@ -11,17 +11,19 @@
 #include <string>
 #include <list>
 #include "UMLModelElement.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"

 class UMLClass : public UMLModelElement
 {
-    public:
+public:

       // void constructor
       UMLClass();

       // String constructor
       UMLClass(const std::string&);

-
+
       // Copy constructor
       UMLClass(const UMLClass& aclass);

@@ -46,7 +48,12 @@
```

```
        //returns the list of operations from class
        virtual std::list<std::string> renderMethods();

-   private:
+       // for serialization
+       virtual void writeTo(Writer*);
+       virtual void readFrom(Reader*);
+
+
+private:
        std::list<std::string> attributes;
        std::list<std::string> operations;
 };
Index: umlclassmodel/UMLModelElement.cpp
===============================================================
--- umlclassmodel/UMLModelElement.cpp   (revision 3023)
+++ umlclassmodel/UMLModelElement.cpp   (revision 3024)
@@ -27,3 +27,15 @@
 {
    return ((*this).name == e.name);
 }
+
+// for serialization - Writing
+void UMLModelElement::writeTo(Writer* writer)
+{
+
+
+}
+
+// for serialization - Reading
+void UMLModelElement::readFrom(Reader* reader)
+{
+
+
+}
Index: umlclassmodel/UMLModelElement.hpp
===============================================================
--- umlclassmodel/UMLModelElement.hpp   (revision 3023)
+++ umlclassmodel/UMLModelElement.hpp   (revision 3024)
@@ -8,6 +8,9 @@
 #ifndef UML_MODEL_ELEMENT_HPP
 #define UML_MODEL_ELEMENT_HPP

+#include "opensave/Serializable.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"
 #include <string>

 class UMLModelElement
@@ -26,6 +29,11 @@

        virtual bool operator== (UMLModelElement);

+       // for serialization
+       virtual void writeTo(Writer*);
+       virtual void readFrom(Reader*);
+
+
 protected:
        std::string name;
 };
Index: src.pro
===============================================================
--- src.pro     (revision 3023)
+++ src.pro     (revision 3024)
@@ -122,6 +122,7 @@
 RESOURCES += Apprise.qrc
 QT += network
 QT          += sql
+QT += xml

 FORMS += \
    authenticationdialog.ui \
Index: qtapprise/AppriseMenu.cpp
===============================================================
--- qtapprise/AppriseMenu.cpp   (revision 3023)
+++ qtapprise/AppriseMenu.cpp   (revision 3024)
@@ -4,10 +4,13 @@
        Class implementation to create menu toobar and menu items to be added to the toolbar.
 */

-#include "../qtapprise/AppriseMenu.hpp"
-#include "../qtapprise/HTTPWindow.hpp"
-#include "../qtapprise/dbimportwindow.h"
+#include "qtapprise/AppriseMenu.hpp"
+#include "qtapprise/HTTPWindow.hpp"
+#include "qtapprise/dbimportwindow.h"
+#include "opensave/XmlTxtWriter.hpp"
```

```
+#include "opensave/Writer.hpp"

+
 // Default constructor.
 AppriseMenu::AppriseMenu()
 {
@@ -325,14 +328,9 @@
 //of the UML Class Diagram.
 void AppriseMenu::writeToFile()
 {
-    QString someText = generateQtText();
-    QFile file(saveFileName);
-    if (file.open(QIODevice::WriteOnly | QIODevice::Text))
-    {
-        QTextStream stream(&file);
-        stream << someText << endl;
-        file.close();
-    }
+    XmlTxtWriter xmlout (saveFileName);
+    window->writeTo(&xmlout);
+    xmlout.close();
 }

 // This is used by Screenshot to take and save the screenshot.
Index: qtapprise/AppriseWindow.cpp
===============================================================
--- qtapprise/AppriseWindow.cpp (revision 3023)
+++ qtapprise/AppriseWindow.cpp (revision 3024)
@@ -4,20 +4,23 @@
        Class implementation to create GUI for Apprise.
 */

-#include "../qtapprise/AppriseWindow.hpp"
-#include "../qtapprise/AppriseMenu.hpp"
-#include "../qtapprise/AppriseBackground.hpp"
-#include "../qtclassdiagramlayout/UMLClassDiagram.hpp"
-#include "../qtclassdiagramlayout/UMLClassLayout.hpp"
-#include "../qtapprise/AppriseDockWidget.hpp"
-#include "../qtapprise/AppriseDraw.hpp"
-#include "../qtapprise/AppriseTrayIcon.hpp"
-#include "../qtapprise/AppriseClassEditor.hpp"
-#include "../qtclassdiagramlayout/UMLRelationshipLayout.hpp"
-#include "../umlclassmodel/UMLClass.hpp"
-#include "../umlclassmodel/UMLClassModel.hpp"
-#include "../umlclassmodel/UMLRelationship.hpp"
-#include "../qtapprise/AppriseCommands.hpp"
+#include "qtapprise/AppriseWindow.hpp"
+#include "qtapprise/AppriseMenu.hpp"
+#include "qtapprise/AppriseBackground.hpp"
+#include "qtclassdiagramlayout/UMLClassDiagram.hpp"
+#include "qtclassdiagramlayout/UMLClassLayout.hpp"
+#include "qtapprise/AppriseDockWidget.hpp"
+#include "qtapprise/AppriseDraw.hpp"
+#include "qtapprise/AppriseTrayIcon.hpp"
+#include "qtapprise/AppriseClassEditor.hpp"
+#include "qtclassdiagramlayout/UMLRelationshipLayout.hpp"
+#include "umlclassmodel/UMLClass.hpp"
+#include "umlclassmodel/UMLClassModel.hpp"
+#include "umlclassmodel/UMLRelationship.hpp"
+#include "qtapprise/AppriseCommands.hpp"
+#include "opensave/XmlTxtWriter.hpp"
+#include "opensave/Writer.hpp"
+
 #include <list>

 // constructor
@@ -470,3 +473,16 @@
 UMLClassDiagram* AppriseWindow::getDiagram() {
    return diagram;
 }
+
+// for serialization - Writing
+void AppriseWindow::writeTo(Writer* writer)
+{
+    getDiagram()->writeTo(writer);
+}
+
+// for serialization - Reading
+void AppriseWindow::readFrom(Reader* reader)
+{
+
+}
+
Index: qtapprise/AppriseMenu.hpp
===============================================================
--- qtapprise/AppriseMenu.hpp   (revision 3023)
```

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```
+++ qtapprise/AppriseMenu.hpp   (revision 3024)
@@ -23,9 +23,12 @@
 #include "HTTPWindow.hpp"
 #include "AppriseDockWidget.hpp"
 #include "AppriseDraw.hpp"
+#include "opensave/XmlTxtWriter.hpp"
+#include "opensave/Writer.hpp"
 //#include "DrawLabel.hpp"
 //#include "DrawClass.hpp"

+
 class AppriseMenu : public QObject{
     Q_OBJECT

Index: qtapprise/AppriseWindow.hpp
===================================================================
--- qtapprise/AppriseWindow.hpp (revision 3023)
+++ qtapprise/AppriseWindow.hpp (revision 3024)
@@ -12,8 +12,12 @@
 #include <QTextEdit>
 #include <QTimer>
 #include <QtGui/QCloseEvent>
-#include "../qtclassdiagramlayout/UMLRelationshipLayout.hpp"
+#include "qtclassdiagramlayout/UMLRelationshipLayout.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"
+#include "opensave/Serializable.hpp"

+
 class QAction;
 class QActionGroup;
 class QMenu;
@@ -32,7 +36,7 @@
 class QCloseEvent;
 class QDesktopWidget;

-class AppriseWindow : public QMainWindow
+class AppriseWindow : public QMainWindow, public Serializable
 {
     Q_OBJECT

@@ -73,6 +77,9 @@
        virtual std::list<std::string> renderAttributes();
        virtual std::list<std::string> renderMethods();
        virtual UMLClassDiagram* getDiagram();
+           virtual void writeTo(Writer*);
+           virtual void readFrom(Reader*);
+
     public slots:
        virtual void print();
        virtual void aboutMessage();
Index: qtclassdiagramlayout/UMLClassDiagram.cpp
===================================================================
--- qtclassdiagramlayout/UMLClassDiagram.cpp    (revision 3023)
+++ qtclassdiagramlayout/UMLClassDiagram.cpp    (revision 3024)
@@ -5,6 +5,8 @@
 */

 #include "UMLClassDiagram.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"

 // constructor and defualt constructor
 UMLClassDiagram::UMLClassDiagram(QWidget * parent)
@@ -119,3 +121,21 @@
 {
     return *stereotypes;
 }
+
+// for serialization - Writing
+void UMLClassDiagram::writeTo(Writer* writer)
+{
+       // TODO:  Loop the arrays and for each obj, call writeTo on it
+       // std::list<UMLClass> *classes;
+       for(std::list<UMLClass*>::iterator umlclasses = classes->begin();
+               umlclasses != classes->end(); umlclasses++)
+       {
+               (*umlclasses)->writeTo(writer);
+       }
+}
+
+// for serialization - Reading
+void UMLClassDiagram::readFrom(Reader* reader)
+{
+
+
+}
```

```
\ No newline at end of file
Index: qtclassdiagramlayout/UMLClassDiagram.hpp
===================================================================
--- qtclassdiagramlayout/UMLClassDiagram.hpp    (revision 3023)
+++ qtclassdiagramlayout/UMLClassDiagram.hpp    (revision 3024)
@@ -9,7 +9,10 @@
 #define INCLUDDED_UMLCLASSDIAGRAM_HPP

 #include <QGraphicsView>
-#include "../umlclassmodel/UMLClassModel.hpp"
+#include "umlclassmodel/UMLClassModel.hpp"
+#include "opensave/Writer.hpp"
+#include "opensave/Reader.hpp"
+#include "opensave/Serializable.hpp"
 #include <QGraphicsScene>
 #include <QDropEvent>

@@ -18,7 +21,7 @@
 class UMLRelationship;
 class UMLStereotype;

-class UMLClassDiagram : public QGraphicsView {
+class UMLClassDiagram : public QGraphicsView, public Serializable {

     public:
        // constructor
@@ -47,6 +50,11 @@
        const std::list<UMLClass*>& getClasses();
        const std::list<UMLStereotype*>& getStereotypes();

+               // for serialization
+               virtual void writeTo(Writer*);
+               virtual void readFrom(Reader*);
+
+
     protected:
        // events to enable dropping
        virtual void mousePressedEvent(QMouseEvent* event);
-------------------------------------------------------------------
r3026 | rsbauer | 2010-12-04 11:11:19 -0500 (Sat, 04 Dec 2010) | 1 line
Changed paths:
   M /Apprise/trunk/src/src.pro

Updated to remove importexport and include opensave dirs
Index: src.pro
===================================================================
--- src.pro     (revision 3025)
+++ src.pro     (revision 3026)
@@ -5,7 +5,7 @@
 TEMPLATE = app
 TARGET = Apprise
 DEPENDPATH += . \
-           importexport \
+           opensave \
            qtapprise \
            qtclassdiagramlayout \
            sequencediagram \
@@ -13,18 +13,12 @@
 INCLUDEPATH += .

 # Input
-HEADERS += importexport/QUMLAggregation.hpp \
-           importexport/QUMLAssociation.hpp \
-           importexport/QUMLClass.hpp \
-           importexport/QUMLClassModel.hpp \
-           importexport/QUMLComposition.hpp \
-           importexport/QUMLDependency.hpp \
-           importexport/QUMLGeneralization.hpp \
-           importexport/QUMLModelElement.hpp \
-           importexport/QUMLRelationship.hpp \
-           importexport/QUMLStereotype.hpp \
-           importexport/Serializable.hpp \
-           importexport/Statics.hpp \
+HEADERS += opensave/Reader.hpp \
+           opensave/Serializable.hpp \
+           opensave/Writer.hpp \
+           opensave/XmlStructureParser.hpp \
+           opensave/XmlTxtReader.hpp \
+           opensave/XmlTxtWriter.hpp \
            qtapprise/AppriseActions.hpp \
            qtapprise/AppriseBackground.hpp \
            qtapprise/AppriseButtons.hpp \
@@ -68,18 +62,9 @@
            umlclassmodel/UMLDependency.cpp \
            umlclassmodel/UMLGeneralization.cpp \
        qtapprise/dbimportwindow.h
```

```
-SOURCES += importexport/QUMLAggregation.cpp \
-           importexport/QUMLAssociation.cpp \
-           importexport/QUMLClass.cpp \
-           importexport/QUMLClassModel.cpp \
-           importexport/QUMLComposition.cpp \
-           importexport/QUMLDependency.cpp \
-           importexport/QUMLGeneralization.cpp \
-           importexport/QUMLModelElement.cpp \
-           importexport/QUMLRelationship.cpp \
-           importexport/QUMLStereotype.cpp \
-           importexport/Serializable.cpp \
-           importexport/Statics.cpp \
+SOURCES += opensave/XmlStructureParser.cpp \
+           opensave/XmlTxtReader.cpp \
+           opensave/XmlTxtWriter.cpp \
           qtapprise/AppriseActions.cpp \
           qtapprise/AppriseBackground.cpp \
           qtapprise/AppriseButtons.cpp \
-----------------------------------------------------------------------
r3027 | rsbauer | 2010-12-04 11:48:15 -0500 (Sat, 04 Dec 2010) | 1 line
Changed paths:
   M /Apprise/trunk/src/opensave/Reader.hpp
   M /Apprise/trunk/src/opensave/XmlTxtReader.cpp
   M /Apprise/trunk/src/opensave/XmlTxtReader.hpp

Updated Reader and XmlTxtReader to not pass by ref
Index: opensave/XmlTxtReader.cpp
===============================================================
--- opensave/XmlTxtReader.cpp   (revision 3026)
+++ opensave/XmlTxtReader.cpp   (revision 3027)
@@ -27,7 +27,7 @@


  // read a string
-QString& XmlTxtReader::readString(const QString& name)
+QString XmlTxtReader::readString(const QString& name)
 {
        return lookupValue(name);
 }
@@ -38,7 +38,7 @@
        return lookupValue(name).toInt();
 }

-QString& XmlTxtReader::lookupValue(const QString& name)
+QString XmlTxtReader::lookupValue(const QString& name)
 {
        QString qname = QString(name);
        std::map<QString, QString>::iterator it = xmldata.find(qname);
Index: opensave/Reader.hpp
===============================================================
--- opensave/Reader.hpp (revision 3026)
+++ opensave/Reader.hpp (revision 3027)
@@ -10,7 +10,7 @@
 {
 public:
        // methods for reading objects
-       virtual QString& readString(const QString& name) = 0;
+       virtual QString readString(const QString& name) = 0;
        virtual int readInt(const QString& name) = 0;
 };

Index: opensave/XmlTxtReader.hpp
===============================================================
--- opensave/XmlTxtReader.hpp   (revision 3026)
+++ opensave/XmlTxtReader.hpp   (revision 3027)
@@ -19,12 +19,12 @@
        ~XmlTxtReader(void);

        // read objects
-       QString& readString(const QString& name);
+       QString readString(const QString& name);
        int readInt(const QString& name);

 private:
-       QString& lookupValue(const QString& name);
+       QString lookupValue(const QString& name);
        std::map<QString, QString> xmldata;
 };
-----------------------------------------------------------------------
r3028 | rsbauer | 2010-12-04 12:02:45 -0500 (Sat, 04 Dec 2010) | 1 line
Changed paths:
   M /Apprise/trunk/src/opensave/XmlTxtWriter.cpp

fstream was expecting c_str() flavored string. Updated XmlTxtWriter to fix it.
```

```
Index: opensave/XmlTxtWriter.cpp
===============================================================
--- opensave/XmlTxtWriter.cpp   (revision 3027)
+++ opensave/XmlTxtWriter.cpp   (revision 3028)
@@ -4,7 +4,7 @@
 #include <list>

 XmlTxtWriter::XmlTxtWriter(const QString& filename)
-       : out (filename.toStdString(), std::ios_base::out)
+       : out (filename.toStdString().c_str(), std::ios_base::out)
 {
        if(!out.is_open())
        {
-----------------------------------------------------------------------
r3060 | rsbauer | 2010-12-05 15:58:13 -0500 (Sun, 05 Dec 2010) | 1 line
Changed paths:
   M /Apprise/trunk/src/qtapprise/AppriseMenu.cpp
   M /Apprise/trunk/src/qtclassdiagramlayout/UMLClassDiagram.cpp

Updated AppriseMenu so when trying to save, it doesn't bomb out.  Updated UMLClassDiagram and disabled code in writeTo()✐
. It appears the std::list diagram objects are not getting init and used.  Researching how to best query the scene and g✐
et the diagram info.
Index: qtclassdiagramlayout/UMLClassDiagram.cpp
===============================================================
--- qtclassdiagramlayout/UMLClassDiagram.cpp    (revision 3059)
+++ qtclassdiagramlayout/UMLClassDiagram.cpp    (revision 3060)
@@ -126,12 +126,19 @@
 void UMLClassDiagram::writeTo(Writer* writer)
 {
        // TODO:  Loop the arrays and for each obj, call writeTo on it
-       // std::list<UMLClass*> *classes;
+
+       /*
+       if(classes->size() > 0)
+       {
        for(std::list<UMLClass*>::iterator umlclasses = classes->begin();
                umlclasses != classes->end(); umlclasses++)
        {
                (*umlclasses)->writeTo(writer);
        }
+       }
+       */
+
+
 }

 // for serialization - Reading
Index: qtapprise/AppriseMenu.cpp
===============================================================
--- qtapprise/AppriseMenu.cpp   (revision 3059)
+++ qtapprise/AppriseMenu.cpp   (revision 3060)
@@ -198,12 +198,12 @@
        // have not saved yet, use default filename
        saveFileName = "AutoSave.UML";
        // save the file
-       //writeToFile();
+       writeToFile();
        // clear the filename to restore normal save functionality
        saveFileName = "";
    } else {
        // we've already saved, save automatically
-       //writeToFile();
+       writeToFile();
    }
 }

@@ -289,13 +289,11 @@
    {
        setSaveFileName();
        // check again for a filename (prevents error when user cancels)
-       /*
        if(!saveFileName.isEmpty())
            writeToFile();
-       */
    } else {
        // if we've saved before, filename is good, so re-write
-       //writeToFile();
+       writeToFile();
    }

 }
@@ -307,10 +305,8 @@
    setSaveFileName();

    // check again for a filename (prevents error when user cancels)
-   /*
```

```
    if(!saveFileName.isEmpty())
        writeToFile();
-   */
}

 //Opens a File Dialog to Save the current diagram to a .UML File
```