

# Advanced Development Techniques

XML format

JSON format

Datastructure-independent operations: LINQ

XLINQ

# XML (w3schools.com)

```
<?xml version="1.0"?>
<bookstore>
  <book category="COOKING">
    <title lang="en">Everyday Italian</title>
    <author>Giada De Laurentiis</author>
    <year>2005</year>
    <price>30.00</price>
  </book>
  <book category="WEB">
    <title lang="en">Learning XML</title>
    <author>Erik T. Ray</author>
    <year>2003</year>
    <price>39.95</price>
  </book>
</bookstore>
```

- Hierarchic data descriptor format
- XML declaration + elements/nodes + attributes
  - Nodes: <bookstore></bookstore>... = <tag></tag>
  - Attributes: in <book> there is *category*=“...”

# XML

```
<book category="COOKING">  
  <title lang="en">Everyday Italian</title>  
  <author>Giada De Laurentiis</author>  
  <year>2005</year>  
  <price>30.00</price>  
</book>
```

- The description of an object is done by embedded sub-nodes and attributes
- Using sub-nodes (children nodes) we can also represent hierarchy and composition – it all depends on the interpretation of the XML data

```
<?xml version="1.0"?>  
<bookstore>  
  <book category="COOKING"> ... </book>  
  <book category="WEB"> ... </book>  
</bookstore>
```

# XML

- **Strict rules (Well-formed XML vs Valid XML)**

- First row: xml declaration (optional), with charset definition:

`<?xml version="1.0" encoding="ISO-8859-1"?>`

`<?xml version="1.0" encoding="UTF-8"?>`

- **All nodes can have:**

- Text content
- Children nodes
- Attributes

- **A single root node is obligatory that surrounds the whole document (<bookstore> node)**

- Must properly close all nodes (`<tag></tag>` or `<tag />`)
  - Must respect the nesting order of the nodes
  - BAD: `<a><b></a></b>`
  - GOOD: `<a><b></b></a>`
- Upper and lowercase characters are considered different

# XML + .NET

- **Three different approaches**
- **XmlReader, XmlWriter**
  - Fast, requires less memory
  - Only one-way operations
  - It's hard to handle complex XML files
  - XML transformations are terrible (editing/exchanging nodes)
- **XmlDocument, XmlNode, XmlElement, Xml\*...**
  - Slow, requires A LOT of memory (builds up the whole XML tree)
  - Modification is possible, but not necessarily easy
  - Exchanging nodes is very easy
- **XDocument, XElement, XAttribute, XDeclaration, X\*...**
  - Efficient and LINQ-compatible!

# XElement

- Flexible constructor (with the “params” keyword) □ almost any XML can be created with a single constructor call

- `var xe = new XElement("person", "Joe");`

`<person>Joe</person>`

- `var xe2 = new XElement("person",  
 new XElement("name", "Joe"),  
 new XElement("age", 25));`

`<person>`

`<name>Joe</name>`

`<age>25</age>`

`</person>`



# XAttribute

- With constructor:

```
var xe = new XElement("person",  
    new XAttribute("id", 43984),  
    new XElement("name", "Joe"),  
    new XElement("age", 25));
```

<person id="43984">  
 <name>Joe</name>  
 <age>25</age>  
</person>

- Later:

```
var xe2 = new XElement("person",  
    new XElement("name", "Joe"),  
    new XElement("age", 25));  
xe2.SetAttributeValue("id", 43984);
```

# Saving an XDocument

```
XDocument outDoc = new XDocument(
```

```
    new XElement("people",
```

```
        new XElement("person",
```

```
            new XAttribute("id", 1),
```

```
            new XElement("name", "Joe"),
```

```
            new XElement("age", 22)),
```

```
        new XElement("person",
```

```
            new XAttribute("id", 2),
```

```
            new XElement("name", "Quagmire"),
```

```
            new XElement("age", 34))));
```

```
outDoc.Save("people.xml");
```

- Load from file/url: `XDocument doc = XDocument.Load("http://users.nik.uni-obuda.hu/prog3/data/people.xml");`
- Load from string: `XDocument doc = XDocument.Parse(str);`



# Simple XML processing

```
<people>
```

```
  <person id="43984">
```

```
    <name>Joe</name>
```

```
    <age>25</age>
```

```
    <phone>0618515133</phone>
```

```
  </person>
```

```
...
```

```
</people>
```

.Element(name)

.Attribute(name)

.Elements(name)

.Attributes(name)

```
string personName = xDoc.Element("people").Element("person")  
    .Element("name").Value;
```

```
int id = int.Parse(xDoc.Element("people").Element("person")  
    .Attribute("id").Value);
```

... OR typecasting ... (not only with attributes; also works with elements)

```
int id = (int)(xDoc.Element("people").Element("person")  
    .Attribute("id"));
```

# JSON

XML:

```
<employees>
  <employee>
    <firstName>John</firstName> <lastName>Doe</lastName>
  </employee>
  <employee>
    <firstName>Anna</firstName> <lastName>Smith</lastName>
  </employee>
  <employee>
    <firstName>Peter</firstName> <lastName>Jones</lastName>
  </employee>
</employees>
```

JSON:

```
{"employees": [
  { "firstName": "John", "lastName": "Doe" },
  { "firstName": "Anna", "lastName": "Smith" },
  { "firstName": "Peter", "lastName": "Jones" }
]}
```

# JSON

- **JavaScript Object Notation**

- Hierarchic data descriptor format □ Just like the XML

- **In JSON**

- No closing tag □ shorter
- Has native syntax for arrays
- There is no easy way for cyclic / recursive data structures
- It is possible to handle errors

- **Natively supported by browsers**

- But all modern languages have JSON support

- **Usage in .NET**

- DataContractJsonSerializer – almost never
- Newtonsoft.JSON / JSON.NET – even Microsoft uses this
- Can be easily used with LINQ methods
- Very simple usage for full serialization / deserialization
- Can be indexed if using JObject/JArray/JToken

# Simple JSON

```
Random rnd = new Random();
List<Color> colorList = new List<Color>();
for (int i = 0; i < 10000; i++)
{
    colorList.Add(new Color() {
        Red = rnd.Next(0, 256),
        Green = rnd.Next(0, 256),
        Blue = rnd.Next(0, 256) });
}

string json = JsonConvert.
    SerializeObject(colorList, Formatting.Indented);
File.WriteAllText("colors.json", json);
```

```
var colorList2 = JsonConvert.
    DeserializeObject<List<Color>>(json);
var colorList3 = JsonConvert.
    DeserializeObject<List<Color>>(json, new JsonSerializerSettings()
{
    Error = (sender, errorArgs) =>
    {
        errorMsg += errorArgs.ErrorContext.Error.Message + "\n\n";
        errorArgs.ErrorContext.Handled = true;
    }
});
```



# LINQ (Language Integrated Queries)

- **Provides a simple syntax to handle collections independent from their source and structure**
  - Simple syntax: “operators” that perform common operations that are typically solved with loops/conditions
  - Structure-independent: array, list, XML, database ...
- **LINQ To Objects, LINQ To XML, LINQ to Entities, ...**
- **Parts and language elements**
  - + Lambda expressions
  - + var keyword, anonymous classes
  - + Extension methods
  - LINQ operators (that are actually extension methods)
  - Procedural/OOP vs DECLARATIVE
  - LINQ query syntax (from, where, select, join, orderby...)

# Var keyword and anonymous classes

- **var: we want the compiler to decide the type of the variable**
  - Value assignment is obligatory in the same statement

```
var x = 6;  
var z = new Student();
```

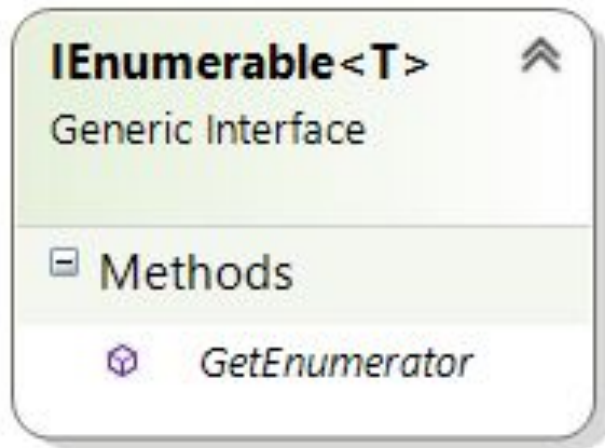
- **anonymous classes: instead of temporary, small classes that are only used to store data**

```
var PersonalData = new  
{  
    Name = "Béla",  
    Age = 23,  
    Address = "Budapest Bécsi út 96/B"  
};
```

- **We can also set the properties using the same syntax with regular everyday classes as well (object initializer)**



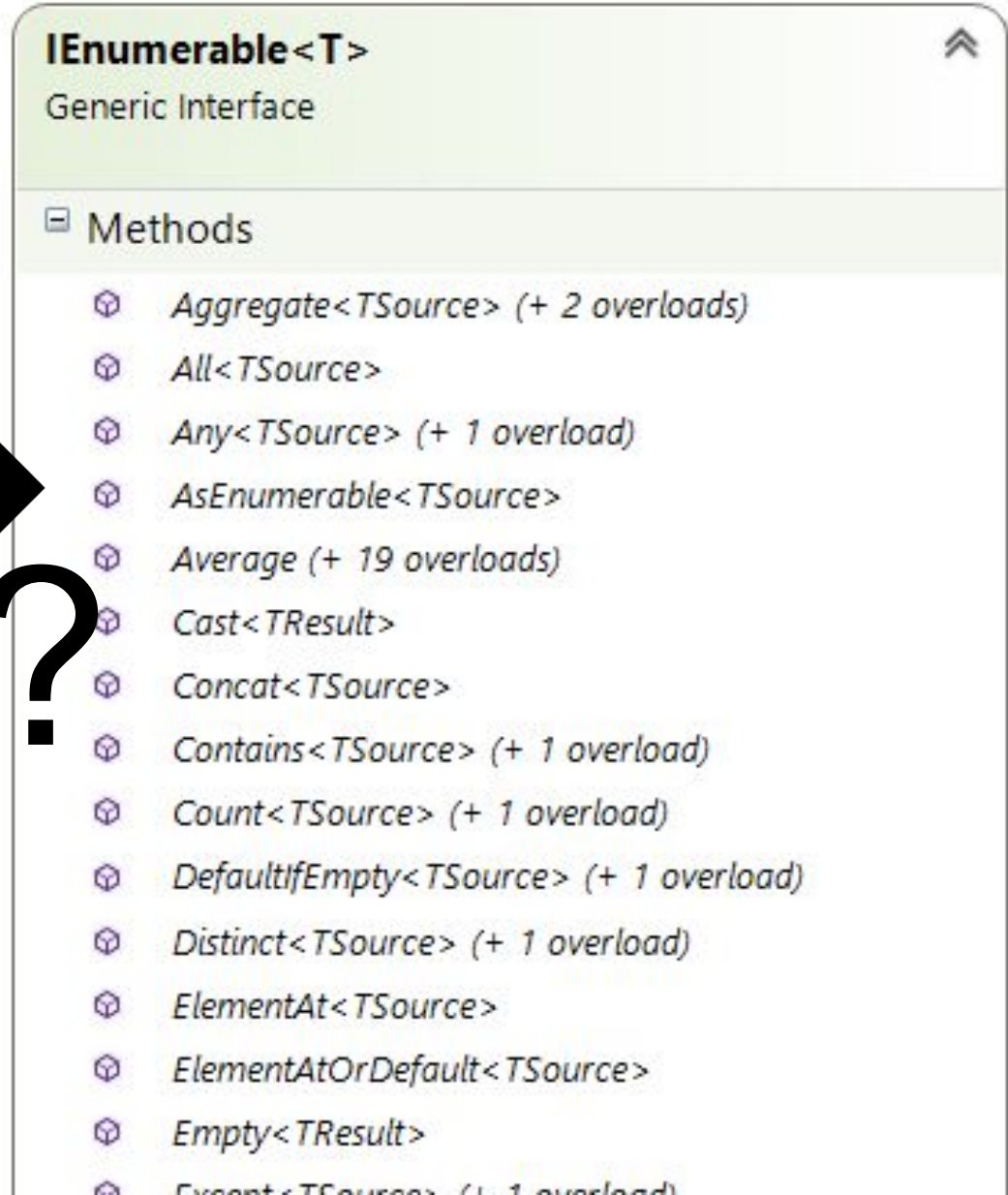
# Adding methods



We want to add new methods to existing collections, BUT

- ... modifying the interface definition will have unwanted consequences (must be backwards-compatible)
- ... we cannot add implemented methods to interfaces

v 1.0



# Extension methods

```
public static class Enumerable
```

```
{  
    public static bool Contains<TSource>(this IEnumerable<TSource> source, TSource value);  
    public static int Count<TSource>(this IEnumerable<TSource> source);  
    public static TSource ElementAt<TSource>(this IEnumerable<TSource> source, int index);  
}
```

The image shows a Visual Studio interface with two panels. The left panel, titled 'IEnumerable<T>' and 'Generic Interface', shows a 'Methods' list with 'GetEnumerator' selected. The right panel, titled 'Enumerable' and 'Static Class', shows a 'Main' method being edited. A large black plus sign is placed between the two panels, indicating their combination. The 'Main' method code is as follows:

```
static void Main(string[] args)  
{  
    int[] array = null;  
    // ...  
    array.  
}
```

A dropdown menu is open from the 'array.' line, listing various extension methods. The 'GetEnumerator' method is highlighted in blue at the bottom of the list. Other visible methods include 'DefaultIfEmpty<>', 'Distinct<>', 'ElementAt<>', 'ElementAtOrDefault<>', 'Equals', 'Except<>', 'First<>', 'FirstOrDefault<>', and 'Where<TSource>'.

# With extension methods...

- We can call the same LINQ method for the typical operations, independent from the actual collection that we have
- The method that we call is an extension method of the interface, it will perform the same operation (filter/sort/etc) independent from the type of the collection
- List<T>, XML file □ IEnumerable extension methods □  
Func<T, xxxxxx> parameter types □  
Practice, second week
- Database □ IQueryable<T> extension methods □  
Expression<Func<T, xxxxxx>> parameter types (same syntax) □  
Practice, fourth week

# With extension methods...

```
public static void ToConsole<T>(this IEnumerable<T> input, string str)
{
    Console.WriteLine("*** BEGIN " + str);
    foreach (T item in input)
    {
        Console.WriteLine(item.ToString());
    }
    Console.WriteLine("*** END " + str);
    Console.ReadLine();
}
```

```
var q3 = from person in people
        let minlen = people.Min(x => x.Name.Length)
        let maxlen = people.Max(x => x.Name.Length)
        where person.Name.Length == minlen || person.Name.Length == maxlen
        select new { person.Name, person.Name.Length };
q3.ToConsole("Q3");
```



# LINQ operators

- **Extension methods for the IEnumerable<T> interface**
  - ... LINQ To Objects, LINQ To XML, LINQ to Entities, ...
- **They work on IEnumerable<T>, the output is:**
  - Rarely T or X (selection, conversion ...)
  - But more often IEnumerable<T> or IEnumerable<X>, they can be chained
  - Very often the parameters are methods = lambda expressions
- **They perform common operations**
  - **Selecting an item from the collection** – first, last, single, ...
  - **Filter** – according to conditions...
  - **Sort** – ascending, descending, reverse, ...
  - **Handling of sets** – union, intersect, ...
  - **Aggregation (~calculations)** – max, min, ...
  - **Groupings**

# Using lambda expressions with LINQ methods

- **The lambda expressions...**

- Are parameters for the LINQ extension methods
- We must separate: parameter and result of the extension method; parameter and result of the lambda expression
- E.g. when we use a filter (Where) :
  - The extension method works with List<int> (=IEnumerable<T>)
  - The parameter for the extension method is a lambda of Func<T, bool>
  - The result of the extension method is IEnumerable<T>
  - The parameter of the lambda expression is T (one element: int)
  - The result of the lambda expression is bool (is the element wanted?)
  - The lambda expression (or: the method described with the expression) is called for all elements of the collection
  - The elements with TRUE as the result of the lambda expression will be in the resulting IEnumerable<T>



# LINQ operator examples

```
int[] first = new int[] { 2, 4, 6, 8, 2, 1, 2, 3 };  
int[] second = new int[] { 1, 3, 5, 7, 1, 1, 2, 3 };  
string[] strArray = new string[] { "Béla", "Jolán",  
    "Bill", "Shakespeare", "Verne", "Jókai" };  
List<Student> students = new List<Student>();  
students.Add(new Student("Első Egon", 52));  
students.Add(new Student("Második Miksa", 97));  
students.Add(new Student("Harmadik Huba", 10));  
students.Add(new Student("Negyedik Néró", 89));  
students.Add(new Student("Ötödik Ödön", 69));
```

# LINQ operator examples - sets

- Concatenate two collections (not as sets = repeated elements) :

```
var allNumbers = first.Concat(second);
```

- Check for existence:

```
bool doesContainFour = first.Contains(4);
```

- Leave out repeated elements (convert to set):

```
var onlyDifferentNumbers = first.Distinct();
```

- Intersection of sets:

```
var sameItems = first.Intersect(second);
```

- Union of sets:

```
var unionOfSets = first.Union(second);
```

- Difference of sets:

```
var diffOfSets = first.Except(second);
```

# LINQ operator examples - sort

- **OrderBy**

- As a parameter it wants a method (lambda) that will determine the key from an element (key = the data that will be used for sorting – this must be IComparable)

- The result is always `IEnumerable<T>`

- Int array, sort by the numbers themselves:

```
var result = first.OrderBy(x => x);
```

- String array, sort by the length of the strings:

```
var result = strArray.OrderBy(x => x.Length);
```

- List of students, order by names:

```
var result = students.OrderBy(x => x.Name);
```

- Exception, because its not Student : IComparable

```
var result = students.OrderBy(x => x);
```

# LINQ operator examples – filter, count

- Where / Count

- The parameter lambda expression has a bool result
- The result of the *Where* is a collection of elements where this lambda results in TRUE
- The result of the *Count* is the number (int!), and it can be called without parameters □ total number of elements

- Int array, the odd numbers:

```
var result = first.Where(x => x % 2 == 1);
```

- String array, the four-letter elements:

```
int result= strArray.Count(x => x.Length ==  
4);
```



# LINQ operator examples – filter, selection

- List of students, where the number of credits is a prime number:

```
var result = students.Where(x =>
{
    if (x.Credits <= 1) return false;
    for (int i = 2; i <= Math.Sqrt(x.Credits); i++)
        { if (x.Credits % i == 0) return false; }
    return true;
});
// Második Miksa - 97, Negyedik Néró - 89
```

- Select a property / conversion:

```
var nameCollection = students.Select(x => x.Name);
var jsonCollection = students.Select(x => x.ToJson());
```

# LINQ operator examples – chaining, query syntax

- List of students, only the odd credit numbers, sorted by names descending, show only the uppercase names:

```
var result= students.Where(x => x.Credits % 2 == 1)
    .OrderBy(x => x.Name)
    .Reverse()
    .Select(x => x.Name.ToUpper());
```

- Same result, same intermediate code, DECLARATIVE approach:

```
var result = from x in students
    where x.Credits % 2 == 1
    orderby x.Name descending
    select x.Name.ToUpper();
```



# LINQ operator examples - aggregation

- **Aggregate methods**

```
int totalSum = first.Sum(); //28
```

```
double averageOfItems = second.Average(); //2.875
```

```
int sumOfEvenItems = first  
    .Where(x => x % 2 == 0).Sum(); //24
```

```
int sumOfOddItems = second  
    .Where(x => x % 2 == 1).Sum(); //4
```

- **The example above is common: I want to group my collection according to some feature, and execute the same aggregate for all groups**

- We have to use multiple similar statements...
- It's possible to call Sum/Average with a `Func<T, bool>` parameter, but it doesn't help much ...

- **Instead, let's use automatic group creation: GroupBy**

# LINQ operator examples - GroupBy

- Grouping, according to parity (even/odd) :

```
var groups = first.GroupBy(x => x % 2);  
// IEnumerable<IGrouping<TKey, TElement>>  
foreach (var g in groups)  
{  
    Console.WriteLine("Remainder: " + g.Key +  
        ", Number of items: " + g.Count());  
}
```

- This is a lot better with a query syntax

```
var result = from x in first  
group x by x % 2 into g  
select new {Remainder=g.Key, NumItems=g.Count()};
```

# LINQ operator examples – inner join

- If two collections have a common data field, then we can join them together (e.g. practice and Db-Linq and Databases lesson)
- This is typically a feature only used with query syntax, would be too complex without (a generic method with 4 generic type parameters, 2 collections and 3 lambda expressions...)
- `var result = from firstItem in firstCollection  
join secondItem in secondCollection  
on firstItem.X equals secondItem.Y`
- For the rest of the query, every firstItem will be connected to the appropriate secondItem element, and both is useable (e.g. we join the appropriate brand for a car)
- `var result = from car in carCollection  
join brand in brandCollection  
on car.brandId equals brand.Id`

# JSON Linq

```
// JObject obj = JObject.Parse(json);
// obj["property"]?.ToString();
JArray array = JArray.Parse(json);
Console.WriteLine(array[0].ToString());
Color firstColor = array[0].ToObject<Color>();
Console.WriteLine($"FIRST COLOR: {firstColor.Red} - {firstColor.Green}
    {firstColor.Blue}");

var q = from color in array.Children()
        group color by color["Red"] into grp
        orderby grp.Key
        select new { RedValue = grp.Key, PixelCount = grp.Count() };
foreach (var item in q) Console.WriteLine(item);
Console.ReadLine();
```



# LINQ to XML, XLINQ

- **X\* classes: strong LINQ support!**
  - Lots of methods have `IEnumerable<T>` results that can be used with LINQ extension methods

## **Pl. XElement xe2:**

- **xe2.Descendants()**
  - All children (including children of children) nodes
- **xe2.Descendants("note")**
  - Children (including children of children) nodes with the specified name
- **xe2.Elements()**
  - All immediate children nodes
- **xe2.Elements("note")**
  - Immediate children nodes with the specified name
- **xe2.Attributes(), xe2.Ancestors() ...**

# LINQ to XML

```
<people>
  <person id="43984">
    <name>Joe</name>
    <age>25</age>
    <phone>0618515133</phone>
  </person>
  ...
</people>
```

```
XDocument XDoc = ...
```

```
var q = from node in XDoc.Descendants("person")
        where node.Element("name").Value.StartsWith("J")
        select node;
```



# Lab exercises and examples

# Example

[http://users.nik.uni-obuda.hu/prog3/\\_data/people.xml](http://users.nik.uni-obuda.hu/prog3/_data/people.xml)

```
<person>
  <name>Dr. Vámosy Zoltán</name>
  <email>vamosy.zoltan@nik.uni-obuda.hu</email>
  <dept>Alkalmazott Informatikai Intézet</dept>
  <rank>egyetemi docens, intézetigazgató-helyettes, TDK-fel
  <phone>+36 (1) 666-5550</phone>
  <room>BA.3.12</room>
</person>
```

# Example

List those who are NOT working in the BA building  
(Alternatives: use the XML directly or with a data class representation?)

```
XDocument XDoc =  
XDocument.Load("http://users.nik.uni-obuda.hu/prog3/_data/people  
.xml");  
  
var q0 = from node in XDoc.Descendants("person")  
         let room=node.Element("room").Value  
         where !room.StartsWith("BA")  
         select node.Element("name").Value;  
  
foreach (var item in q0) {  
    Console.WriteLine(item);  
}
```

# Example

- By using a data class, we first convert the XML node into a typed instance, so we move back from XML processing to Linq To Objects methods

```
class Person
{
    public static Person Parse(XElement node)
    {
        return new Person()
        {
            Name = node.Element("name")?.Value,
            Email = node.Element("email")?.Value,
            Dept = node.Element("dept")?.Value.
        }
    }
}

// IEnumerable<X> vs List<X>
public static IEnumerable<Person> Load(string url)
{
    XDocument XDoc = XDocument.Load(url);
    return XDoc.Descendants("person").
        Select(node => Person.Parse(node));
}
```



# Example – Extension Method

```
static class MyExtensions
```

```
{  
    public static void ToConsole<T>(  
        this IEnumerable<T> input, string str)  
    {  
        Console.WriteLine("*** BEGIN " + str);  
        foreach (T item in input)  
        {  
            Console.WriteLine(item.ToString());  
        }  
        Console.WriteLine("*** END " + str);  
        Console.ReadLine();  
    }  
}
```

```
IEnumerable<Person> people = Person.
```

```
    Load("http://users.nik.uni-obuda.hu/prog3/_data/  
        people.xml");
```

```
people.Select(person => person.Name).
```

```
    ToConsole("ALL WORKERS");
```



# Example – Number of workers; paginated list

```
string dept = "Alkalmazott Informatikai Intézet";  
int num = people.  
    Where(person => person.Dept == dept).  
    Count();  
int num2 = people.  
    Count(person => person.Dept == dept);
```

```
int current = 0; int pagesize = 15;  
while (current < num)  
{  
    var q2 = people.  
        Where(person => person.Dept == dept).  
        Skip(current).  
        Take(pagesize).  
        Select(person=>person.Name);  
    q2.ToConsole("Q2 / page");  
    current += pagesize;  
}
```

# Example – Shortest and longest names

```
// 3. people with the longest/shortest name
// Query vs Method syntax???
var q3 = from person in people
        let minlen = people.Min(x => x.Name.Length)
        let maxlen = people.Max(x => x.Name.Length)
        where person.Name.Length == minlen ||
            person.Name.Length == maxlen
        select new { person.Name, person.Name.Length };
q3.ToConsole("Q3");
```

## Example – Groups; Biggest group

```
// 4. number of people per department
var q4 = from person in people
        group person by person.Dept into g
        select new { Dept = g.Key, Cnt = g.Count() };
q4.ToConsole("Q4");
```

```
// 5. biggest dept
// ElementAt, First, Last, Single, ...OrDefault
var oneDept = q4.
    OrderByDescending(rec=>rec.Cnt).
    FirstOrDefault();
var oneDept_alter = q4.
    Aggregate((i, j) => i.Cnt > j.Cnt ? i : j);
Console.WriteLine(oneDept.ToString());
Console.WriteLine(oneDept_alter.ToString());
```



# Practice

[http://users.nik.uni-obuda.hu/prog3/\\_data/war\\_of\\_westeros.xml](http://users.nik.uni-obuda.hu/prog3/_data/war_of_westeros.xml)

```
<battle>
```

```
  <name>Battle of the Golden Tooth</name>
```

```
  <year>298</year>
```

```
  <outcome>attacker</outcome>
```

```
  <type>pitched battle</type>
```

```
  <majordeath>1</majordeath>
```

```
  <majorcapture>0</majorcapture>
```

```
  <season>summer</season>
```

```
  <location>Golden Tooth
```

```
  <region>The Westerlands
```

```
  <attacker>...</attacker>
```

```
  <defender>...</defender>
```

```
</battle>
```

```
  <defender>
```

```
    <king>Robb Stark</king>
```

```
    <commanders>
```

```
      <commander>Clement Piper</commander>
```

```
      <commander>Vance</commander>
```

```
    </commanders>
```

```
    <house>Tully</house>
```

```
    <size>4000</size>
```

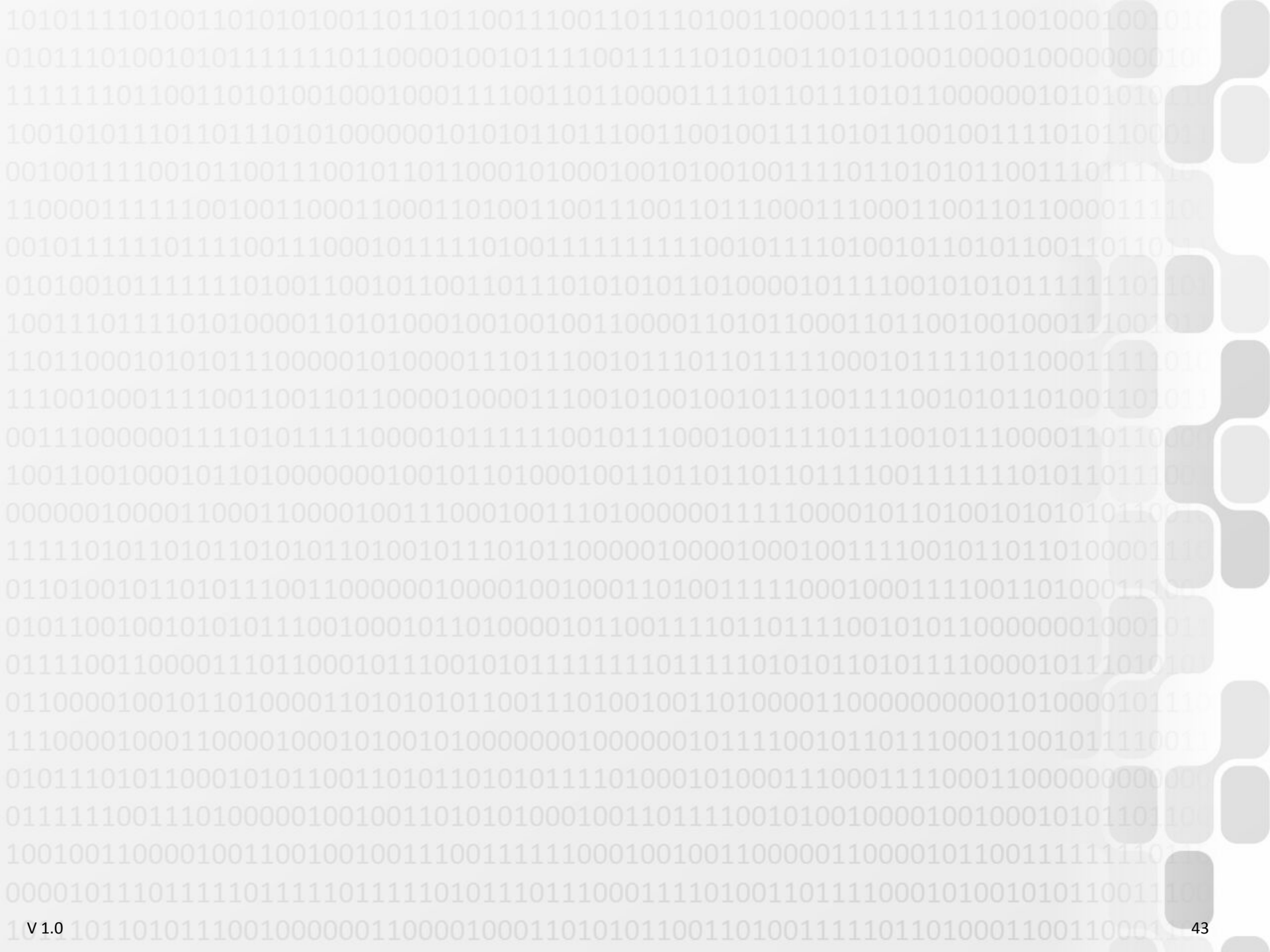
```
  </defender>
```

# Practice

## In the war of five kings ...

1. How many houses participated?
2. List the battles with the „ambush” type!
3. How many battles are there where the defending army won and there was a major capture?
4. How many battles were won by the Stark house?
5. Which battles had more than 2 participating houses?
6. Which are the 3 most violent regions?
7. Which one is the most violent region?
8. In the 3 most violent region, which battles had more than 2 participating houses? (Q5 join Q6)
9. List the houses ordered descending by the number of battles won!
10. Which battle had the biggest known army?
11. List the three commanders who attacked the most often!





# Források

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- Linq to XML in 5 minutes: <http://www.hookedonlinq.com/LINQtoXML5MinuteOverview.ashx>
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- Simple XML parsing examples: <http://omegacoder.com/?p=254> ,  
<http://gnaresh.wordpress.com/2010/04/08/linq-using-xdocument/>
- XML: Reiter István: C# jegyzet (<http://devportal.hu/content/CSharpjegyzet.aspx>) , 224. oldal  
(A könyv az XMLReader/Writer, illetve az XmlDocument használatát mutatja be)

