UOML Sample-en

Technical Committee:

OASIS Unstructured Operation Markup Language (UOML-X) TC

This document includes three parts:

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1. Case Studies

Case 1: Use UOML compliant software to exchange documents

Steps:

Follow is a scenario on how two people using different word processors to exchange document:

- 1. Someone generates a document using UOML compliant word processor "A", and save it as an UOML document. He sends it to another person to read.
- 2. Receive and read the document:

The second person receives and opens the document using any available UOML compliant word processors, it is not necessary to use the same software as the first person. He chooses to use word processor "B".

3. Read ,add and make comments to the document:

UOML standard document resembles a paper document with many digital and intelligent features. So the second person can read, add and make comments to the document on screen just like what we do to a piece of paper using word processor "B".

- 4. Save the change and send the document back to the first person.
- 5. Receive, read, add and make comments again:

The first person receives the reviewed document, and then he can read it with word processor "A", if needed he can add and make comments to it again.

Case 2: Full text search - extract text data from docbase and

generate a text file "output.txt"

Steps:

- 1. Open docbase, get objectSet handle.
- 2. Create an empty document called output.txt as the output file.
- 3. Set the objectSet as the current object.

4.

a) Initialize an incremental variable index to 0.

Get the text data, export to output.txt.

b) Operate an UOML_GET operation to current objectSet as follow to get the handle of the current index indicated object:

- c) ++index, go back to b)
- 5. End, save the output.txt, close docbase,

Case 3: Image OCR operation – Transform image formatted

data to a text formatted data

Steps:

- 1. Open docbase, get the objectSet handle.
- 2. Set the objectSet as the current object.
- 3. Do the follow operation to the current object:
 - a) Initialize an incremental variable index to 0.
 - b) Operate an UOML_GET operation to current objectSet as follow to get the handle of the current *index* indicated object:

c) Put the image converted text data to an UOMLO_TEXT format's XML structure, using UOML_INSERT to put it to the image data's original position
 <uoml:UOML INSERT handle="current obj set xxx" pos="index"/>

```
<xobj>
     <text It_pt="100, 200" br_pt="180, 150" txtEncoding="ASCII" txtData="ocrtxt..."/>
</xobj>
     </uoml:UOML_INSERT>

d) ++index, go back to b (
4. End, save and close docbase.
```

Case 4: Convert different type of documents to UOML

documents

Steps:

- 1. Please install UOML Writer first if the computer you are using now doesn't have it. UOML Writer is a virtual printer, can be downloading freely from http://www.uoml.org/.
- 2. Run any third party word processor A. Assume word processor A supports type A document.
- 3. Using word processor A to open type A document file.A.
- 4. Go to word processor A's Print function, from the printer list, choose UOML Writer.
- 5. A window appears. Write down the converted UOML document name, and the path.
- 6. Save it. Now file. A has been converted to an UOML document. End.

Case 5: Send documents to fax or cell phone via UOML.

Steps:

- 1. Get a printable document, it can be any file type; please first convert it to an UOML document via UOML Writer (check case 4 for details).
- 2. Transform the UOML document to a .bmp file.
 - a) Open docbase:

b) Loop through the docbase, do a serial of UOML_GET instructions to get the handle of the document we need:

c) Do UOML_GET to get the handle of each page from the document.

d) Do UOML_GET to generate a new .bmp file for this page, and get its handle..

- 3. Send the .bmp file to a third party fax server or a cell phone.
- 4. User reads the document from fax paper or from a cell phone screen.
- 5. End.

Case 6: Write and make comments to UOML documents

Steps:

1. Open docbase.

```
"<uoml:UOML_OPEN path="/home/admin/storage/1.sep" create="true" del exist="false"/>");
```

2. Loop through the docbase, do a serial of UOML_GET operations to get the handles of all the

- 3. Get the handle for the page which user had made comments and added things on.
- 4. Create a new layer to this page, and insert a new object set to this layer, get the handle of this layer:

- 5. Do the UOML_GET to get the handle of the newly created object set.
- 6. Get the added information from the script board, convert it to UOMLO PATH object.
- 7. Insert UOMLO_PATH to the new object set. Here for demonstrate purpose, the path only includes one rectangle. In real case, it might include very complicated path to represent the user's handwriting:

- 8. Save the docbase.
- 9. Close the docbase.

2. Usage of UOML Instructions

Follow is the total nine current UOML Instructions:

• ODD UOML_OPEN
• O O O O O O O O O O O O O O O O O O O
• O O O O O O O O O O O O O O O O O O O
• O O O O O O O O O O O O O O O O O O O
• O O O O O O O O O O O O O O O O O O O
• UOML_INSERT
• O O O O O O O O O O O O O O O O O O O
• O O O O O O O O O O O O O O O O O O O
•□□□□□□□□ UOML_RET

For details about each UOML Instruction's properties, please check UOML Specification (current UOML Working Draft 01) Section 3.

UOML OPEN

Example:

//create or open a document base.

<uoml:UOML_OPEN path="/home/admin/storage/1.sep" create="true" del_exist="false"/>

UOML_CLOSE

Example:

//Close a document base

<uoml:UOML_CLOSE handle="db_handle_xxxxx"/>

UOML_USE

Example:

//set an object as the current object.

<uoml:UOML use handle="db handle xxxxx"/>

UOML_GET

Example 1:

//Get the bitmap expression of one page.

<clip>

```
<subpath data="s 0, 0 1 3000, 0 1 3000, 5000 1 0, 5000 1 0, 0"/>
         </clip>
    </disp_cong>
</uoml:UOML GET>
Example 2:
//Get the property value of an object.
<uoml:UOML GET handle="some obj handle xxx" usage="GET PROP">
    property name="some property name xxx"/>
</uoml:UOML GET>
Example 3:
//Get the sub_object handle based on index value.
<uoml:UOML GET handle="some obj handle xxx" usage="GET SUB">
    <pos val="10"/>
</uoml:UOML_GET>
Example 4:
//Get the XML expression of the object.
<uoml:UOML_GET handle="some obj handle xxx" usage="GET CONTENT" />
UOML SET
Example 1:
//Set up object's properties.
<uoml:UOML_SET handle=" obj handle xxxxxx">
    cproperty>
         <intVal name = "SomePropName" val="0"/>
    </uoml:UOML SET>
Example:
//Base on provided XML value to reset the object and all its sub_objects.
<uoml:UOML SET handle="some obj handle xxx">
    <xobj>
```

UOML_INSERT

```
Example:
```

UOML_DELETE

Example:

//Delete an object.

<uoml:UOML_DELETE handle="handle_xxxxxx"/>

UOML_SYSTEM

Example:

//Save the document base.

```
<uoml:UOML SYSTEM>
```

<db_flush handle="dobbase_handle_xxxxxxx" path="/home/admin/storage/23.sep"/>
</uoml:UOML_SYSTEM>

UOML_RET

Example:

//Hold returning values of an object.

3. Examples of UOML API in C

Following are some examples to implement UOML API through C.

Implementation:

UOML_call: the interface to send a request to UOML.

UOML_parse: the interface to parse the return value from UOML.

Send an UOML OPEN call

String strRet = uoml_call("<uoml:UOML_OPEN path=\"/home/admin/storage/1.sep\" create="true" del exist="false"/>")

Send an UOML_CLOSE call

String strRet = uoml_call("<uoml:UOML_CLOSE handle="\"db_handle_xxxxx\"/>)");

Send an UOML_SYSTEM Call – save the docbase

Send an UOML_USE call – set the current object

strRet = uoml call("<uoml:UOML USE handle=\"obj handle xxxxxx\"/>");

Send an UOML_GET call

Example 1:

//Get the bitmap expression of one page.

```
String strRet = uoml_call("<uoml:UOML_GET handle="\"page_handle_xxxxx\\" usage = \"GET_PAGE_BMP\"/>
```

```
$$ < sp_conf format=\"BMP\" output="\file\" end_layer=\"1\" resolution=\"600\" addr=\"/home/admin/output/page.bmp\">
```

Example 2:

```
//Get one of the property value of an object.
String strRet = uoml call("<uoml:UOML GET handle="\"some obj handle xxxxx\" usage
= \"GET PROP\"/>
   property name=\"some property name xxx\"/>
</uoml:UOML GET>"):
Example 3:
//Get a sub object handle based on position value.
String strRet = uoml call("<uoml:UOML GET handle="\"page_handle_xxxxx\" usage =
\"GET SUB\"/>)");
    <pos val=\"10\"/>
</uoml:UOML GET>");
Example 4:
//Get the XML expression of an object.
String strRet = uoml call("<uoml:UOML GET handle="\"page handle xxxxx\" usage =
\"GET CONTENT\"/>)");
Send an UOML INSERT call
String strRet = uoml call("<uoml:UOML INSERT handle="\"parent handle xxxxx\" pos =
\"3\"/>
    <xobj>
         <ret lt pt=\"100,200\" br pt=\"180, 150\"/>
    </xobj>
</uoml:UOML GET> ");
Send an UOML DELETE call
String strRet = uoml call("<uoml:UOML DELETE handle="\"handle xxxxx\"/>");
Send an UOML_SET call
Example 1:
//Set up a property value for an object.
String str ret = uoml call("<uoml:UOML SET handle=\"obj handle xxxxxx\">
    cproperty>
         <intVal name=\"SomePropName\" val=\"0\"/>
    </uoml:UOML SET>");
Example 2:
```

```
//Reset the content of an object based on the given XML expression.
String str ret = uoml call("<uoml:UOML SET handle=\"obj handle xxxxxx\">
     <xobj>
       <matrix f11=\"1.0\" f12=\"0.0\" f21=\"0.0\" f22\"1.0\"f31=\"0.0\" f32\"1.0"/>
     </xobj>
</uoml:UOML_SET>");
Use UOML_PARSE
Example 1:
//Get the returning value after using UOML instructions.
String strHandle= uoml parse(strRet,"handle");
Example 2:
//Check the UOML instruction operation is success or not.
Bool success = uoml_parse(strRet,"SUCCESS");
Example 3:
//Get the error code after using UOML instruction.
String err info = uoml parse(strRet,"ERR INFO");
```