

Introduction to XML

What Is Markup?

- *Information added to a text to make its structure comprehensible*
- *Pre-computer markup (punctuational and presentational)*
 - *Word divisions*
 - *Punctuation*
 - *Copy-editor and typesetters marks*
 - *Formatting conventions*

The Friendly letter

- *This shows something about what third graders learn about reading and writing*
- *That documents are alike in key ways*
- *That they have parts, with names*
- *That those parts are (usually) distinctively displayed*

Computer markup

- *Any kind of codes added to a document*
 - *Typesetting (presentational markup)*
 - *MS Word, TeX, LaTeX, etc.*
 - *Declarative markup*
 - *HTML (sometimes)*
 - *XML*

What do we mean by declarative?

- *Names and structure*
- *Finer level of detail (most human-legible signals are overloaded)*
- *Independent of presentation (abstract)*
- *People often call this “semantic”*

XML

- *The Extensible Markup Language*
- *XML is a standard, interoperable way to represent documents for flexible processing*
 - *Multi-format delivery*
 - *Schema-aware information retrieval*
 - *Transformation and dynamic data customization*
 - *Archival: standardized, self-describing*

The two worlds of XML

- *Markup of documents: the original*
 - *This perspective is our focus here*
 - *Document representation was the primary problem XML was created to solve*
- *Data exchange and protocol design*
 - *XML turned out to fill important gaps*
 - *Relational databases needed a way to share records and multi-table data*
 - *Protocol designers wanted a way to encapsulate structured data*

The two worlds united

- ***Documents and “semi-structured” data share features***
 - *Hierarchical structure*
 - *String content*
 - *Variations in structure*
- ***Their applications also share needs***
 - *Need for a lingua franca, independent of APIs*
 - *Ability to cope with international characters*
 - *“Fit” with WWW and HTTP.*

XML is more general

- . *Tags label arbitrary information units*
 - *More suited to multiple purposes*
 - *“Looking right” is needed but not enough*
- . *Supports custom information structures*
 - *If you have “price” or “procedure”, you can make a tag for it, and validate its usage*
- . *More “teeth” to enforce consistent syntax*
 - *Works hard to avoid semi-interoperable docs*

Better rendering than HTML

- . *Fully internationalized*
 - *Also better for visually-impaired users*
- . *Supports multiple renderings*
 - *Customize to the user, time, situation, device*
 - *Separates formatting from structure*
 - *And processing other than rendering*
- . *Large documents don’t break it*
 - *Easy to trade off server/client work*
 - *No searches that fail because big doc was split*
- . *XHTML is XML-conforming flavor of HTML*
 - *Clean existing HTML is already close...*

XML treats documents like databases

- *XML brings benefits of DBs to documents*
 - *Schema to model information directly*
 - *Formal validation, locking, versioning, rollback...*
- *But*
 - *Not all traditional database concepts map cleanly, because documents are fundamentally different in some ways*

What is structure

- *To Relational Database theorists, structure is:*
 - *Tables with fixed sets of non-repeating named fields, that have little internal structure*
 - *E-R diagrams with fixed number of nodes*
- *Structured documents are different:*
 - *The order of Sections, Paragraphs, etc. matters (a lot)*
 - *Many hierarchical layers (which text crosses)*
 - *Text/graphic data mixes with aggregate objects*
 - *Optional or repeatable sub-parts abound*
 - *Interaction with natural language phenomena*
- *These are very different requirements*

What's the difference?

- ***Without structure***
 - *Data conversion is far more expensive*
 - *Multi-platform and/or multi-media delivery require re-authoring and hand-work*
 - *Paper production is inconsistent*
 - *Late format changes are far more risky*
 - *Retrieval is prone to many false hits*
 - *“Pay me now, or pay me later”*

XML design principles

- . *Straightforwardly usable over the Internet*
- . *Support for a wide variety of applications*
- . *Compatible with SGML*
- . *Make writing XML programs easy*
- . *Avoid optional features*
- . *Human-readable (if not terse) markup*
- . *Formal and concise design*
- . *Design produced quickly*

Opportunities with XML

- . *Scalability and openness of Web solutions*
- . *“Rich clients” for complex information*
 - *Dynamic user views*
- . *XML as interprocess communication protocol for “data” (as opposed to “text”)*
- . *eCommerce integration*
- . *New methods of creation*
 - *Schema combination/composition*
 - *Free-form, schema-less data development*

Web usage

- *XML works with familiar Web paradigms*
 - *Locations are expressed as URIs*
 - *High interoperability because of few options*
 - *Easily implementable and usable*
 - *Robust against network failures*
 - *Avoids serving schemas every time with documents*
 - *(but can do better validation anyway, when needed)*

Some additional XML details

- *Well-formedness*
- *Error handling*
- *Case sensitivity*
- *HTML compatibility*

Well-formedness

- . *Document has a single root element, and*
- . *Elements nest properly*
 - *Try foo<l>barbaz</l> in your browser!*
- . *Entities are whole subtrees (not </P><P>)*
- . *No tag omission (close what you open)*
- . *Attributes must be quoted*
- . *< and & must always be escaped in some way*
- . *A document can be well-formed (and parsable) whether or not it fits a given schema*

Partial and missing DTDs

- . *DTDs (schemas) are needed for validation*
- . *DTD processing adds a burden*
- . *Because of Well-formedness,*
 - *DTDs are not needed just to parse*
 - *Even subtrees can be parsed in isolation*
 - . *One exception: Default attributes*
- . *Very handy for development/experimentation*

Error handling

- . *“Draconian error handling”*
 - *Major errors cause processor to stop passing data in the “normal way”*
- . *Fatal errors:*
 - *Ill-formed document*
 - *Certain entity references in incorrect places*
 - *Misplaced character-encoding declarations*
- . *This helps save huge \$ on error-recovery*
 - *Hopefully, the \$ will go to better features instead*

Case sensitivity

- . **HTML is**
 - *Case-insensitive for tag names:* `<P> = <p>`
 - *Case-sensitive for entity names:* `< ≠ <`
- . **XML is case-sensitive for both!**
 - *Unicode standard advises against case-folding*
 - *Folding is not well-defined for all languages*
 - . *Turkish has two lower-case i's, only one upper*
 - . *In languages with no accented caps, can't reverse*
 - . *Error-prone for programmers*
- . **XHTML uses lower case**

Summary

- . **XML has:**
 - *Representational power and extensibility*
 - . *Custom tags, order constraints, etc.*
 - *Validation and consistency (several ways)*
 - *Much of HTML's simplicity for users/implementors*
- . **XML trashes:**
 - *SGML's syntax/feature complexity*
 - *SGML's high startup costs*
 - *HTML's inflexibility*
 - *ASCII legacy*

Well Formed XML

- **Markup**
 - *Prolog & Document Type Declaration*
 - *Elements*
 - *Attributes*
- **Content**
 - *Entities*
 - *Encoded (Unicode) characters*

Prolog & Document Type Definition

- *XML documents should begin with an XML Declaration which specifies version*
 - *Optionally may also include:*
 - *Encoding (recommended)*
 - *Stand-alone declaration*
- *Document Type Definition is typically next*
- `<?xml version="1.0" encoding='UTF-8' standalone='no' ?>`
- `<!DOCTYPE root SYSTEM "myDocs.dtd" >`

Elements

- *Elements are markup that enclose content*
- `<element_name>...</element_name>`
or `<element_name />`
- **Content models**
- *Parsed Character Data Only*
- *Child Elements Only*
- *Mixed*
- *Empty*
- `<author>Cole, T</author>`

Elements

- **Root**
 - *There is exactly one element, called the root, or document element, no part of which appears in the content of any other element.*
- `<book>This is a book</book>`
- - `<list>`
 - `<item>Item 1</item>`
 - `<item>Item 2</item>`
 - `<item>Item 3</item>`
 - `</list>`
- Proper nesting of tag is required

Permitted Characters

- *Element names can contain letters, digits, hyphens, underscores, colons, or full stops*

- ```
<permittedNames>
 <name/>
 <xsl:copy-of/>
 <A_long_element_name/>
 <A.name.separated.with.full.stops/>
 <a123323123-231-231/>
 <_12/>
</permittedNames>
```

## Forbidden Names

- ```
<forbiddenNames>
    <A;name/>
    <last@name>
    <@#$$%^ ( )%+?=/>
    <A*2/>
    <lex/>
</forbiddenNames>
```
- **Names can not start with xml**
 - ```
<forbiddenNames>
 <xmlTag/>
 <XMLTag/>
 <XmLTag/>
 <xMlTag/>
 <xmLTag/>
</forbiddenNames>
```

# Attributes

- Associate a name-value pair with an element
- `<tag name1="value1" name2='value2'>...</tag>`
  - Can be used to embellish content...
  - or to associate added content to an element
- Attributes beginning XML are reserved
  - `<author order='1'>Cole, T</author>`
  - `<author name='Habing, T' />`

```
<elements-with-attributes>
 <el _ok = "yes" />
 <one attr = "a value"/>
 <several first="1" second = '2'
third= "333"/>
 <apos_quote case1="John's" case2
='He said: "Hello, world!" '/>
</elements-with-attributes>
```

# Entities

- *Placeholders for internal or external content*
  - *Placeholder for a single character...*
  - *or string of text...*
  - *or external content (images, audio, etc.)*
- *Implementation specifics may vary*
  - `<!ENTITY copyright "&#xA9;" >`
  - `&copyright;` is replaced by ©
  - `<!ENTITY pic SYSTEM "mugshot.gif" NDATA gif >`
  - `&pic;` is replaced by graphic image

# Special Characters

- *Characters < and & cannot be used in text as they are used in markup*
  - ```
<example>
  <isLower>
    23 &lt; 46
  </isLower>
  <ampersand>
    Willey & sons
  </ampersand>
</example>
```


Assignment #1

- *Write a report on the various way XML documents can be processed and parsed in JAVA (there are different API available to do this)*
 - *BS Project Groups*
 - *Deadline: 20 May, 2010 1500hrs*
 - *Online Submission*