Web Technologies

Lecture 4
XML and XHTML

XML

- Extensible Markup Language
- Set of rules for encoding a document in a format readable
 - By humans, and
 - Machines
- W3C XML 1.0 Specification
- Goals
 - Simplicity
 - Generability
 - Usability

XML

- Focuses on documents
- Can represent arbitrary data
 - Those used by web services
- Many document formats
 - RSS
 - Atom
 - SOAP (communication and web service protocol)
 - XHTML (similar to HTML)
 - Office Open XML
 - XMPP (communication protocol)

A little history

- 1986 Standard Generalized Markup Language (SGML)
- 1998 SGML is reworked into XML
- 2000 XHTML 1.0 is released
- 2001 XHTML 1.1 is released
- 2008 XML 1.0 standard is released
- 2015 HTML 5.0 is published as a non SGML language

Markup and content

- Markup text starts with
 - < and ends with >
 - Example: <div> </div>
 - Forms tags
 - Start tags
 - » <div>
 - End tags
 - » </div>
 - Empty-element tags
 - »

 - & and ends with ;
 - Example: & amp; & acirc;
- Everything else is content

Elements and attributes

- Elements are logical document components which
 - start with a start tag and ends with an end tag, or
 - Consist of only an empty-element tag
- Attributes are name-value pairs within an element
 - Except the end element
 -

XML documents

- Declaration
- Elements
- Attributes

XML characteristics

- All opened elements need to closed
- Case sensitive
 - <Div> is different from <div>
- No shorthand features
 - Whereas in HTML we can write <option selected>
 - In XHTML we must write <option selected="selected">
 - On errors the parsing of a document stops

XML namespaces

- Element names are defined by the developer
 - This leads to confusion
 - Same element can have different meanings
- Solve conflicts using prefixes

```
<<u>my</u>:table>
```

Prefixes require the definition of a namespace

```
<my:table xmlns:my="http://address/to/my/namespace">
```

CDATA

- Character data section
 - Specifies a section of content that is marked to be interpreted purely as textual data, and not markup
 - <! [CDATA[content]]>
 - Avoids having encoded text which the parsers are not supposed to process
 - Example:
 - <![CDATA[<sender>John Smith</sender>]]>
 - Instead of &It;sender>John Smith&It;/sender>

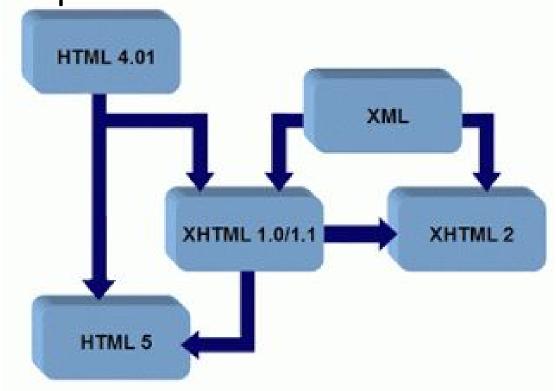
XHTML

- XHTML 1.0 is "a reformulation of the three HTML 4 document types as applications of XML 1.0"
- XHTML was developed to make HTML more extensible and increase interoperability with other data formats
 - Compatibility with common XML tools, servers, and proxies
 - Extensibility by adding new features such as SVG and MathML all written in XML
 - Through namespaces

XHTML and HTML

Javascript and CSS is handled differently in XHTML

Complex relationship



Validating XML

- DTD Document Type Definition
 - Defines a standard for exchanging data
 - Example
 - Clients ensure that the data they receive from the web server is valid XHTML
 - Defined using <!DOCTYPE>
 - Example
 - <!DOCTYPE html>
- XML Schema
 - XML alternative to DTD

DTD vs XML schemas

- XML Schemas are written in XML
 - You don't have to learn a new language
 - You can use your XML editor to edit your Schema files
 - You can use your XML parser to parse your Schema files
 - You can manipulate your Schemas with the XML DOM
 - You can transform your Schemas with XSLT
- XML Schemas are extensible to additions
- XML Schemas support data types
 - It is easier to describe document content
 - It is easier to define restrictions on data
 - It is easier to validate the correctness of data
 - It is easier to convert data between different data types
- XML Schemas support namespaces

An example

DTD for the XML

```
<!ELEMENT note (to,from,heading,body)>
<!ELEMENT to (#PCDATA)>
<!ELEMENT from (#PCDATA)>
<!ELEMENT heading (#PCDATA)>
<!ELEMENT body (#PCDATA)>
```

Schema for the XML

Transforming XML

- XSL Extensible Stylesheet Language
 - Transform and render XML documents

XSLT

Language for transforming XML documents

XPath

- Non-XML language used to address XML elements
- Used from inside XSLT
- Example

```
<xsl:for-each select="./note">
```

What's next?

- Javascript
 - State vs. stateless
- Dynamic HTML manipulation
- AJAX
 - Synchronous vs. asynchronous
- JQUERY
- Server side programming
- Web services