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## [Tutorial] How to use The ElementTree XML API Python

时间 2014-05-22 00:55:24 [Byte::Debugger\(\)](#):

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Welcome ,

In this post I'm going to show you how to use [xml.etree.ElementTree](#) with Python. This module allow you to easily manipulate xml documents, reading and inserting data. In the final of this post, you can get a complete class to manipulate easily XML files with Python!! Let's try it!!



**\*\*In this post I'm using the following XML as example(“`downloads.xml`”):**

```
<?xml version="1.0"?>
<downloads>
  <file>
    <url>https://github.com/aron-bordin/Tyrant-Sql/archive/master.zip</url>
    <progress>23</progress>
    <filename>master.zip</filename>
    <path>/home/neo/Downloads/master.zip</path>
    <downloaded>1000</downloaded>
    <filesize>1231553</filesize>
  </file>
  <file>
    <url>https://github.com/aron-bordin/Haunted-Mind/archive/master.zip</url>
    <progress>11</progress>
    <filename>master.zip</filename>
    <path>/home/neo/Downloads/master2.zip</path>
    <downloaded>5335</downloaded>
    <filesize>23545363</filesize>
  </file>
</downloads>
```

### I – Reading the XML

First, we need to read the XML from file, and after it, get the XML structure to manipulate it.

```
tree = ET.parse("downloads.xml")
root = tree.getroot()
```

Now, **root** has the XML object, so we are able to read this information with Python. First, let's list our downloads URLs. To do it, we need to read each child of `<download>` and the `<url>`. Let's do it:

```
for child in root:
    print(child[0].text) #we use 0 because url is the first child of <file>
```

output:

<https://github.com/aron-bordin/Tyrant-Sql/archive/master.zip>

<https://github.com/aron-bordin/Haunted-Mind/archive/master.zip>

Or, to make it easier, you can search for content. The **iter** method help iterate recursively over all the sub-tree below it (its children, their children, and so on). To list all URLs, you can do:

```
for url in root.iter("url"):
    print(url.text)
```

With this code we have the same output got with the previous code.

## II – Modifying the XML file

### II.i – Edit tag:

To manipulate the XML information, you need to use the same code above, but instead of get the **text** property, you need to set it.

For example, we need to set all download progress as 100%. To do it, we need to get all **progress** children and set the value as 100. Let's do it:

```
for progress in root.iter("progress"):
    progress.text = '100'

tree.write("downloads.xml")
```

It's done, all progress are updated to 100%.

### II.ii – Remove tag:

If you need to remove a **<file>** from XML, you can use:

```
for file in root.iter("file"):
    root.remove(file)
tree.write("downloads.xml")
```

### II.iii – Insert tag

Now, let's add a new **<file>** for our XML. Python provide us the command **Element** to create new elements, and **SubElement** to create children.

To save file data, we will need a file elements and some children. Let's do it!

```
file = ET.Element('file')
progress = ET.SubElement(file, 'progress')
progress.text = "0" #if you want to set the prop, use it
ET.SubElement(file, 'url') #will create an empty tag
ET.SubElement(file, 'filename')
ET.SubElement(file, 'path')
ET.SubElement(file, 'downloaded')
ET.SubElement(file, 'filesize')

root.append(file) #add the tab file to our xml
tree.write("downloads.xml") #save the file
```

So, that's it! As you can see, Python works perfectly with XML. I used this commands in other project, so if you need to take a look, in the code bellow I posted the class that I used to manipulate my downloader.

## III – Class XmlParser

With this class you can easily manipulate XML files. You can get this class and adapt for your project. Take a look:

```
import xml.etree.ElementTree as ET
import os.path

class XmlParser(object):

    def __init__(self):
        if os.path.isfile('downloads.xml') is False:
            self.createXML()
        self.tree = ET.parse("downloads.xml")
        self.root = self.tree.getroot()

    def createXML(self):
        f = open('downloads.xml', 'w')
        f.write('<downloads></downloads>')
        f.close()

    def getDownload(self, url):
        r = self.root
        for file in r:
            if(file.attrib['url'] == url):
                return file
        return False

    def getDownloads(self):
        r = self.root
        files = []
        for file in r:
            files.append(file)
        print(files)
```

```

def updateDownload(self, url, filename = None, path = None, progress = None, downloaded=None, filesize=None):
    d = self.getDownload(url)
    if d is False:
        return False
    if filename is not None:
        child = d.find('filename')
        child.text = filename
    if path is not None:
        child = d.find('path')
        child.text = path
    if progress is not None:
        child = d.find('progress')
        child.text = progress
    if downloaded is not None:
        child = d.find('downloaded')
        child.text = downloaded
    if filesize is not None:
        child = d.find('filesize')
        child.text = filesize
    self.tree.write('downloads.xml')

def removeDownload(self, url):
    d = self.getDownload(url)
    if d is False:
        return False
    self.root.remove(d)
    self.tree.write('downloads.xml')

def addFile(self, url, filename, path, progress = 0, downloaded=0, filesize=0):
    if self.checkIfExists(url):
        return "FileExists"
    file = ET.Element('file')
    file.attrib = {'url': url}
    child = ET.SubElement(file, 'url')
    child.text = str(url)
    child = ET.SubElement(file, 'filename')
    child.text = str(filename)
    child = ET.SubElement(file, 'path')
    child.text = str(path)
    child = ET.SubElement(file, 'downloaded')
    child.text = str(downloaded)
    child = ET.SubElement(file, 'filesize')
    child.text = str(filesize)
    child = ET.SubElement(file, 'progress')
    child.text = str(progress)
    self.root.append(file)
    self.tree.write('downloads.xml')

def checkIfExists(self, url):
    r = self.root
    for file in r.iter('url'):
        if url == file.text:
            return True
    return False

```

Thanks for reading, take a look in my blog for more tutorials.  
Thx

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