


```

XmlNode node;
try {
    node = ParseXML(xml);
}
catch (XmlError e) {
    Cerr() << "XmlError: " << e << '\n';
    SetExitCode(1);
    return;
}

const XmlNode& Iscores = node["Scores"];
if (Iscores.IsVoid()) {
    Cerr() << "There is no 'Scores' tag";
    SetExitCode(1);
    return;
}

for (int i = 0, n = Iscores.GetCount(); i < n; ++i) {
    const XmlNode& lplayer = Iscores[i];
    if (!lplayer.IsTag("Player"))
        continue;

    String name = lplayer.Attr("name");
    int score1 = ScanInt(lplayer.Attr("score1")),
        score2 = ScanInt(lplayer.Attr("score2")),
        score3 = ScanInt(lplayer.Attr("score3")),
        score4 = ScanInt(lplayer.Attr("score4"));

    Cout() << Format("%s: %d, %d, %d, %d\n", name, score1, score2, score3, score4);
}
}

```
