
Subject: Re: how to use xmlparser to parse this document?

Posted by [Oblivion](#) on Wed, 20 Dec 2017 14:12:31 GMT

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Hello akebee.

```
try{
while(!pser.IsTag())
    pser.Skip();
pser.PassTag("plist");
pser.PassTag("dict");
while(!pser.IsEof())
    if(pser.Tag("key"))
    {
        String key = pser.ReadText();
        DUMP(key);
        pser.PassEnd();
    }
    else
    if(pser.Tag("dict")) {
        pser.Skip();
        // continue;
    }
    else
        pser.Skip();
}
catch(XmlError e){
    LOG("ERROR: " << e);
}
```

However, if you are not trying to write a better (faster) XML parser than UPP's parser, or not exercising your parsing skills I suggest you using ParseXML with XmlNode.

For the most cases I found them to be a better solution.

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
void GetKeys(const XmlNode& node)
{
    // This is simply to give you the general idea. It is not optimized.
```

```

if(node.GetTag() == "key")
    LOG(node.Node(0).GetText());
    else
        for(auto& subnode : node)
            GetKeys(subnode);           // Unless the node structure is "extremely deep", recursion is
fine.
}

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT | LOG_FILE);
    FileIn fin(GetDataFile("plist.xml"));
    XmlParser parser(fin);
    parser.Relaxed();
    try {
        auto xml = ParseXML(parser);
        GetKeys(xml);
    }
    catch(XmlError& e) {                 // <-- As a side note: try not to catch any exceptions "by
value", catch them "by reference"
        LOG("Xml Parser error: " << e);
    }
}

```

Best regards,
Oblivion
