
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(!psr.IsTag())
        psr.Skip();
    psr.PassTag("plist");
    psr.PassTag("dict");
    while(!psr.IsEof())
        if(pser.Tag("key"))
        {
            String key = pser.ReadText();
            DUMP(key);
            psr.PassEnd();
        }
        else
            if(pser.Tag("dict")) {
                psr.Skip();
                // continue;
            }
        else
            psr.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
