
Subject: Re: Using DOM like XML parser
Posted by [zsolt](#) on Mon, 13 Nov 2006 22:35:02 GMT
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For fast reference, this is the new Open method, loading, parsing the XML file and putting its content to the ArrayCtrl:

```
void AddressBook::Open()
{
    if(!fs.ExecuteOpen()) return;
    filename = fs;
    array.Clear();
    try {
        String d = LoadFile(filename);
        XmlNode n = ParseXML(d);
        if(n.GetCount()==0 || n[0].GetTag() != "AddressBook")
            throw XmlError("No AddressBook tag in ");
        const XmlNode &ab = n[0];
        array.SetCount(ab.GetCount());
        for(int i=0; i < ab.GetCount(); i++){
            const XmlNode &person = ab[i];
            for(int j=0; j < person.GetCount(); j++){
                const XmlNode &prop = person[j];
                if(prop.IsTag(TAG_NAME)) array.Set(i, TAG_NAME, prop[0].GetText());
                else if(prop.IsTag(TAG_SURNAME)) array.Set(i, TAG_SURNAME, prop[0].GetText());
                else if(prop.IsTag(TAG_ADDRESS)) array.Set(i, TAG_ADDRESS, prop[0].GetText());
                else if(prop.IsTag(TAG_EMAIL)) array.Set(i, TAG_EMAIL, prop[0].GetText());
            }
        }
    }
    catch(XmlError &e) {
        Exclamation("Error reading the input file:&" + DeQtf(e) );
    }
}
```
