Subject: how to use xmlparser to parse this document?
Posted by akebee on Wed, 20 Dec 2017 03:00:59 GMT
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i still do not quite understand the use of XmlParser
such as parse this xml document:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple Computer//DTD PLIST 1.0//EN"
"http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
   <dict>
      <key>frames</key>
      <dict>
         <key>Comm1TipBg.png</key>
         <dict>
            <key>frame</key>
            <string>{{314,805},{120,120}}</string>
            <key>offset</key>
            <string>{0,0}</string>
            <key>rotated</key>
            <false/>
            <key>sourceColorRect</key>
            <string>{{0,0},{120,120}}</string>
            <key>sourceSize</key>
            <string>{120,120}</string>
         </dict>
         <key>Common1Back.png</key>
         <dict>
            <key>frame</key>
            <string>{{791,462},{62,54}}</string>
            <key>offset</key>
            <string>{0,0}</string>
            <key>rotated</key>
            <true/>
            <key>sourceColorRect</key>
            <string>{{0,0},{62,54}}</string>
            <key>sourceSize</key>
            <string>{62,54}</string>
         </dict>
         <key>Common1Button1.png</key>
         <dict>
            <key>frame</key>
            <string>{{766,257},{132,64}}</string>
            <key>offset</key>
            <string>{0,0}</string>
            <key>rotated</key>
            <false/>
```

<key>sourceColorRect</key>
<string>{{0,0},{132,64}}</string>
<key>sourceSize</key>
<string>{132,64}</string>
</dict>
<key>Common1Button1Disable.png</key>
<dict>
<key>frame</key>
<string>{{314,927},{132,64}}</string>
<key>offset</key>
<string>{0,0}</string>
<key>rotated</key>
<false/>
<key>sourceColorRect</key>
<string>{{0,0},{132,64}}</string>
<key>sourceSize</key>
<string>{132,64}</string>
</dict>
<key>Common1Button2.png</key>
<dict>
<key>frame</key>
<string>{{149,955},{132,64}}</string>
<key>offset</key>
<string>{0,0}</string>
<key>rotated</key>
<false/>
<key>sourceColorRect</key>
<string>{{0,0},{132,64}}</string>
<key>sourceSize</key>
<string>{132,64}</string>
</dict>
<key>Common1Button3.png</key>
<dict>
<key>frame</key>
<string>{{559,514},{109,52}}</string>
<key>offset</key>
<string>{0,0}</string>
<key>rotated</key>
<true/>
<key>sourceColorRect</key>
<string>{{0,0},{109,52}}</string>
<key>sourceSize</key>
<string>{109,52}</string>
</dict>
<key>CommonVipSmall09.png</key>
<dict>
<key>frame</key>
<string>{{937,823},{58,22}}</string>

```
            <key>offset</key>
            <string>{0,0}</string>
            <key>rotated</key>
            <false/>
            <key>sourceColorRect</key>
            <string>{{0,0},{58,22}}</string>
            <key>sourceSize</key>
            <string>{58,22}</string>
        </dict>
        <key>CommonVipSmall10.png</key>
        <dict>
            <key>frame</key>
            <string>{{917,799},{58,22}}</string>
            <key>offset</key>
            <string>{0,0}</string>
            <key>rotated</key>
            <false/>
            <key>sourceColorRect</key>
            <string>{{0,0},{58,22}}</string>
            <key>sourceSize</key>
            <string>{58,22}</string>
        </dict>
    </dict>
    <key>metadata</key>
    <dict>
        <key>format</key>
        <integer>2</integer>
        <key>realTextureFileName</key>
        <string>Common1.png</string>
        <key>size</key>
        <string>{1024,1024}</string>
        <key>smartupdate</key>
        <string>$TexturePacker:SmartUpdate:dc2b5d576da62f910d03eadb09babf4b$</string>
        <key>textureFileName</key>
        <string>Common1.png</string>
    </dict>
</dict>
</plist>
```

my code

```
XmlParser pser(plist);
pser.Relaxed();
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.TagElseSkip("dict"))
  {
   while(!pser.IsEof())
   {
    if(pser.Tag("key"))
    {
     String key = pser.ReadText();
     DUMP(key);
     pser.PassEnd();
    }
    else if(pser.Tag("dict"))
    {
    }
    else
     pser.Skip();
   }
   pser.PassEnd();
  }

}
catch(XmlError e){
 LOG("ERROR: " << e);
}
```

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);
 }
```

Hovever, 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
