
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 :blush:

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 :cry:

```

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);
}
:cry: :cry:

```

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
