Subject: XML , DOM - Modify the tree
Posted by pippo on Fri, 12 Oct 2007 09:15:01 GMT
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hallo, I'm a newbe.
I need read a XML file and modify it.

I've seen the addressBookXML2. this example read a file and ,to rewrite it, re-CREATES ALL structure: starts from a new XmlNode object and fill it with Add().
This because function Node(int) returns a const XmlNode object.

But my XML files is very complex and I need modify only 1 value.

Why the dom-generated-tree is read only????
There's a function to modify it?

...Or copy some integer-block (nodes) to another tree, so I can create a new object and fill with copy...

Subject: Re: XML , DOM - Modify the tree
Posted by mirek on Fri, 12 Oct 2007 09:44:37 GMT
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pippo wrote on Fri, 12 October 2007 05:15hallo, I'm a newbe.
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...Or copy some integer-block (nodes) to another tree, so I can create a new object and fill with copy...

You can use following methods to modify XmlNode:

```
XmlNode&      Add()                              { return node.Add(); }
void         AddText(const String& txt)              { Add().CreateText(txt); }
int          FindTag(const char *tag) const;
XmlNode&      Add(const char *tag);
XmlNode&      GetAdd(const char *tag);
XmlNode&      operator()(const char *tag)             { return GetAdd(tag); }
void         Remove(const char *tag);
```

Basically, it is only about using () instead of []...

Mirek

Subject: Re: XML , DOM - Modify the tree
Posted by pippo on Fri, 12 Oct 2007 14:10:24 GMT
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luzr wrote on Fri, 12 October 2007 11:44

You can use following methods to modify XmlNode:

YES! I've discovered these just 15 minutes ago...
At() methods is very nice, also.

Now I need to swap 2 nodes with all their sub-nodes. And/or insert a node between other nodes in a precise position (no append at end).

BEFORE:

```
<EatInSequence>
  <module>
    <thing value= "spaghetti"/>
  </module>
  <module>
    <thing value= "pizza"/>
  </module>
  <module>
    <thing value= "cheese cake"/>
  </module>
</EatInSequence>
```

AFTER:

```
<EatInSequence>
```

```
  <module>
    <thing value= "spaghetti"/>
  </module>
  <module>
    <thing value= "Beer"/>
  </module>
  <module>
    <thing value= "pizza"/>
  </module>
  <module>
    <thing value= "cheese cake"/>
  </module>
</EatInSequence>
```

I CAN'T CHANGE ONLY THE VALUE OF ATTRIB "value" (my first idea), because this's only an exaple! In real my nodes are full of sub-nodes, then I must move sub and sub and sub nodes, too.

My onlyone solution found is:
1) read the old xml file
2) in dom-tree insert a my tag with progressive number
3) insert new tags (in append...) and mark it with position number needed.

```
<EatInSequence>
  <module>
    <thing value= "spaghetti"/>
    <myTag progr = "0">
  </module>
  <module>
    <thing value= "pizza"/>
    <myTag progr = "2">
  </module>
  <module>
    <thing value= "cheese cake"/>
    <myTag progr = "3">
  </module>
  <module>
    <thing value= "beer"/>
    <myTag progr = "1">
  </module>
</EatInSequence>
```

4) create a new tree, copying the nodes in correct sequence and deleting my tags with progressive number.
5) save.

Have you got a better solution?

Sorry for my english.....

Subject: Re: XML , DOM - Modify the tree
Posted by mirek on Fri, 12 Oct 2007 14:53:38 GMT
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Well, you can Insert nodes, that is not a problem.

Also, Node itself has pick semantics, so Swap should work with them.

Mirek
