Subject: Polymorphic XML
Posted by mdelfede on Mon, 11 Jan 2010 12:57:32 GMT
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I need to save/restore a class hyerarchy to/from stream; the result should be something like that :

```
<Pages>
   <Page class = "myclass">
   ....here object content, as per Xmlize
   </Page>
</Pages>
```

I already have a class factory able to create class by name, but I don't know how to put all together. In particular, I need to work with streams, not files; the code should be able to read/write from the current byte of stream, and leave it positioned on next data.
Assuming 'Page' is my hierarchy base class, it should be :

```
Page *CreatePage(const char *className);  <== DONE
Array<String> GetAvailablePages(void);    <== DONE

class page
{
   protected:
      virtual void Xmlize(XmlIo xml) = 0;  <== EASY, I think
   public:
      static Page *LoadStream(Stream &s);  <== ???
      virtual bool SaveStream(Stream &s);  <== ???

}
```

Any hint on how to do it ?

Ciao

Max

Subject: Re: Polymorphic XML
Posted by mdelfede on Mon, 11 Jan 2010 19:26:30 GMT
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Well, got it !

Here the relevant code :

Panel containing pages, which are derived from 'Page' base class,
xmlize contained pages and restore page list on load :

```
void JobPane::Xmlize(XmlIO xml)
{
 xml
  ("Pages", pages)
 ;
 if(xml.IsLoading())
 {
  for(int i = 0; i < pages.GetCount(); i++)
   pageList.Add(pages[i].GetPosition() + "-" + pages[i].GetDescription());
  pageList.SetCursor(pageList.GetCount()-1);
 }
}
```

Base class definition, relevant parts :

```
// Page base class -- inside each jobpane along with pagelist
class Page : public ParentCtrl
{
 friend void __SetPageClass(Page *page, const char *className);
 private:
  const char *className;

 protected:
.....
 public:

  typedef Page CLASSNAME;

  // constructor
  Page();

  // gets ascii name of page class
  String GetClassName(void) { return className; }
.....
  // xml i/o
  virtual void Xmlize(XmlIO xml) {}

}; // END Class Page
```

Note, here Xmlize does nothing, as the base class is just empty.
Could do more, indeed.

Now the polymorphic array of pages :

```
class Pages : public Array<Page>
{
 public:

  void Xmlize(XmlIO xml);
};
```

And the xmlize part for Pages class, which does the trick :

```
// xmlize pages
void Pages::Xmlize(XmlIO xml)
{
 if(xml.IsStoring())
 {
  for(int i = 0; i < GetCount(); i++)
  {
   Page &page = operator[](i);
   String tag = page.GetClassName();
   ::Xmlize(xml.Add(tag), page);
  }
 }
 else
 {
  Clear();
  for(int i = 0; i < xml->GetCount(); i++)
  {
   if(xml->Node(i).IsTag())
   {
    String tag = xml->Node(i).GetTag();
    Page *page = CreatePage(tag);
    if(page)
    {
     page->Xmlize(xml.At(i));
     Add(page);
    }
   }
  }
 }
}
```

CreatePage(const String &className) is the class factory, which creates an empty Page-derived class of type 'className'

Here the files, PageFactory.h

```
class Page;
void __LamelRegisterPage(const char *className, Page *(*Create)(void), const char *desc, int
index);
void __SetPageClass(Page *page, const char *className);

#define LAMELL_REGISTER(pageClass, pageDesc, pageIndex) \
 Page *__##pageClass##_Create(void) \
 { \
  Page *page = (Page *)new pageClass; \
  __SetPageClass(page, #pageClass); \
  return page; \
 } \
 INITBLOCK { \
  __LamelRegisterPage(#pageClass, __##pageClass##_Create, pageDesc, pageIndex);\
 }

Page *CreatePage(const char *className);
Page *CreatePage(int idx);
Array<String> GetAvailablePages(void);
```

And PageFactory.cpp (important part) :

```
struct __LamelPageFactory
{
 // class creation
 Page *(*Create)(void);

 // class name
 String className;

 // page description
 String desc;

 // page 'index' used to sort
 // pages in list
 int index;

};

typedef ArrayMap<String, __LamelPageFactory> __LamelPageArray;

__LamelPageArray &LamelPageFactory()
{
```

```
 static One<__LamelPageArray> pages;

 if(!pages)
  pages = new __LamelPageArray;

 return *pages;
}

void __LamelRegisterPage(const char *className, Page *(*Create)(void), const char *desc, int
index)
{
 __LamelPageArray &pages = LamelPageFactory();

 __LamelPageFactory *page = new __LamelPageFactory;
 page->Create = Create;
 page->className = className;
 page->desc = desc;
 page->index = index;
 pages.Add(className, page);
}

void __SetPageClass(Page *page, const char *className)
{
 page->className = className;
}

Page *CreatePage(const char *className)
{
 __LamelPageArray &pages = LamelPageFactory();
 __LamelPageFactory &f = pages.Get(className);
 Page *p =  f.Create();

 // update units upon page creation
 globalSettings().PropagateUnitsChanges();
 return p;
}
.....................
```

You must register each Page derived class (in its source file) with this :

```
LAMELL_REGISTER(Trave, t_("Simply supported beam"), 10);
```

Where 'Trave' is the derived class type, the text is a description and the number is just an index (both non-important, just part of my app)

As a note, each Page derived class MUST define Xmlize() AND call

it's base class Xmlize function; as example, here :

```
class Trave : public WithTraveLayout<Page>
{
 int test;
 public:
  typedef Trave CLASSNAME;

  Trave();

  // xml i/o
  void Xmlize(XmlIO xml) { this->Page::Xmlize(xml); xml("test", test);}

};
```

With all that stuff, from 'JobPane' class you can load/save it's pages simply with:

```
// read/saves job on file
bool JobPane::Load(String const &fileName)
{
 return LoadFromXMLFile(*this, fileName);
}

bool JobPane::Save(String const &fileName)
{
 return StoreAsXMLFile(*this, "LAMELL", fileName);
}
```

Hope it can be useful for somebody

Ciao

Max

Subject: Re: Polymorphic XML
Posted by mirek on Tue, 12 Jan 2010 07:05:32 GMT
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```
__LamelPageArray &LamelPageFactory()
{
 static One<__LamelPageArray> pages;

 if(!pages)
```

```
  pages = new __LamelPageArray;

 return *pages;
}
```

Why not

```
__LamelPageArray &LamelPageFactory()
{
 static __LamelPageArray pages;
        return pages;
}
```

?

Also, I believe that

void CreateClassInstance(One<BaseClass>& x);

(Note that you can do x.Create<DerivedClass>())

or even in some cases

void CreateClassInstance(Array<BaseClass>& x);

is cleaner class factory interface. (But depends on your taste).

Mirek

Subject: Re: Polymorphic XML
Posted by mdelfede on Tue, 12 Jan 2010 09:42:08 GMT
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luzr wrote on Tue, 12 January 2010 08:05

```
__LamelPageArray &LamelPageFactory()
{
 static One<__LamelPageArray> pages;

 if(!pages)
  pages = new __LamelPageArray;

 return *pages;
```

```
}
```

Why not

```
__LamelPageArray &LamelPageFactory()
{
 static __LamelPageArray pages;
       return pages;
}
```

?

Yep, better... and it could be made a static member of Page class, also.

Quote:
Also, I believe that

void CreateClassInstance(One<BaseClass>& x);

(Note that you can do x.Create<DerivedClass>())

or even in some cases

void CreateClassInstance(Array<BaseClass>& x);

is cleaner class factory interface. (But depends on your taste).

Mirek

mhhh... I don't understand your point. I need the class creation at runtime by name, so an ascii string, not a type.
Anyways, thinking about it, all the stuff could be polished a bit, also using callbacks, maybe, instead of function pointers.

BTW, yesterday I was in a hurry because the problem was starting boring me, so I solved it quick and dirty

Ciao

Max

Subject: Re: Polymorphic XML
Posted by mirek on Tue, 12 Jan 2010 13:22:04 GMT
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mdelfede wrote on Tue, 12 January 2010 04:42Quote:
Also, I believe that

void CreateClassInstance(One<BaseClass>& x);

(Note that you can do x.Create<DerivedClass>())

or even in some cases

void CreateClassInstance(Array<BaseClass>& x);

is cleaner class factory interface. (But depends on your taste).

Mirek

mhhh... I don't understand your point. I need the class creation at runtime by name, so an ascii string, not a type.

No, it is not about the class name, but you avoid "naked" pointer (naked in sense that it points to the heap and is the only reference to the heap object).