
Subject: how to check specific end tag in a xml file?
Posted by [ayana](#) on Wed, 21 Mar 2012 10:57:47 GMT
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Hi All,

How to check for a specific end tag in the large XML file while parsing it?

Suppose the file is,

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
```

```
<!DOCTYPE AddressBook>
```

```
<AddressBook>
```

```
<person>
```

```
<name>qw</name>
```

```
<surname>we</surname>
```

```
<address>we</address>
```

```
<email>er</email>
```

```
</person>
```

```
<person>
```

```
<name>rer</name>
```

```
<surname>ty</surname>
```

```
<address>ui</address>
```

```
<email>io</email>
```

```
</person>
```

```
<person>
```

```
<name>oo</name>
```

```
<surname>jlj</surname>
```

```
<address>bh</address>
```

```
<email>cft</email>
```

```
</person>
```

```
</AddressBook>
```

The user enters a name in an edit field of GUI, if the name entered matches with the gathered text of 'name tag' the corresponding person details should get add to XMLTree.

For Example:

```
while(! p.End)
{
    if ( p.Tag ( "person" ))
    {
        if ( p.Tag ( "person" ))
        {
            if ( p.Tag ( "name" ) )
            {
                if( editfield.name==p.ReadText())
                {
                    Add that "<person> to </person>" details to XmlTree
                }
            }
        }
    }
}
```

Thanks in Advance,

-Ayana

Subject: Re: how to check specific end tag in a xml file?

Posted by [ayana](#) on Thu, 22 Mar 2012 07:07:43 GMT

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Hi,

Please help me to solve the above problem...

Otherwise, I want to save each person details into different xml files. is that possible for the above AddressBook XML file, if so how?

Regards,

Ayana

Subject: Re: how to check specific end tag in a xml file?

Posted by [Sender Ghost](#) on Thu, 22 Mar 2012 09:45:59 GMT

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Hello, Ayana.

ayana wrote on Wed, 21 March 2012 11:57How to check for a specific end tag in the large XML file while parsing it?

ayana wrote on Wed, 21 March 2012 11:57The user enters a name in an edit field of GUI, if the name entered matches with the gathered text of 'name tag' the corresponding person details should get add to XMLTree.

There is XML reference example about methods to parse XML files with XmlParser and XmlNode. As well as AddressBookXML and AddressBookXML2 examples.

I will show you following source code about how to search "name" tag for specified names and changing found "person" data, using XmlNode:

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```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
#define TAG_AddressBook "AddressBook"
```

```
#define TAG_person "person"
```

```
#define TAG_name "name"
```

```

#define TAG_surname "surname"
#define TAG_address "address"
#define TAG_email "email"

String PrintData(const XmlNode& node) {
    const XmlNode& ls = node[0];
    StringBuffer text;

    for (int i = 0, n = ls.GetCount(); i < n; ++i) {
        const XmlNode& ll = ls[i];
        if (ll.IsTag(TAG_person)) {
            text << "- Person:\n";
            const XmlNode& lname = ll[TAG_name];
            if (!lname.IsVoid())
                text << TAG_name << ": " << lname[0].GetText() << '\n';

            const XmlNode& lsurname = ll[TAG_surname];
            if (!lsurname.IsVoid())
                text << TAG_surname << ": " << lsurname[0].GetText() << '\n';

            const XmlNode& laddress = ll[TAG_address];
            if (!laddress.IsVoid())
                text << TAG_address << ": " << laddress[0].GetText() << '\n';

            const XmlNode& lemail = ll[TAG_email];
            if (!lemail.IsVoid())
                text << TAG_email << ": " << lemail[0].GetText() << '\n';

            text << '\n';
        }
    }

    return text;
}

void ChangeXmlText(XmlNode& node, const char *tag, const String& txt) {
    int q = node.FindTag(tag);
    if (q < 0) // Adding new tag in case of not found
        node.Add(tag).AddText(txt);
    else // Changing found tag
        node.At(q).At(0).CreateText(txt);
}

CONSOLE_APP_MAIN
{
    const Vector<String>& cmdLine = CommandLine();

    if (cmdLine.GetCount() == 0) {

```

```

Cout() << "Specify XML file to load\n";
return;
}

String fileName(NormalizePath(cmdLine[0]));

// Loading contents of file to String
const String data = LoadFile(fileName);
if (data.IsVoid()) {
    Cout() << "Error, while loading " << NormalizePath(fileName) << " file\n";
    SetExitCode(1);
    return;
}

XmlNode node;
try { // Trying to parse XML file
    node = ParseXML(data);
}
catch (XmlError e) {
    Cout() << "XmlError " << e << "\n";
    SetExitCode(1);
    return;
}

if (node.GetCount() == 0 || node[0].GetTag() != TAG_AddressBook) {
    Cout() << "There is no following tag for XML file: " << TAG_AddressBook << "\n";
    return;
}

Cout() << "Existing data:\n" << PrintData(node);
// The names of persons for changing data
const String names[] = { "qw", "rer", "new name" };
const String text("*"); // some changed data
// Selecting contents of "AddressBook" tag
XmlNode& ls = node.At(0);

for (int j = 0, m = __countof(names); j < m; ++j) { // Iterate through names array
    bool found = false;
    for (int i = 0, n = ls.GetCount(); i < n; ++i) { // Iterate through "AddressBook" tags
        XmlNode& ll = ls.At(i);
        if (ll.IsTag(TAG_person)) { // Checking for "person" tag
            int q = ll.FindTag(TAG_name);
            if (q < 0)
                continue;
            // Selecting contents of "name" tag
            XmlNode& lname = ll.At(q).At(0);
            if (lname.GetText() == names[j]) { // Comparing names
                found = true;
            }
        }
    }
}

```

```

// Changing contents of "person" tag
lname.CreateText(String().Cat() << names[j] << " *");

ChangeXmlText(l, TAG_surname, text);
ChangeXmlText(l, TAG_address, text);
ChangeXmlText(l, TAG_email, text);

break; // in case of no duplicates
}
}
}

if (!found) { // Adding new "person" tag with their contents, if name not found
XmlNode& ll = ls.Add(TAG_person);
ll.Add(TAG_name).AddText(names[j]);
ll.Add(TAG_surname).AddText(text);
ll.Add(TAG_address).AddText(text);
ll.Add(TAG_email).AddText(text);
}
}

Cout() << "Changed data:\n" << PrintData(node);

fileName = AppendFileName(GetFileDirectory(fileName),
String().Cat() << GetFileTitle(fileName) << " (changed)" << GetFileExt(fileName));
// Saving changed XmlNode(s) to different file path
if (SaveFile(fileName, AsXML(node)))
Cout() << "Changed file '" << fileName << "' written successfully\n";
else
Cout() << "Error, while writing '" << fileName << "' file\n";
}

```

With following XML file:

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```

<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<!DOCTYPE AddressBook>
<AddressBook>
<person>
<name>qw</name>
<surname>we</surname>
<address>we</address>
<email>er</email>
</person>
<person>
<name>rer</name>
<surname>ty</surname>
<address>ui</address>

```

```
<email>io</email>
</person>
<person>
  <name>oo</name>
  <surname>jlj</surname>
  <address>bh</address>
  <email>cft</email>
</person>
</AddressBook>
```

You will get following output:

Toggle Spoiler

Existing data:

- Person:

name: qw

surname: we

address: we

email: er

- Person:

name: rer

surname: ty

address: ui

email: io

- Person:

name: oo

surname: jlj

address: bh

email: cft

Changed data:

- Person:

name: qw *

surname: *

address: *

email: *

- Person:

name: rer *

surname: *

address: *

email: *

- Person:

name: oo

surname: jlj

address: bh
email: cft

- Person:
name: new name
surname: *
address: *
email: *

Changed file 'C:\AddressBook (changed).xml' written successfully

and changed XML file:

Toggle Spoiler

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
```

```
<!DOCTYPE AddressBook>
```

```
<AddressBook>
```

```
<person>
```

```
<name>qw *</name>
```

```
<surname>*</surname>
```

```
<address>*</address>
```

```
<email>*</email>
```

```
</person>
```

```
<person>
```

```
<name>rer *</name>
```

```
<surname>*</surname>
```

```
<address>*</address>
```

```
<email>*</email>
```

```
</person>
```

```
<person>
```

```
<name>oo</name>
```

```
<surname>jlj</surname>
```

```
<address>bh</address>
```

```
<email>cft</email>
```

```
</person>
```

```
<person>
```

```
<name>new name</name>
```

```
<surname>*</surname>
```

```
<address>*</address>
```

```
<email>*</email>
```

```
</person>
```

```
</AddressBook>
```

Subject: Re: how to check specific end tag in a xml file?

Posted by [ayana](#) on Tue, 27 Mar 2012 04:49:52 GMT

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Hi Sender,

Thanks for your reply.

But, i want to save each person to person tag details into individual XML files in the name of "gathered text of 'name' tag".

Example:

```
<Xml>
<UUID>f9904fb0dacd1661dc3358c69c032bca</UUID>
```

```
<Project_Information>
<ProjectName>erwerw</ProjectName>
<Description>dfg</Description>
<Date>27/03/2012</Date>
</Project_Information>
```

```
<InputDataInformation>
```

```
<Information>
<Name>Info1</Name>
<Type>jj</Type>
<DataType>fty</DataType>
<Size>45</Size>
<Unit>qerw</Unit>
<Scale>4455</Scale>
</Information>
```

```
<Information>
<Name>Info2</Name>
<Type>ww</Type>
<DataType>fer</DataType>
<Size>24</Size>
<Unit>qhy</Unit>
<Scale>1234</Scale>
</Information>
```

```
<InputDataInformation>
```

```
</Xml>
```

in the above xml file i want to save each information details to save into two individual xml files, in the name of "gathered text of 'Name' tag".

Like, Info1.xml and Info2.xml

Inside Info1.xml file, i want the following to be get saved

```
<Information>
<Name>Info1</Name>
<Type>jj</Type>
<DataType>fty</DataType>
<Size>45</Size>
<Unit>qerw</Unit>
<Scale>4455</Scale>
</Information>
```

Inside Info2.xml file,

```
<Information>
<Name>Info2</Name>
<Type>ww</Type>
<DataType>fer</DataType>
<Size>24</Size>
<Unit>qhy</Unit>
<Scale>1234</Scale>
</Information>
```

With Regards,

Ayana

Subject: Re: how to check specific end tag in a xml file?

Posted by [ayana](#) on Tue, 27 Mar 2012 11:22:46 GMT

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Hello All,

Please help me to accomplish above task.

Regards,

Ayana

Subject: Re: how to check specific end tag in a xml file?

Posted by [Sender Ghost](#) on Tue, 27 Mar 2012 15:37:10 GMT

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ayana wrote on Tue, 27 March 2012 06:49But, I want to save each person to person tag details

into individual XML files in the name of "gathered text of 'name' tag".

ayana wrote on Tue, 27 March 2012 13:22 Please help me to accomplish above task.

What you asked for is already inside examples. This is general examples, which not adapted for your specific case, of course.

There is following source code to accomplish your task (in some way):

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    const Vector<String>& cmdLine = CommandLine();

    if (cmdLine.GetCount() == 0) {
        Cout() << "Specify XML file to load\n";
        return;
    }

    String fileName(NormalizePath(cmdLine[0]));

    XmlNode node;
    {
        // Loading contents of file to String
        const String data = LoadFile(fileName);
        if (data.IsVoid()) {
            Cerr() << "Error, while loading '" << NormalizePath(fileName) << "' file\n";
            SetExitCode(1);
            return;
        }
    }

    try { // Trying to parse XML data
        node = ParseXML(data);
    }
    catch (XmlError e) {
        Cerr() << "XmlError: " << e << '\n';
        SetExitCode(1);
        return;
    }
}

const XmlNode& linput = node["Xml"]["InputDataInformation"];
if (linput.IsVoid()) {
    Cerr() << "There is no Xml/InputDataInformation tag\n";
    SetExitCode(1);
    return;
}
```

```

const String outputPath = "output";
if (!DirectoryExists(outputPath))
if (!RealizeDirectory(outputPath)) {
    Cerr() << "Error while creating " << outputPath << " directory\n";
    SetExitCode(1);
    return;
}

for (int i = 0, n = linput.GetCount(); i < n; ++i) {
const XmlNode& linfo = linput[i];
if (!linfo.IsTag("Information"))
    continue;

const XmlNode& lname = linfo["Name"];
if (linfo.IsVoid())
    continue;

const String name = lname[0].GetText();
if (name.IsEmpty()) {
    Cerr() << "Empty name for " << i << " tag\n";
    continue;
}

const String outputFile = AppendFileName(outputPath, name + ".xml");
if (!SaveFile(outputFile, AsXML(linfo, XML_HEADER))) {
    Cerr() << "Error, while saving " << outputFile << " file\n";
    SetExitCode(1);
    return;
}
}
}
}

```

Also, you could find full package (with correct input XML file) inside attachment archive.

File Attachments

1) [SplitXml.zip](#), downloaded 309 times
