
Subject: XML exercise

Posted by [idkfa46](#) on Mon, 16 Apr 2012 18:49:08 GMT

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Good evening guys,

This little program have a droplist where users can select different type of cars. For each car, the program show select1, select2 and select3 values.

A possible Xml structure could be:

```
<car>A</car>
<value>
<Select1 value="1"/>
<Select2 value="2"/>
<Select3 value="3"/>
</value>
<car>B</car>
<value>
<Select1 value="4"/>
<Select2 value="5"/>
<Select3 value="6"/>
</value>
```

Select1 = 1,
Select2 = 2,
Select3 =3,

Select1 = 4,
Select2 = 5,
Select3 = 6.

-The first step will be to code it for reading XLM structure and show stored values.

-Then, the second step will be to allow user adding/deleting cars with their own values.

The AddressBook example in bazar show the possibility to store datas but it creates a new xml everytime, so the problem is a bit different.

Thanks for your support

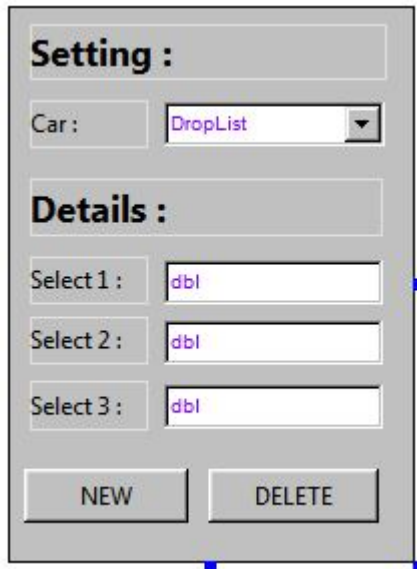
Regards,
Matteo

here the layout

```
LAYOUT(prova4Layout, 188, 240)
ITEM(Label, dv___0, SetLabel(t_("Car :")).LeftPosZ(10, 55).TopPosZ(40, 21))
ITEM(Label, dv___1, SetLabel(t_("Select 1 :")).LeftPosZ(10, 55).TopPosZ(108, 21))
ITEM(Label, dv___2, SetLabel(t_("Select 2 :")).LeftPosZ(10, 55).TopPosZ(134, 21))
ITEM(Label, dv___3, SetLabel(t_("Select 3 :")).LeftPosZ(10, 55).TopPosZ(162, 21))
ITEM(DropList, dl, LeftPosZ(72, 103).TopPosZ(41, 19))
ITEM(StaticText, dv___5, SetText(t_("Setting :")).SetFont(StdFontZ(16).Bold()).LeftPosZ(10,
166).TopPosZ(7, 25))
ITEM(StaticText, dv___6, SetText(t_("Details :")).SetFont(StdFontZ(16).Bold()).LeftPosZ(10,
164).TopPosZ(74, 25))
ITEM(EditDouble, select1, LeftPosZ(72, 102).TopPosZ(110, 19))
ITEM(EditDouble, select2, LeftPosZ(72, 102).TopPosZ(136, 19))
ITEM(EditDouble, select3, LeftPosZ(72, 102).TopPosZ(163, 19))
ITEM(Button, dv___10, SetLabel(t_("NEW")).LeftPosZ(7, 77).TopPosZ(200, 23))
ITEM(Button, dv___11, SetLabel(t_("DELETE")).LeftPosZ(93, 79).TopPosZ(200, 23))
END_LAYOUT
```

File Attachments

1) [Cattura.JPG](#), downloaded 669 times



Subject: Re: XML exercise

Posted by [idkfa46](#) on Wed, 18 Apr 2012 07:18:14 GMT

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Added a possible XML structure and modified post to be clearer... (I hope)

Regards,
Matteo

Subject: Re: XML exercise

Posted by [idkfa46](#) on Tue, 24 Apr 2012 19:06:07 GMT

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I try to enliven this topic...

here my code to answer the first question about reading XML structure and show stored values.

```
bool prova4::Load(const char *xml)
{
    try {
        XmlParser p(xml);
        while(!p.IsTag())
            p.Skip();
        int i =0;
        p.PassTag("prova");
        while(!p.End())
            if(p.Tag("car"))
            {
                String car = p.ReadText();
                dl.Add(i, car);
                if(car == carDefault)
                {
                    dl.SetIndex(i);
                    loadSelect(xml, car);
                }
                i++;
                p.End();
            }
            else
            {
                p.Skip();
            }
        return true;
    }
    catch(XmlError e)
    {
        Exclamation("XML error: " + e);
        return false;
    }
}
```

```

bool prova4::loadSelect(const char *xml, String car)
{
try {
  XmlParser p(xml);
  while(!p.IsTag())
    p.Skip();
  p.PassTag("prova");
  while(!p.End())
    if(p.Tag("car"))
      if(p.ReadText() == dl.GetValue())
      {
        p.End();
        p.PassTag("value");
        while(!p.End())
          if(p.TagE("Select1"))
            select1 = ScanDouble(p["value"]);
          else
            if(p.TagE("Select2"))
              select2 = ScanDouble(p["value"]);
            else
              if(p.TagE("Select3"))
                select3 = ScanDouble(p["value"]);
          }
        else
        {
          p.End();
          p.PassTag("value");
          p.SkipEnd();
        }
      }
  return true;
}
catch(XmlError e)
{
  Exclamation("XML error: " + e);
  return false;
}
}

```

dialog.xml

```

<?xml version="1.0"?>

<prova>
<car>A</car>
<value>
<Select1 value="1"/>

```

```
<Select2 value="2"/>
<Select3 value="3"/>
</value>
<car>B</car>
<value>
  <Select1 value="4"/>
  <Select2 value="5"/>
  <Select3 value="6"/>
</value>
<car>C</car>
<value>
  <Select1 value="7"/>
  <Select2 value="8"/>
  <Select3 value="9"/>
</value>
<car>D</car>
<value>
  <Select1 value="10"/>
  <Select2 value="11"/>
  <Select3 value="12"/>
</value>
</prova>
```

Is this the right way ? any advice on it?

Regards,
Matteo

Subject: Re: XML exercise
Posted by [Lance](#) on Thu, 26 Apr 2012 13:49:55 GMT
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Quote:

The AddressBook example in bazar show the possibility to store datas but it creates a new xml everytime, so the problem is a bit different.

The example has everything you need to do what you want. You can skip the FileSel dialog part and insert a fixed file name so that it doesn't "create a new xml everytime" (if I got it right).

If I do it, XML is good for storage and transportation of information beyond your application. Within your application, you should be better off to store it in a, eg sorted Vector, for better performance.

so:

1. program start, read(parse) XML database, and store car info in a more accessible way;

2. do add/edit/delete as you do in any other data manipulation application. XML is not relevant here

3. when close or explicit save requested, check if data is changed, if yes, save to XML.

you can already do 1 and 3 with reference to AddressXML, so just figure out how you should do 2.

HTH

Subject: Re: XML exercise
Posted by [Wolfgang](#) on Wed, 09 May 2012 10:27:22 GMT
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but isn't it the false structure of xml should be used...?

I believe this will be a better one:

```
<vehicle>
  <car>A</car>
  <value num="1">10</value>
  <value num="2">11</value>
  <value num="3">12</value>
</vehicle>
```

OR

```
<vehicle>
  <car>A</car>
  <values>
    <a>10</a>
    <b>11</b>
    <c>12</c>
  </values>
</vehicle>
```

depending what you want to realize...

just my two cents
