

# Extensible Markup Language (XML)

CSE 190 M (Web Programming), Spring 2008  
University of Washington

Except where otherwise noted, the contents of this presentation are © Copyright 2008 Marty Stepp and Jessica Miller and are licensed under the Creative Commons Attribution 2.5 License.



---

## What is XML?

---

- a specification for creating languages to store data; used to share data between systems
- a basic syntax of tags & attributes
- languages written in XML specify tag names, attribute names, and rules of use
- Example: XHTML is a "flavor" of XML
  - an adaptation of old HTML to fit XML's syntax requirements
  - XML specifies tag syntax: `<... ..="..."></...>`
  - HTML contributes tag names (e.g. `h1`, `img`) and attributes (`id/class` on all elements, `src/alt` on `img` tag)

---

## An example XML file

---

```
<?xml version="1.0" encoding="UTF-8"?>
<note>
  <to>Tove</to>
  <from>Jani</from>
  <subject>Reminder</subject>
  <message language="english">
    Don't forget me this weekend!
  </message>
</note>
```

XML

XML syntax:

- begins with an xml header tag, then a single **document tag** (in this case, `note`)
- tag, attribute, and comment syntax is identical to XHTML's

---

# What tags are legal in XML?

---

- *any tag you want*; the person storing the data can make up their own tag structure
- example: a person storing data about email messages may want tags named `to`, `from`, `subject`
- example: a person storing data about books may want tags named `book`, `title`, `author`
- "Garden State" XML: if you're feeling unoriginal, make up some XML nobody's ever done before
  - `<bloop bleep="flibbetygibbet">quirkleblat</bloop>`

---

## Schemas

---

- **schema**: an optional set of rules specifying which tags and attributes are valid, and how they can be used together
- used to *validate* XML files to make sure they follow the rules of that "flavor"
  - XHTML has a schema; W3C validator uses it to validate
  - doctype at top of XHTML file specifies schema
- two ways to define a schema:
  - Document Type Definition (DTD)
  - W3C XML Schema
- (we won't use schemas in this course)

---

## Uses of XML

---

- XML data comes from many sources on the web:
  - **web servers** store data as XML files
  - **databases** sometimes return query results as XML
  - **web services** use XML to communicate
- XML languages are used for music, math, vector graphics
- popular use: RSS for news feeds & podcasts

---

## Pros and cons of XML

---

- pro:
  - easy to read (for humans and computers)
  - standard format makes automation easy
  - don't have to "reinvent the wheel" for storing new types of data
  - international, platform-independent, open/free standard
  - can represent almost any general kind of data (record, list, tree)
- con:
  - bulky syntax/structure makes files large; can decrease performance
    - example: quadratic formula in MathML
  - can be hard to "shoehorn" data into an intuitive XML format
    - won't need to know how for this class

---

# Fetching XML using AJAX (template)

---

```
new Ajax.Request(  
  "url",  
  {  
    method: "get",  
    onSuccess: functionName  
  }  
);  
...  
  
function functionName(ajax) {  
  do something with ajax.responseXML;  
}
```

- `ajax.responseText` still contains XML code, but in plain text
- `ajax.responseXML` is a pre-parsed DOM object representing the XML file (more useful)

---

## Using XML data in a web page

---

- custom flavor of XML needs to be converted to XHTML, then injected into page
- we will transform using Javascript XML DOM
- basic technique:
  1. fetch XML data using Ajax
  2. examine the `responseXML` object, using DOM methods and properties
  3. extract data from XML elements and wrap them in HTML elements
  4. inject HTML elements into web page
- other ways to transform XML (not covered): CSS, XSLT

---

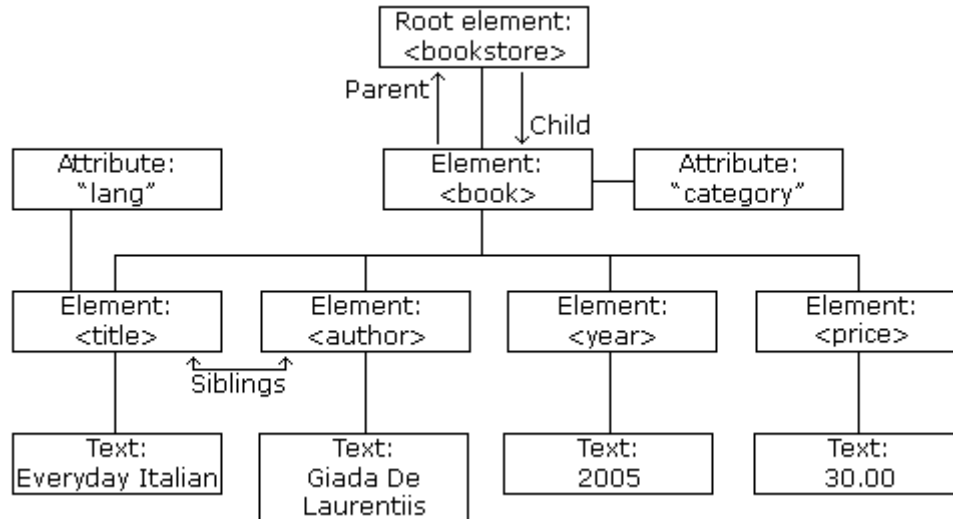
## Recall: Javascript XML (XHTML) DOM

---

All of the DOM properties and methods we already know can be used on XML nodes:

- properties:
  - `firstChild`, `lastChild`, `childNodes`, `nextSibling`, `previousSibling`, `parentNode`
  - **`nodeName`, `nodeType`, `nodeValue`, `attributes`**
- methods:
  - `appendChild`, `insertBefore`, `removeChild`, `replaceChild`
  - **`getElementsByTagName`, `getAttribute`, `hasAttributes`, `hasChildNodes`**
- Prototype methods:
  - `ancestors`, `childElements`, `descendants`, `firstDescendant`, `descendantOf`, `next`, `previous`, `siblings`, `previousSiblings`, `nextSiblings`, `adjacent`

# XML DOM tree structure



- the XML tags have a tree structure
- DOM nodes have parents, children, and siblings

## Analyzing a fetched XML file using DOM

Assume the following XML file is returned via an Ajax request:

```
<?xml version="1.0" encoding="UTF-8"?>
<foo bloop="bleep">
  <bar/>
  <baz><quux/></baz>
  <baz><xyzz/></baz>
</foo>
```

XML

We can use DOM properties and methods on a `jax.responseXML`:

```
// zeroth element of array of length 1
var foo = ajax.responseXML.getElementsByTagName("foo")[0];

// same
var bar = foo.getElementsByTagName("bar")[0];

// array of length 2
var all_bazzes = foo.getElementsByTagName("baz");

// string "bleep"
var bloop = foo.getAttribute("bloop");
```

---

# Recall: Pitfalls of the DOM

---

Using the same file:

```
<?xml version="1.0" encoding="UTF-8"?>
<foo bloop="bleep">
  <bar/>
  <baz><quux/></baz>
  <baz><xyzzy/></baz>
</foo>
```

XML

We are reminded of some pitfalls of the DOM:

```
// works - XML prolog is removed from document tree
var foo = ajax.responseXML.firstChild;

// WRONG - just a text node with whitespace!
var bar = foo.firstChild;

// works
var first_baz = foo.getElementsByTagName("baz")[0];

// WRONG - just a text node with whitespace!
var second_baz = first_baz.nextSibling;

// works - why?
var xyzzy = second_baz.firstChild;
```

---

# Larger XML file example

---

```
<?xml version="1.0" encoding="UTF-8"?>
<bookstore>
  <book category="cooking">
    <title lang="en">Everyday Italian</title>
    <author>Giada De Laurentiis</author>
    <year>2005</year><price>30.00</price>
  </book>
  <book category="computers">
    <title lang="en">XQuery Kick Start</title>
    <author>James McGovern</author>
    <year>2003</year><price>49.99</price>
  </book>
  <book category="children">
    <title lang="en">Harry Potter</title>
    <author>J K. Rowling</author>
    <year>2005</year><price>29.99</price>
  </book>
  <book category="computers">
    <title lang="en">Learning XML</title>
    <author>Erik T. Ray</author>
    <year>2003</year><price>39.95</price>
  </book>
</bookstore>
```

XML

---

# Navigating the node tree

---

- don't have ids or classes to use to get specific nodes
- `firstChild/nextSibling` properties are unreliable
- best way to walk the tree is using `getElementsByTagName`:

```
node.getElementsByTagName( "tagName" )
```

JS

- get an array of all *node*'s children that are of the given tag ("book", "subject", etc.)
- can be called on the overall XML document or on a specific node

- ```
node.getAttribute( "attributeName" )
```

JS

- gets an attribute from a node (e.g., category, lang)
- Prototype methods also useful: `childNodes`, `siblings`, `next/previous`, etc.

---

# Navigating node tree example

---

```
// make a paragraph for each book about computers
var books = ajax.responseXML.getElementsByTagName("book");
for (var i = 0; i < books.length; i++) {
  var category = books[i].getAttribute("category");
  if (category == "computers") {
    var title = books[i].getElementsByTagName("title")[0].textContent;
    var author = books[i].getElementsByTagName("author")[0].textContent;

    // make an XHTML <p> tag based on the book's XML data
    var p = document.createElement("p");
    p.textContent = title + ", by " + author;
    document.body.appendChild(p);
  }
}
```

JS

---

## A historical interlude: why XHTML?

---

- in XML, different "flavors" can be combined in single document
- theoretical benefit of including other XML data in XHTML
  - nobody does this
- most embedded data are in non-XML formats (e.g., Flash)
  - non-XML data must be embedded another way (we'll talk about this later on)
- requires browser/plugin support for other "flavor" of XML
  - development slow to nonexistent
  - most XML flavors are specialized uses

---

## Why XML in AJAX?

---

- most data you want are provided in XML
  - the *de facto* universal format
- the browser can already parse XML (i.e., XHTML) into DOM objects
  - DOM only defined for XML-based formats, may not map directly to another format
- would have to manually parse a different format
  - simple formats can be parsed manually from `ajax.responseText`
  - most data are easier to manipulate as DOM objects than to parse manually

---

# Practice problem: Animal game

---

- Write a program that guesses which animal the user is thinking of. The program will arrive at a guess based on the user's responses to yes or no questions. The questions come from a web app named `animalgame.php`.

## The Animal Game

Think of an animal, then let me guess it!

| Question    | Answer                                                                  |
|-------------|-------------------------------------------------------------------------|
| Can it fly? | <input type="button" value="Yes"/><br><input type="button" value="No"/> |

---

# Practice problem: Animal game (cont'd)

---

- The data comes in the following format:

```
<node nodeid="id" >
  <question>question</question>
  <yes nodeid="id" />
  <no nodeid="id" />
</node>
```

XML

```
<node nodeid="id" >
  <answer>answer</answer>
</node>
```

XML

- to get a node with a given id: `animalgame.php?nodeid=id`
- start by requesting the node with `nodeid` of 1 to get the first question



---

# Attacking the problem

---

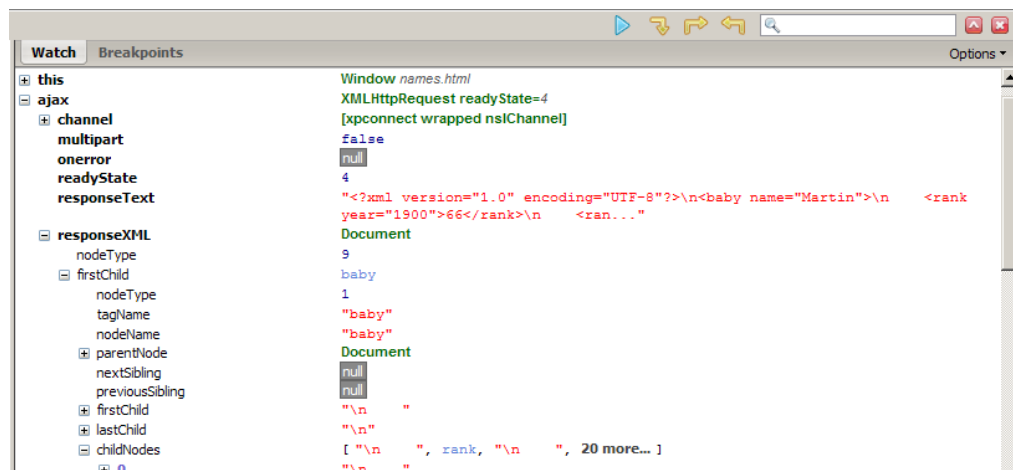
Questions we should ask ourselves:

- How do I retrieve data from the web app? (what URL, etc.)
- Once I retrieve a piece of data, what should I do with it?
- When the user clicks "Yes", what should I do?
- When the user clicks "No", what should I do?
- How do I know when the game is over? What should I do in this case?

---

## Debugging responseXML in Firebug

---



- can examine the entire XML document, its node/tree structure