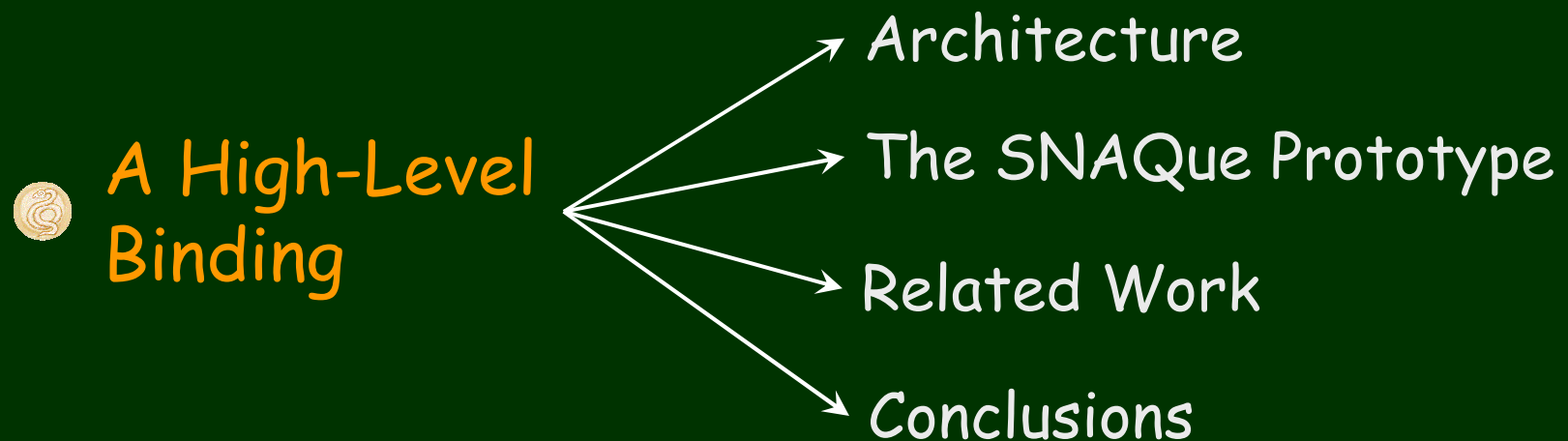
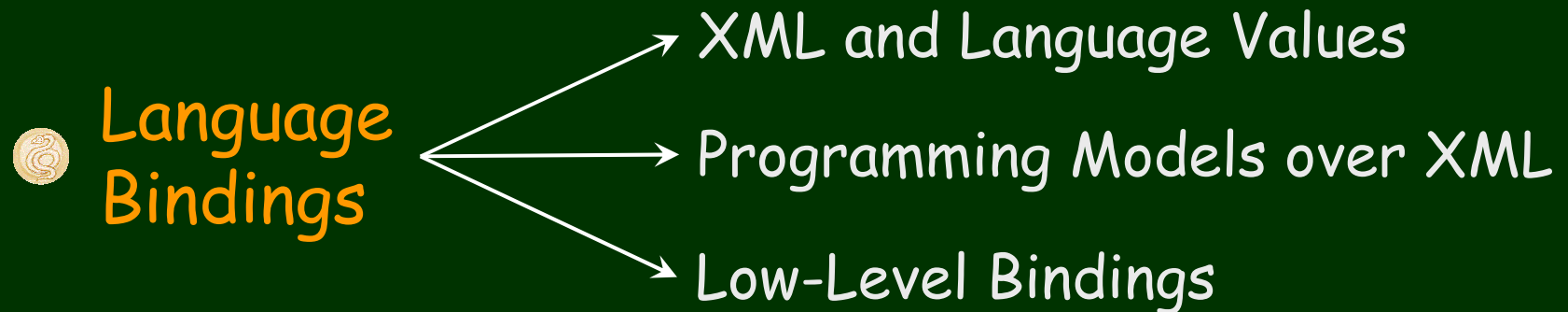


Extracting Typed Values from XML Data




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Steve Neely Richard Connor


Outline



XML and Language Values

Language values are increasingly generated and manipulated outside the language jurisdiction, and occur instead as **fragments** of XML documents

 **Semistructured Documents** → irregular structure
→ unstable structure

 **Portable Documents** → regular structure
→ self-describing

XML and Language Values

```
<staff>
  <member code = "123517">
    <name>Richard Connor</name>
    <home>www.cis.strath...</home>
  </member>
  <member code = "123345">
    <name>Steve Neely</name>
    <ext>4565</ext>
    <project>
      <name>SNAQue</name>
    </project>
  </member>
  <member code = "175417">
    <ext>4566</ext>
    <name>Fabio Simeoni</name>
  </member>
</staff>
```

d

```
<staff>
  <member code = "123517">
    <name>Richard Connor</name>
  </member>
  <member code = "123345">
    <name>Steve Neely</name>
  </member>
  <member code = "175417">
    <name>Fabio Simeoni</name>
  </member>
</staff>
```

d'

Portable Document

Semistructured Document

XML and Language Values

```
<staff>
<member code = "123517">
  <name>Richard Connor</name>
</member>
<member code = "123345">
  <name>Steve Neely</name>
</member>
<member code = "175417">
  <name>Fabio Simeoni</name>
</member>
</staff>
```

d'

```
Class Member {
  private String name;
  private int code;
  String getName() {...}
  void setName (String n) {...}
  int getCode() {...}
  void setCode (int c) {...}
  ...}
```

```
Class Staff {
  Private Member[] members;
  Member[] getMembers() {...}
  void setMembers(Member[] m) {...}
  ...}
```

staff


A Computational Requirement_____●

Programming over **d'** should be as:


- **simple**
- **safe**
- **efficient**

as programming over **staff** with existing programming languages.

Programming Models over XML

 **Dedicated QLs**
(XQL, XML-QL,
Lorel, etc.)

→ computationally incomplete
→ not well suited to complex tasks
→ essentially untyped

 **Research Models**
(XDuce, Tequila, etc.)

→ graph types vs. language types
→ steep learning curve/lack of
tool support

 **Language Bindings** (DOM, SAX) ...

SAX & DOM

🌀 Data Structure:

SAX: a string served as a temporal sequence of tokens

DOM: a tree

🌀 Programming Model:

SAX: events and call-backs

DOM: tree navigation

SAX & DOM Limitations

Data structures do not support **data semantics**
(staff members are neither strings nor tree nodes)

SAX supports the **syntactic structure** of the data.

Think as a Parser !

DOM supports the **logical structure** of the data.

Think as a Botanist ! 😊

Good for syntactic (**SAX**) and structural (**DOM**)
manipulations, not domain-specific tasks.

SAX Programming

```
Class SaxTask extends DefaultHandler {
private String name, code;
private boolean inProject;

private CharArrayWriter buffer = new CharArrayWriter();

public void characters (char[ ] ch, int start, int length) {buffer.write(ch,start,length);}

public void startElement (String uri, String name, String qName, Attributes atts)
{if (name.equals("member")) code=atts.getValue("code");
if (name.equals("project")) inProject=true;
buffer.reset();}

public void endElement (String uri, String name, String qName)
{ if (name.equals("project")) inProject=false;
if (name.equals("name") && !inProject)
    name=buffer.toString().trim()
... do something with name and code...}}
```

DOM Programming

```
String name=null;  
int code;
```

```
Element staff = d.getDocumentElement();  
NodeList members =staff.getElementsByTagName("member");  
int membCount = members.getLength();
```

```
for (int i=0;i<membCount;i++) {  
    Element member = (Element) members.item(i);  
    code = Integer.parseInt(member.getAttribute("code"));  
    NodeList children = member.getChildNodes();  
    int length = children.getLength();  
  
    for (int j=0;j<length;j++) {  
        Node child = children.item(j);  
        if (child.getNodeType()==Node.ELEMENT_NODE) {  
            String tagName = ((Element) child).getTagName();  
            if (tagName.equals("name")) name=  
                ((CharacterData) child.getFirstChild()).getData();}  
            ... do something with name and code...}
```

SAX & DOM Programming

🐍 How easy is to write, maintain, and evolve the code?

- ✓ Programming is tedious, redundant and error-prone
- ✓ Code is convoluted even for simple tasks

🐍 How safe is the code?

```
Nodelist members = staff.getElementsByTagName("mebmer");
```

- ✓ Safety is responsibility of the programmer
- ✓ Programmatic checks worsen code readability
- ✓ Programmatic checks are simply not enough...

SAX & DOM Programming

Compare with:

```
Member[] members = staff.getMembers();
for (int i=0;i<members.length;i++) {
    code = members[i].code;
    name=members[i].name;
    {...do something with name and code...}
```

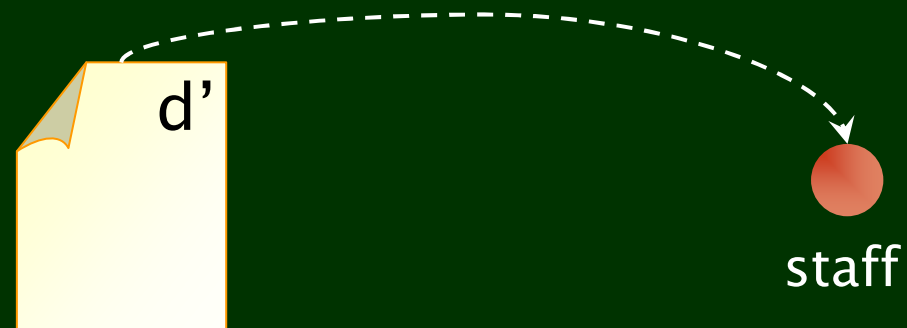
- ✓ Simple because the programming algebra is domain-specific
- ✓ Safe and efficient because static knowledge is domain-specific

Think Straight !

High-Level Bindings

Conclusion:

- ✓ DOM & SAX are **low-level bindings**
- ✓ We need **high-level bindings** that automate the conversion of XML fragments into their counterpart within the language



A High-Level Binding

