

XML: Another TLA or the Future?

http://java.sun.com/xml/tutorial_intro.html

- **XML is eXtensible Markup Language**
 - It's a w3c standard (what does this mean?)
 - <http://www.w3.org/XML/>
 - It's simple, flexible, portable, extensible, hierarchical, complicated (see simple)
 - Basis for XMP-RPC, SOAP, UDDI, WSDL
- **Why do we need to understand XML?**
 - It really is simple, and it really is powerful
 - It really is in-demand and one of the FOTDay

XML in brief

- **Need some method to create XML**
 - Exported by applications, e.g., iTunes
 - Edited by hand, this is a bad idea
 - Done programatically, see bullet 1
- **XML can be validated with a DTD**
 - Document Type Definition
 - Often provided by applications
 - Really necessary for complex XML data

What does it look like?

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple Computer//DTD PLIST 1.0//EN
"http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<dict>
  <key>Major Version</key><integer>1</integer>
  <key>Minor Version</key><integer>1</integer>
  <key>Application Version</key><string>6.0.1</string>
  <key>Features</key><integer>1</integer>
  <key>MusicFolder</key>
  <string>file://localhost/Users/ola/Music/iTunes/iTunes%20Music/</string>
  <key>Library Persistent ID</key><string>2D2047AF6D8A9673</string>
  <key>Tracks</key>
  <dict>
    <key>40</key>
    <dict>
      <key>Track ID</key><integer>40</integer>
      <key>Name</key><string>Track 01</string>
      <key>Kind</key><string>AAC audio file</string>
```

Elements of XML

- There's an XML header, specifies global "stuff"
- There's the content
 - Root element
 - Sub elements
- What is an element?
 - Tagged, case-sensitive, semantic
 - Can contain text, data, attributes

```
<project name="foo" type="java">  
  <file>Glob.java</file>  
  <file>Blib.java</file>  
</project>
```

Handling XML

- **There are two ways to parse/read XML**
- **SAX: Simple API for XML**
 - Stream based, register callbacks that are called when certain tags/data parsed
 - Can't move around, but can read and discard
- **DOM: Document Object Model**
 - Entire tree-like structure read into memory
 - Easy to move around

Saving and restoring objects

- **Classes should implement Serializable, this is a tag interface, not necessary to implement a function (see Cloneable)**
 - **mark non-serializable fields as *transient***
 - platform specific objects like font sizes, these need to be reconstructed rather than re-read
 - fields that aren't needed when an object is deserialized
 - **use ObjectOutputStream and ObjectInputStream, can customize behavior using private?! functions below**

```
private void writeObject(java.io.ObjectOutputStream out) throws
    IOException

private void readObject(java.io.ObjectInputStream in) throws
    IOException, ClassNotFoundException;
```
 - **also defaultReadObject() and defaultWriteObject()**