**UFP #15 - XML DOM Processing**

**Purpose:**

C++ standard library does not provide any facilities for managing XML. In CSE687 we’ve used some code I developed, XmlReader, XmlWriter and XmlDocument. XmlDocument is a fairly complete XML DOM implementation I developed as an example solution for the first project in CSE687 in 2010. Some of you have used it for Project #4 this year as well. The primary issue with XmlDocument is that it is fairly complex.

The purpose of the Xml Dom Processing project is to simplify the package by replacing four XML node classes with one. The current processing has an XML node hierarch consisting of a base XmlNode class and four derived classes: XmlTextNode, XmlCommentNode, XmlProcInstrNode, and XmlElementNode. It seemed like a good idea to use this hierarchy, but the implementation got quite complicated. This project will simplify the design by renaming XmlElementNode as XmlNode and removing the other classes.

**Requirements:**

For the XML Document project you will:

1. Re-implement the XmlDocument class using the XmlNode class as described above.
2. Build several demonstration programs.
3. Revise the package documentation including its UML diagram[[1]](#footnote-1).

**Here are some references:**

<http://www.w3schools.com/xml/default.asp>

<http://www.w3schools.com/xpath/>

<http://www.lcs.syr.edu/faculty/fawcett/handouts/CoreTechnologies/Cpp/Code/XmlDocument/>

1. http://www.lcs.syr.edu/faculty/fawcett/handouts/CoreTechnologies/Cpp/Code/XmlDocument/XmlDocument.vsd [↑](#footnote-ref-1)