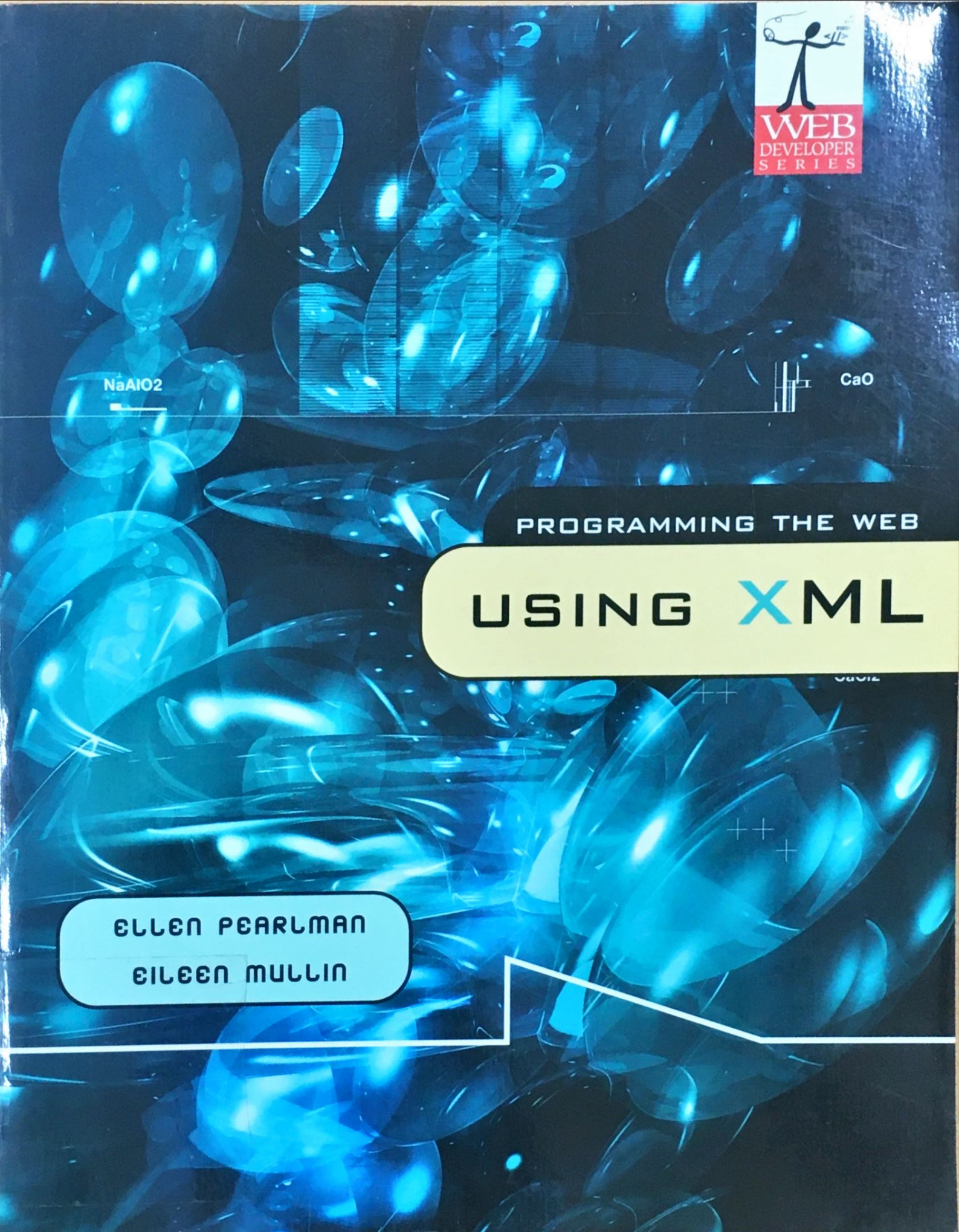
WEB
DEVELOPER
SERIES
NaAlO2
CaO
PROGRAMMING THE WEB
USING XML
ELLEN PEARLMAN
EILEEN MULLIN

Programming the Web Using XML

Ellen Pearlman
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Mc Graw Hill Technology Education

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Preface

To the Student

This book gives a simple but extensive introduction to XML with its many derivations. The textbook contains everything necessary to learn XML and build on that basic understanding to understand how many different aspects of the Web and other display and nondisplay devices XML encompasses. If you are a Web developer, database administrator, graphic designer, system administrator, or even a computer-science pundit, this book is essential for you to grasp both the subtle and wide reach of XML in today's dynamic and changing technology environment.

Initially the Web dealt primarily with plain text and images through the use of HTML. The necessity for working with data in any form other than straight pages of typed information was an afterthought. XML has taken the art of data in its many forms to a new level. All student levels should be able to comprehend how XML newly defines data and how that data can be put to new and varied uses. After comparing HTML, XHTML, and XML, this book looks at creating Document Type Definitions and schemas and examines checking that information through the use of XML parsers and the expanded role of the multilingual capabilities of Unicode. It examines the role of the Document Object Model and then shows how to style basic XML though Cascading Style Sheets, eXtensible Style Sheets, and the linking of documents. The last section of the book examines the more complex subjects of Scalable Vector Graphics, Synchronized Multimedia Integration Language, databases, and, finally, the expanding use of Web Services. After completing all the chapters, exercises, and projects, you not only should be knowledgeable about XML, but also should be able to begin implementing it in your own projects.

The basic structure of XML and the enthusiasm with which the software development community has welcomed it makes XML certain to be around for many years. Whether you are working with only raw data or sophisticated media presentations, XML is certain to be involved with some part of your project planning. XML statements can be written in a simple text editor or in a sophisticated editor such as XML Spy. Many software vendors are integrating XML into their new releases in new and unexpected ways. The examples, exercises, projects, and code samples in this book will give you a solid foundation to understand any new uses of XML that will show up in the future, knowledge that will not become irrelevant after just a year or two.

To the Teacher

The students do not need a programming background to begin to grasp the concepts and uses of XML, though they do need to understand how to navigate and use the Web. After the core components of elements and attributes are understood, a student can begin to make rudimentary statements. Because XML touches on so many areas, students who are not computer science majors can greatly benefit from this book as well as those starting out in that field.

Each chapter breaks down into fundamental programming concepts about a specific aspect of XML, something that was unimaginable just five years ago, when XML was just emerging as a standard. Using the coding examples, students will very quickly learn how to code and correct their mistakes. The Hands On Projects at the end of the chapters build on the core concepts developed in the chapter and real-world examples are also used to illustrate more sophisticated uses in a business or enterprise environment. This book is an overview of many aspects of XML but does not delve too deeply into the technical side, as there are other texts designed to do that. What it does do is give a thorough introduction to XML and allow students to use that knowledge to build on.

Each chapter leads to the next and there are always examples from real life to reinforce the lessons. Each chapter highlights key vocabulary terms and also asks relevant questions, points out technical tips, and supplies specialized alerts and advice.

Following is a short outline describing the contents of all of the chapters.

- Chapters 1, 2, and 3 go over the basic structure of XML and show how to write simple XML statements. The chapters then go on to compare and contrast XML, HTML, and XHTML. Chapter 1 discusses the history of XML and how it works with multiple platforms and devices to share content. Chapter 2 shows how XHTML documents differ from HTML and investigates namespaces. Chapter 3 shows the overall structure of an XML document; looks at the difference between well-formed and valid XML; and examines elements, attributes, entities, and comments within the context of Document Type Definitions. After completing these chapters, students will be familiar with SGML, XHTML, DTDs, well-formed and valid XML, simple DTDs, elements, attributes, entities, and comments.
- Chapters 4, 5, and 6 cover how to build a Document Type Definition and related XML Schemas and how these files are parsed though different editors. They also look at XML's multilanguage capabilities though the use of Unicode. Chapter 4 shows the basic function and syntax of a Document Type Definition and its internal and external subsets, how elements work, and when to use them with attributes. Although the book does not

set up universal standards for Document Type Definitions, it enables the student to quickly comprehend and read these statements. Chapter 5 expands on the structure of an XML statement and explores schemas, an expanded alternative to Document Type Definitions. It defines schema namespaces and shows the difference between `simpleType` schema data and `complexType` schema data. It then shows how child elements and minimum and maximum occurrences of those elements are set. Finally, it explains how to make intelligent choices when designing a schema. Chapter 6 illustrates how an XML statement is parsed and looks at a variety of different programs and how they can treat the exact same statement differently. It briefly looks at the multilingual capabilities of Unicode and explores the different character sets and typefaces that are available to use with it. After completing these chapters students will be familiar and comfortable with markup, structure, and editing XML, and will understand the importance of rigorous coding. Students also will have a simple framework to build XML statements and a clear picture of the importance of step-by-step coding.

- Chapters 7, 8, and 9 are primarily concerned with the simple design and linkage of XML, and show how some of the same principles that apply to HTML can be relevant for styling XML. Chapter 7 covers CSS stylesheets and how they are used with XML documents and explains the difference between CSS and XSL formats. Chapter 8 shows how XSL can transform XML documents into HTML and how templates govern these transformations. It also examines the three components of XSL: XSLT, XPath, and XSL Formatting Objects. Chapter 9 explains how to link specific parts of XML documents using XLink and how single-direction and multidirectional links can be built. Finally, it shows how to use XPointer to point to any section of a target document on either a local or remote Web Server. After completion of these chapters, students will have a basic understanding of how to style XML documents with coding and templates, and how to link those documents to each other and to servers. In addition, students will understand how basic styling of XML documents works and how these documents can be linked to themselves and other documents.

- Chapters 10, 11, and 12 increase in complexity and cover scripting with the Document Object Model, as well as introducing graphic and media uses of XML vis-à-vis SVG and SMIL. Chapter 10 shows how elements and attributes can be represented as objects and how XML data can be loaded and displayed using simple JavaScript statements to make a site work with on-the-fly interactive capabilities. Chapter 11 shows the benefits of coding visual objects in SVG to save bandwidth and make editing of visual information simpler than editing in Flash. Chapter 12 shows how SMIL is now being deployed in multimedia presentations and discusses the critical differences between SMIL 1.0 and SMIL 2.0. After completion of these chapters, students will be ready to design, program, and view simple visual examples of the visual representations of XML.

Brief Contents

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