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The XML++ library is a small, fast, memory-efficient XML parser. It is designed to be fast and robust; it doesn't have the overly-cute, feature-rich syntax of libxml or libxml2, but it is nevertheless a fully featured and fast C++ XML parser. The library is highly configurable. You can use multiple parsers on the same node, use different versions of SGML, HTML, and XML, use C++ code to write the XML, use memory pools and memory allocations to allocate and deallocate the tree, use multiple thread to parse, use different XML content models (text, PCDATA, etc.), use a state machine to change the parse mode of the XML document, and much more! The parser supports all XML namespaces and subnamespaces (using prefixes). The parser is XML-compatible and validates XML with the W3C XML Document Type Definition (XSD) 1.0 schema. The parser also allows to store and load XML documents into memory. XML data can be retrieved from the system in case of network problems. The library is written in pure C++. It is a header-only library that requires no compiler, STL, or other external dependencies. It has been tested on Linux, FreeBSD, Mac OS X, Windows 2000, Windows XP, and Windows Vista. If you are using STL, you can use the XML++ #define or the XML++ namespace to get access to the non-STL functions (which are preferred). If you are using non-STL, you need to use the #define to get access to the STL functions. Note that you should use std::string for the XML names instead of xml::string in the STL version. XML++ is designed to work with all versions of libxml2 and libxml; it uses libxml and libxml2 for the XML tree parsing and DOM tree manipulation, respectively. If you want to use the DTDs, you need to load them from the file into a string and use xml::dtd::DTD::parse(const char* data) instead of xml::sax::sax_dom_interface::parse(). The parsing model of XML++ does

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C++11 Keywords: #define __STDC_FORMAT_MACROS 1 // C99 Macros // Define a test macro, which will check if a parameter of a function is constant. // Example: int a_const_var=10; // Will be true, if given this will be true: a_const_var == 10 // 1. This is useful if you want to use the const type qualifier on a variable. // 2. This makes sure, that the variable is really constant and not changed after you have defined it. #define TEMPLATE_YES 1 // Usage example: int a_const_var=10; #define CXX_TEMPLATE_YES (__STDC_FORMAT_MACROS &&!__has_feature(cxx_constexpr)) // this is helpful in 'C' functions, where 'const' cannot be used. // Example: int a_const_var=10; #define ALIGN(x) __attribute__((aligned(x))) // here you define a macro that will create a file with all code inside it in a separate source file. // Usage example: // #define FILE_NAME "file.cpp" #define FILE_NAME __FILE__"/"__FUNCTION__ // this macro will allow you to make a macro that checks for the existence of a function. // If the function does not exist, it will output a message about it and continue. #define DELETE_FUNCTION(s, t) (delete t)(s) // Usage example: // #define func(x) 1*x #define GEN_UNIQUE_ID(x) __COUNTER__ #x // you can use this to enable a C++11 feature, if you are on a compiler that does not support it. #ifdef __cplusplus #define TEMPLATE_YES_CPLUSPLUS (CXX_TEMPLATE_YES && __cplusplus >= 201103L) #else #define TEMPLATE_YES_CPLUSPLUS (CXX_TEMPLATE_YES && __STDC_FORMAT_MACROS) #endif // The C++0x way to do operator overloading # 77a5ca646e

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Document-oriented XML Convenience interface Extensive type checking, error handling, and namespace binding Full 64-bit floating point support Fast and compact binary serialization Easy C++ development with your favorite IDE Simple and easy to use examples XML++ is a pure ISO C++ XML parser and generator. It's written in STL with C++ 98/03 compliant C++. XML++ consists of modules called "tags" with each representing an XML element or an XML attribute. A tag consists of a header and a tail. A tail is used to specify attributes, tag content and processing instructions. The default namespace for a tag is the enclosing tag's namespace, with a prefix if it has no namespace. The elements of an XML document are organized as a sequence of non-overlapping tags. A tag can have a local name and a name with a namespace. This is described as follows: A tag can have one or more attribute names. These attribute names are defined as a namespace and a local name. The namespace is a qualified name. The local name can have no namespace and it must be unique among all attributes of a tag. Attributes have a namespace and a local name. They can be specified directly or as a qualified name or as a namespace and a local name pair. A tag's content is specified as a sequence of elements or text. Each element has a name, tag namespace, content and other attributes. A tag's processing instruction is a sequence of instructions. Each instruction has a target name, an argument name, and a tag namespace. Instructions can contain other instructions. XML++ automatically generates the complete XML document tree from a tag or element sequence. The tree is oriented on a depth-first pre-order traversal. XML++ supports a number of functions on XML documents. The functions are described as follows: - return the contents of a tag with a given name and namespace - return the contents of a tag with a given name and namespace, recursively - bind a namespace name to a tag namespace - create a new tag with a given name and namespace - check if a tag is present - check if a tag is empty - check if a tag is an attribute - check if a tag is an element - write a tag with given name and namespace as an XML document tree

What's New in the?

System Requirements For XML :

Windows 95, Windows NT, Windows 2000, Windows XP, Windows Vista or Windows 7. Macintosh OS 10.1.4 or later, OS X 10.2 or later. 4GB RAM. 2.0GHz processor. 300MHz processor or better. 512MB or more free hard disk space. Standard 1.3M stereo speakers. Standard VGA or better video card. 1024×768 screen resolution, or higher. 16-bit Sound

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