

*Learning*

# XML



O'REILLY®

Erik T. Ray

001·552

## Table of Contents

<i>Preface</i> .....	ix
<b>1: Introduction</b> .....	1
What Is XML? .....	2
Origins of XML .....	9
Goals of XML .....	11
XML Today .....	14
Creating Documents .....	17
Viewing XML .....	21
Testing XML .....	24
Transformation .....	26
<b>2: Markup and Core Concepts</b> .....	27
The Anatomy of a Document .....	27
Elements: The Building Blocks of XML .....	36
Attributes: More Muscle for Elements .....	38
Namespaces: Expanding Your Vocabulary .....	41
Entities: Placeholders for Content .....	45
Miscellaneous Markup .....	53
Well-Formed Documents .....	57
Getting the Most out of Markup .....	59
XML Application: DocBook .....	61

<i>3: Connecting Resources with Links</i>	70
Introduction .....	70
Specifying Resources .....	73
XPointer: An XML Tree Climber .....	81
An Introduction to XLinks .....	94
XML Application: XHTML .....	98
<i>4: Presentation: Creating the End Product</i>	105
Why Stylesheets? .....	105
An Overview of CSS .....	112
Rules .....	117
Properties .....	123
A Practical Example .....	137
<i>5: Document Models: A Higher Level of Control</i>	143
Modeling Documents .....	143
DTD Syntax .....	148
Example: A Checkbook .....	165
Tips for Designing and Customizing DTDs .....	169
Example: Barebones DocBook .....	177
XML Schema: An Alternative to DTDs .....	189
<i>6: Transformation: Repurposing Documents</i>	194
Transformation Basics .....	195
Selecting Nodes .....	207
Fine-Tuning Templates .....	223
Sorting .....	230
Example: Checkbook .....	231
Advanced Techniques .....	240
Example: Barebones DocBook .....	245
<i>7: Internationalization</i>	267
Character Sets and Encodings .....	267
Taking Language into Account .....	275

<i>8: Programming for XML</i> .....	278
XML Programming Overview .....	279
SAX: An Event-Based API .....	289
Tree-Based Processing .....	292
Conclusion .....	308
<i>A: Resources</i> .....	309
<i>B: A Taxonomy of Standards</i> .....	313
<i>Glossary</i> .....	323
<i>Index</i> .....	333