

# XPath

**Michael Kay**

XPath Steven Holzner, 2004 XPath is to XML as SQL is to databases: XML applications need XPath to locate specific data within an XML document for further processing with other XML applications such as XSLT, XQuery, XPointer, XLink and DOM level 3. With XPath, these applications offer developers a full toolkit for transforming, linking, and searching XML data. Developers need to understand XPath to fully exploit XML in their applications, and they have few resources beyond the W3C specification. XPath Kick Start will examine every aspect of XPath in detail, including its influence on and use with these other XML standards. With each technique illustrated with real-world examples, the book starts with coverage of the essentials of XPath, including nodes, expressions, functions and operators. The second half of the book details XPath in practice - from manipulating XML data to transforming, linking and querying XML documents.

### **XPath 2.0 Programmer's Reference** Michael

Kay, 2004-08-27 What is this book about? XPath 2.0 Programmer's Reference is the only authoritative reference on XPath, a sub-language within XSLT that determines which part of an XML document the XSLT transforms. Written for professional programmers who use XML every day but find the W3C XPath specifications tough to slog through, this book explains in everyday language what every construct in the language does and how to use it. It also offers background material on the design thinking behind the language, gentle criticism of the language specification when appropriate, and a diverse range of interesting examples in various application areas.

**XPath and XPointer** John Simpson, 2002-07-31 Referring to specific information inside an XML document is a little like finding a needle in a haystack: how do you differentiate the information you need from everything else? XPath and XPointer are two closely related languages that play a key role in XML processing by allowing developers to find these needles and manipulate

embedded information. XPath describes a route for finding specific items by defining a path through the hierarchy of an XML document, abstracting only the information that's relevant for identifying the data. XPointer extends XPath to identify more complex parts of documents. The two technologies are critical for developers seeking needles in haystacks in various types of processing. XPath and XPointer fills an essential need for XML developers by focusing directly on a critical topic that has been covered only briefly. Written by John Simpson, an author with considerable XML experience, the book offers practical knowledge of the two languages that underpin XML, XSLT and XLink. XPath and XPointer cuts through basic theory and provides real-world examples that you can use right away. Written for XML and XSLT developers and anyone else who needs to address information in XML documents, the book assumes a working knowledge of XML and XSLT. It begins with an introduction to XPath basics. You'll learn about location steps and paths, XPath functions and numeric operators. Once you've covered XPath in depth, you'll move on to XPointer--its background, syntax, and forms of addressing. By the time you've finished the book, you'll know how to construct a full XPointer (one that uses an XPath location path to address document content) and completely understand both the XPath and XPointer features it uses. XPath and XPointer contains material on the forthcoming XPath 2.0 spec and EXSLT extensions, as well as versions 1.0 of both XPath and XPointer. A succinct but thorough hands-on guide, no other book on the market provides comprehensive information on these two key XML technologies in one place.

**Learning Java** Patrick Niemeyer, Daniel Leuck, 2013-06-13

Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and

APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and quickly get up to speed on Java's new concurrency utilities, and APIs for web services and XML. You'll also find an updated tutorial on how to get started with the Eclipse IDE, and a brand-new introduction to database access in Java.

**XPath and XPointer** John Simpson, 2002 Explains how XPath provides a route for finding specific items within an XML document, while XPointer extends XPath to identify more complex parts of documents.

**XSLT and XPATH** James Robert Gardner, John Robert Gardner, Zarella L. Rendon, 2002 This book shows XML programmers how to use XSLT to transform XML documents.

**XPath, XLink, XPointer, and XML** Erik Wilde, David Lowe, 2003 Although the Web has grown since its introduction, its technical foundations have remained stable. However, the introduction of XML has heralded a substantial change in the way in which content can be managed. This book will describe the new hypermedia features of the XLink/XPointer-enabled Web for developers who are interested in how these new concepts can be used for Web publishing.

**XSLT and XPath On The Edge** Jeni Tennison, 2001-10-15 Excellent.... A master of clarity, Jeni explains the detail necessary to apply XSLT quickly and successfully. --Dave Pawson, XSLT-UK organizer, XSLT FAQ host Jeni provides a comprehensive cookbook of real-world recipes that no XSLT practitioner should be without. --Steve Muench, Lead XML Evangelist, Oracle Corporation Your Source for Real-World XSLT Solutions Extensible Stylesheet Language Transformation, along with the XML Path Language, give you the power to transform XML documents into HTML documents, or to other XML documents that you can use in Web-based applications. But how do you implement XSLT in the real world?

This book provides the answer. Covering everything from reformatting numbers to create dynamic XSLT applications, XSLT expert Jeni Tennison delivers a wealth of ready-to-use utility templates and practical XSLT solutions -- everything you need to jump-start XSLT development. Your Road Map to Rapid XSLT Development \* Take advantage of utility templates for searching and replacing strings, calculating minimums, and more \* Build your own recursive templates or use simple Xpaths \* Discover ready-made solutions for filtering, numbering, grouping, and other transformations \* Understand the building blocks of XSLT applications \* Separate style from format and break up your stylesheet into functional modules that are easier to maintain and reuse \* Build dynamic applications that use client-side processing with MSXML or server-side processing with Cocoon \* Fine-tune stylesheets to work more efficiently and deliver exactly the output you are looking for \* Harness the power of the XSLT extensions available with MSXML, Saxon, and Xalan UNLIMITED EDITION Continuous Content \* Read or download all-new content \* Access a searchable version of the book

**XSLT 2.0 and XPath 2.0 Programmer's Reference** Michael Kay, 2008-05-05 This book is primarily a practical reference book for professional XSLT developers. It assumes no previous knowledge of the language, and many developers have used it as their first introduction to XSLT; however, it is not structured as a tutorial, and there are other books on XSLT that provide a gentler approach for beginners. The book does assume a basic knowledge of XML, HTML, and the architecture of the Web, and it is written for experienced programmers. There's no assumption that you know any particular language such as Java or Visual Basic, just that you recognize the concepts that all programming languages have in common. The book is suitable both for XSLT 1.0 users upgrading to XSLT 2.0, and for newcomers to XSLT. The book is also equally suitable whether you work in the Java or .NET world. As befits a reference book, a key aim is that the coverage should be

comprehensive and authoritative. It is designed to give you all the details, not just an overview of the 20 percent of the language that most people use 80 percent of the time. It's designed so that you will keep coming back to the book whenever you encounter new and challenging programming tasks, not as a book that you skim quickly and then leave on the shelf. If you like detail, you will enjoy this book; if not, you probably won't. But as well as giving the detail, this book aims to explain the concepts, in some depth. It's therefore a book for people who not only want to use the language but who also want to understand it at a deep level. The book aims to tell you everything you need to know about the XSLT 2.0 language. It gives equal weight to the things that are new in XSLT 2.0 and the things that were already present in version 1.0. The book is about the language, not about specific products. However, there are appendices about Saxon (the author's own implementation of XSLT 2.0), about the Altova XSLT 2.0 implementation, and about the Java and Microsoft APIs for controlling XSLT transformations, which will no doubt be upgraded to handle XSLT 2.0 as well as 1.0. A third XSLT 2.0 processor, Gestalt, was released shortly before the book went to press, too late to describe it in any detail. But the experience of XSLT 1.0 is that there has been a very high level of interoperability between different XSLT processors, and if you can use one of them, then you can use them all. In the previous edition we split XSLT 2.0 and XPath 2.0 into separate volumes. The idea was that some readers might be interested in XPath alone. However, many bought the XSLT 2.0 book without its XPath companion and were left confused as a result; so this time, the material is back together. The XPath reference information is in self-contained chapters, so it should still be accessible when you use XPath in contexts other than XSLT. The book does not cover XSL Formatting Objects, a big subject in its own right. Nor does it cover XML Schemas in any detail. If you want to use these important technologies in conjunction with XSLT, there are other books that do them justice.

This book contains twenty chapters and eight appendixes (the last of which is a glossary) organized into four parts. The following section outlines what you can find in each part, chapter, and appendix.

**Part I: Foundations:** The first part of the book covers essential concepts. You should read these before you start coding. If you ignore this advice, as most people do, then you read them when you get to that trough of despair when you find it impossible to make the language do anything but the most trivial tasks. XSLT is different from other languages, and to make it work for you, you need to understand how it was designed to be used.

**Chapter 1: XSLT in Context:** This chapter explains how XSLT fits into the big picture: how the language came into being and how it sits alongside other technologies. It also has a few simple coding examples to keep you alert.

**Chapter 2: The XSLT Processing Model:** This is about the architecture of an XSLT processor: the inputs, the outputs, and the data model. Understanding the data model is perhaps the most important thing that distinguishes an XSLT expert from an amateur; it may seem like information that you can't use immediately, but it's knowledge that will stop you making a lot of stupid mistakes.

**Chapter 3: Stylesheet Structure:** XSLT development is about writing stylesheets, and this chapter takes a bird's eye view of what stylesheets look like. It explains the key concepts of rule-based programming using templates, and explains how to undertake programming-in-the-large by structuring your application using modules and pipelines.

**Chapter 4: Stylesheets and Schemas:** A key innovation in XSLT 2.0 is that stylesheets can take advantage of knowledge about the structure of your input and output documents, provided in the form of an XML Schema. This chapter provides a quick overview of XML Schema to describe its impact on XSLT development. Not everyone uses schemas, and you can skip this chapter if you fall into that category.

**Chapter 5: The Type System:** XPath 2.0 and XSLT 2.0 offer strong typing as an alternative to the weak typing approach of the 1.0 languages. This means that you can declare

the types of your variables, functions, and parameters, and use this information to get early warning of programming errors. This chapter explains the data types available and the mechanisms for creating user-defined types.

**Part II: XSLT and XPath Reference:** This section of the book contains reference material, organized in the hope that you can easily find what you need when you need it. It's not designed for sequential reading, though you might well want to leaf through the pages to discover what's there.

**Chapter 6: XSLT Elements:** This monster chapter lists all the XSLT elements you can use in a stylesheet, in alphabetical order, giving detailed rules for the syntax and semantics of each element, advice on usage, and examples. This is probably the part of the book you will use most frequently as you become an expert XSLT user. It's a "no stone unturned" approach, based on the belief that as a professional developer you need to know what happens when the going gets tough, not just when the wind is in your direction.

**Chapter 7: XPath Fundamentals:** This chapter explains the basics of XPath: the low-level constructs such as literals, variables, and function calls. It also explains the context rules, which describe how the evaluation of XPath expressions depends on the XSLT processing context in which they appear.

**Chapter 8: XPath: Operators on Items:** XPath offers the usual range of operators for performing arithmetic, boolean comparison, and the like. However, these don't always behave exactly as you would expect, so it's worth reading this chapter to see what's available and how it differs from the last language that you used.

**Chapter 9: XPath: Path Expressions:** Path expressions are what make XPath special; they enable you to navigate around the structure of an XML document. This chapter explains the syntax of path expressions, the 13 axes that you can use to locate the nodes that you need, and associated operators such as union, intersection, and difference.

**Chapter 10: XPath: Sequence Expressions:** Unlike XPath 1.0, in version 2.0 all values are sequences (singletons are just a special case). Some of the most important operators in XPath 2.0



are those that manipulate sequences, notably the «for» expression, which translates one sequence into another by applying a mapping. Chapter 11: XPath: Type Expressions: The type system was explained in Chapter 5; this chapter explains the operations that you can use to take advantage of types. This includes the «cast» operation which is used to convert values from one type to another. A big part of this chapter is devoted to the detailed rules for how these conversions are done. Chapter 12: XSLT Patterns: This chapter returns from XPath to a subject that's specific to XSLT. Patterns are used to define template rules, the essence of XSLT's rule-based programming approach. The reason for explaining them now is that the syntax and semantics of patterns depends strongly on the corresponding rules for XPath expressions. Chapter 13: The Function Library: XPath 2.0 includes a library of functions that can be called from any XPath expression; XSLT 2.0 extends this with some additional functions that are available only when XPath is used within XSLT. The library has grown immensely since XPath 1.0. This chapter provides a single alphabetical reference for all these functions. Chapter 14: Regular Expressions: Processing of text is an area where XSLT 2.0 and XPath 2.0 are much more powerful than version 1.0, and this is largely through the use of constructs that exploit regular expressions. If you're familiar with regexes from languages such as Perl, this chapter tells you how XPath regular expressions differ. If you're new to the subject, it explains it from first principles. Chapter 15: Serialization: Serialization in XSLT means the ability to generate a textual XML document from the tree structure that's manipulated by a stylesheet. This isn't part of XSLT processing proper, so (following W3C's lead) it's separated it into its own chapter. You can control serialization from the stylesheet using an declaration, but many products also allow you to control it directly via an API. Part III: Exploitation: The final section of the book is advice and guidance on how to take advantage of XSLT to write real applications. It's intended to make you not just a competent

XSLT coder, but a competent designer too. The best way of learning is by studying the work of others, so the emphasis here is on practical case studies.

**Chapter 16: Extensibility:** This chapter describes the “hooks” provided in the XSLT specification to allow vendors and users to plug in extra functionality. The way this works will vary from one implementation to another, so we can’t cover all possibilities, but one important aspect that the chapter does cover is how to use such extensions and still keep your code portable.

**Chapter 17: Stylesheet Design Patterns:** This chapter explores a number of design and coding patterns for XSLT programming, starting with the simplest “fill-in-the-blanks” stylesheet, and extending to the full use of recursive programming in the functional programming style, which is needed to tackle problems of any computational complexity. This provides an opportunity to explain the thinking behind functional programming and the change in mindset needed to take full advantage of this style of development.

**Chapter 18: Case Study: XMLSpec:** XSLT is often used for rendering documents, so where better to look for a case study than the stylesheets used by the W3C to render the XML and XSLT specifications, and others in the same family, for display on the web? The resulting stylesheets are typical of those you will find in any publishing organization that uses XML to develop a series of documents with a compatible look-and-feel.

**Chapter 19: Case Study: A Family Tree:** Displaying a family tree is another typical XSLT application. This example with semi-structured data—a mixture of fairly complex data and narrative text—that can be presented in many different ways for different audiences. It also shows how to tackle another typical XSLT problem, conversion of the data into XML from a legacy text-based format. As it happens, this uses nearly all the important new XSLT 2.0 features in one short stylesheet. But another aim of this chapter is to show a collection of stylesheets doing different jobs as part of a complete application.

**Chapter 20: Case Study: Knight's Tour:** Finding a route around a chessboard where a knight visits

every square without ever retracing its steps might sound a fairly esoteric application for XSLT, but it's a good way of showing how even the most complex of algorithms are within the capabilities of the language. You may not need to tackle this particular problem, but if you want to construct an SVG diagram showing progress against your project plan, then the problems won't be that dissimilar.

Part IV: Appendices: Appendix A: XPath 2.0 Syntax Summary: Collects the XPath grammar rules and operator precedences into one place for ease of reference. Appendix B: Error Codes: A list of all the error codes defined in the XSLT and XPath language specifications, with brief explanations to help you understand what's gone wrong. Appendix C: Backward Compatibility: The list of things you need to look out for when converting applications from XSLT 1.0. Appendix D: Microsoft XSLT Processors: Although the two Microsoft XSLT processors don't yet support XSLT 2.0, we thought many readers would find it useful to have a quick summary here of the main objects and methods used in their APIs. Appendix E: JAXP: the Java API for XML Processing: JAXP is an interface rather than a product. Again, it doesn't have explicit support yet for XSLT 2.0, but Java programmers will often be using it in XSLT 2.0 projects, so the book includes an overview of the classes and methods available. Appendix F: Saxon: At the time of writing Saxon (developed by the author of this book) provides the most comprehensive implementation of XSLT 2.0 and XPath 2.0, so its interfaces and extensions are covered in some detail. Appendix G: Altova: Altova, the developers of XML Spy, have an XSLT 2.0 processor that can be used either as part of the development environment or as a freestanding component. This appendix gives details of its interfaces. Appendix H: Glossary Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

**Foundations of Databases** Serge Abiteboul, Richard Hull, Victor Vianu, 1995 This product is a complete reference to both classical material and advanced topics that are otherwise

scattered in sometimes hard-to-find papers. A major effort in writing the book was made to highlight the intuitions behind the theoretical development.

**XSLT 2.0 and XPath 2.0 Programmer's Reference** Michael Kay, 2011-01-06 Combining coverage of both XSLT 2.0 and XPath 2.0, this book is the definitive reference to the final recommendation status versions of both specifications. The authors start by covering the concepts in XSLT and XPath, and then delve into elements, operators, expressions with syntax, usage, and examples. Some of the specific topics covered include XSLT processing model, stylesheet structure, serialization, extensibility, and many others. In addition to online content that includes error codes, the book also has case studies you'll find applicable to your own challenges.

**XPath Essentials** Andrew Watt, 2002-02-11 The first complete hands-on guide to programming with XPath XPath is an important new technology that allows XML data to be restructured and displayed in virtually any other format, such as HTML. It is especially exciting for developers in the B2B arena in that it permits data to be exchanged between companies using different schemas (naming conventions). Written for developers, programmers, Webmasters, and IT/networking professionals, XPath Essentials provides readers with the practical, hands-on instruction they need to accomplish mission-critical tasks. Like all the books in the XML Essentials series, it takes an example-driven approach supplying source code to illustrate the practical application of XPath and its framework, syntax, semantics, and use.

Definitive XSLT and XPath G. Ken Holman, 2002 The definitive guide to XSLT and XPath written by one of the world's leading authorities. Complete coverage of every facet of the XSLT/XPath W3C specifications, including brand-new standards such as XSL, XML Query, and XPointer.

*Learning XML* Erik T. Ray, 2003-09-22 This second edition of

the bestselling Learning XML provides web developers with a concise but grounded understanding of XML (the Extensible Markup Language) and its potential-- not just a whirlwind tour of XML. The author explains the important and relevant XML technologies and their capabilities clearly and succinctly with plenty of real-life projects and useful examples. He outlines the elements of markup--demystifying concepts such as attributes, entities, and namespaces--and provides enough depth and examples to get started. Learning XML is a reliable source for anyone who needs to know XML, but doesn't want to waste time wading through hundreds of web sites or 800 pages of bloated text. For writers producing XML documents, this book clarifies files and the process of creating them with the appropriate structure and format. Designers will learn what parts of XML are most helpful to their team and will get started on creating Document Type Definitions. For programmers, the book makes syntax and structures clear. Learning XML also discusses the stylesheets needed for viewing documents in the next generation of browsers, databases, and other devices. Learning XML illustrates the core XML concepts and language syntax, in addition to important related tools such as the CSS and XSL styling languages and the XLink and XPointer specifications for creating rich link structures. It includes information about three schema languages for validation: W3C Schema, Schematron, and RELAX-NG, which are gaining widespread support from people who need to validate documents but aren't satisfied with DTDs. Also new in this edition is a chapter on XSL-FO, a powerful formatting language for XML. If you need to wade through the acronym soup of XML and start to really use this powerful tool, Learning XML, will give you the roadmap you need.

XSLT Michael Kay, 2001-05-03 What is this book about? This compact, relevant, updated version reflects recent changes in the XSLT specification and developments in XSLT parsers. The material on tools and implementations has been revised; so too have all the examples. It also includes a new chapter on writing

extension functions. XML has firmly established itself as the universal standard for managing data for the web and is now being implemented on a wide scale. XSL (eXtensible Stylesheet Language), a vital companion to XML, is used for two main purposes: to format or style XML data so that it can be displayed in a browser and to transform XML data (XSLT). When you transform an XML document, you manipulate the data into a new structure, for example, re-ordering the data. This enables the same data store to be used in an unlimited number of ways. XSLT is a flexible, customizable, and cross-platform language. XSLT is a notoriously difficult language to understand, but this book, while being a complete reference to the recommendation, will also give code examples showing how it all ties together and can be effectively employed in a real-world development scenario. What does this book cover? In this book, you'll find the following topics covered: The rationale behind XSLT: What is it for? The XSLT processing model Design patterns and stylesheet structure A full reference to the XPath and XSLT languages The use of XSLT with worked examples Currently available XSLT processors - updated to reflect recent advances in XSLT parser technology Coverage of proposed specification enhancements Who is this book for? This book is for programmers already using XML to organize their data in applications and for those who want to use the power and compatibility of XSLT to improve the display of their data. The book is in three parts: a detailed introduction to the concepts of the language, a reference section giving comprehensive specifications and working examples of every feature, and an exploitation guide giving advice and case studies for the advanced user.

**XSLT** Doug Tidwell, 2001 Have you ever needed to convert documents from XML to HTML ? Or from one XML vocabulary to another ? Extensible Stylesheet Transformations (XSLT) provide a critical bridge between XML processing and more familiar HTML, as well as between XML vocabularies. XSLT demonstrates how to use

this powerful, but complex, tool for a wide variety of conversions. Examples illustrate many different cases and techniques, giving you working code to explore and modify for your own purposes. Originally created for page layout, XSLT has grown into one of the core technologies used by most developers processing XML. Through clear and entertaining explanations, this book shows you how to use XSLT as a general-purpose translation tool, a system for reorganizing document content, and a tool for generating multiple results (including HTML, VRML, and SVG) from the same content. Though XSLT is extremely useful, it can also be daunting to new users. XSLT uses an XML-based template syntax combined with a terse vocabulary called XPath that identifies how the template applies to the original document. The understanding of variables in XSLT is very different from the understanding of variables in procedural languages, for instance. Getting started with XSLT is difficult, and advanced techniques require a thorough understanding of how XSLT templates work and interact with one another. XSLT brings it all together, giving developers both a thorough tutorial and a reference. It examines both XSLT and XPath, a critical companion standard, and explores subjects ranging from basic transformations to complex sorting and linking. In addition, the book explores extension functions on various XSLT processors and how to combine multiple documents with XSLT. Examples demonstrate all of the techniques described. Examples also illustrate how to use XSLT to generate a wide variety of target document types, including HTML, SVG, JPEG, Java source code, and XSLT stylesheets.

**XQuery Kick Start** James McGovern, 2004 XQuery Kick Start delivers a concise introduction to the XQuery standard, and useful implementation advice for developers needing to put it into practice. The book starts by explaining the role of XQuery in the XML family of specifications, and its relationship with XPath. The authors then explain the specification in detail, describing the semantics and data model, before moving to examples using

XQuery to manipulate XML databases and document storage systems. Later chapters discuss Java implementations of XQuery and development tools that facilitate the development of Web sites with XQuery. This book is up to date with the latest XQuery specifications, and includes coverage of new features for extending the XQuery language.

Beginning XSLT and XPath Ian Williams, 2009-08-27 Provides the basic education in the XSLT processing model that developers have requested The growth of XML content management applications is boosting the demand for XSLT and XPath skills. This beginning Wrox book provides a firm foundation in the XSLT processing model, giving developers an important skillset. If, like many developers, you've had trouble grasping the XSLT processing model, you'll appreciate how this book focuses specifically on what you need to know. XSLT examples address the often-requested processing steps for typical XML document and data vocabularies. You will see exactly how XSLT relies on XPath, and how the processing model differs from most programming languages. A case study demonstrates how to build a static Web site using XSLT 2.0 elements and XPath 2.0 functions. Explains XSLT and XPath, covering both version 1.0 and 2.0 Covers using templates, control and branching, variable and parameters, sorting and grouping, and using modular stylesheets Also examines strings, dates, and numbers; working with multiple documents and text; generating identifiers; and testing and documentation All topics contain incremental code examples Addresses the much-requested processing steps for typical XML document and data vocabularies, including how the processing model differs from most programming languages Beginning XSLT and XPath: Transforming XML Documents and Data is the essential guide you need to thoroughly understand the important XSLT processing model. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

**XLink Essentials** Andrew Watt, R. Allen Wyke, TIPS Technical



Publishing,2002-10-01 The only book available to cover XLink, XML Base, and XPointer pieces of the XML specification. \* Authors are well-established XML experts, with extensive writing and technical editing experience. \* Features a source code index, as well as a traditional index, and appendices of resources and language references. \* CD-ROM includes all the source code from the book. \* Companion Web site contains links to updated information and resources.

**Altova® Online Training - XSLT/XPath Accelerated Series** Altova Online Training,2004

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## **XPath Introduction**

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following responses  
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