

XML in Theory and Practice

by Dr. Thomas Meinike
FH Merseburg, University of Applied Sciences

Teacher for online documentation and website development
(special topics: HTML/XML, CSS, JavaScript, PHP, MySQL)

thomas.meinike@et.fh-merseburg.de
<http://www.et.fh-merseburg.de/person/meinike/>

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1. From SGML-based markup languages like HTML to XML

- some aspects of HTML (elements, attributes, entities, document structure)
- writing rules for correct HTML 4.01 documents
- document styling with Cascading Style Sheets (CSS) – separation of content and layout

2. XML Basics

- a short historical overview
- principal structure of XML documents
- syntax rules, characters with a special meaning
- content placement, nesting of elements, application of attributes and entities
- vocabulary and grammar: creation and using of a Document Type Definition (DTD)
- well-formed and valid XML documents, validation testing against the DTD
- XML content styling with CSS
- XML data transformations with the XSLT technology
- from HTML 4.01 to XHTML 1.0
- introduction in the XML-based Scalable Vector Graphics (SVG)

3. Practical Experiments

- XML document handling with simple text editors and special programs
- a media catalog sample project (all relevant steps incl. DTD/XML/CSS/XSLT)
- SVG: basic shapes, styling and scripting

4. Needed Software (all tools are free available products for the windows platform)

- HTML-Kit (<http://www.chami.com/html-kit/>)
- XML Notepad, MSXML 3.x (<http://www.microsoft.com/>)
- Peter's XML editor (<http://www.iol.ie/~pxe/>)
- Adobe SVG Viewer (<http://www.adobe.com/svg/>)
- Saxon (<http://saxon.sourceforge.net/>)
- StyleAssistant (<http://www.styleassistant.de/>)

5. Additional Material

- PDF files with reference cards for printing
- XML tutorial (in german) and some specifications in CHM format
- sample code