

Interactive XML

XML (eXtensible Markup Language) has been developed by the World Wide Web Consortium (W3C) and consists of rules for data management. XML is used to manage information in a structured way, where the user is able to define his own tags.

Due to an ever increasing accumulation of data and ever more complex systems, greater demands are being put on the ability to exchange information between different systems in a uniform way. In the future, we will increasingly be seeing a division where the presentation of data is made using HTML and the description using XML.

Today, XML forms the main basis for information exchanged over the Internet; largely due to its unique ability to let different systems communicate with each other.

“I’m mad about it! It really is both an entertaining and good way of learning XML. I like the XML Lab best, where you are allowed to try out coding yourself. There’s something for everyone on this course, both for the curious and anyone who will program XML”

Björn Birk, Adera

In five hours, you will know what XML is all about, in theory and in practice.

In Interactive XML you will learn everything from the basics of XML to more advanced areas like XSL, DTD and XML Schema with the help of theoretical and practical exercises.

The reason why XML has become so widespread is largely due to the importance of being able to communicate via the Internet irrespective of who is sending and receiving the information. Many companies are currently trying to establish their company services via the Internet. In Interactive XML, you will learn more about the various areas of use of XML and what are known as the Web Services.

Interactive XML is geared towards both people with basic knowledge of HTML and professional application programmers. Interactive XML gives you the possibility to keep up with the development of the world’s most important Web standard.

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Fourteen sections to be taken in any order

Test and syllabus

You test your knowledge and we will provide you with a personal syllabus. If you already know a lot about XML and just want a refresher course, this section will help you to identify and fill in the gaps in your knowledge.

The exam

When you have passed the exam, you will receive a personal diploma with your grade.

Introduction to XML

In this section, you will be given an introduction to the course, a description of the development environment and explanations of basic concepts. This section will also tell you why XML is so hot right now! The advantages of the language are described, as are the aims of W3C with regard to XML and different areas of use.

The basics of XML

The basic concepts in XML as well as the differences and similarities compared to HTML are described in this section. You will learn the syntax and the logical and physical structure of XML.

DOM – Document Object Model

This section describes what Document Object Model is and what it is used for. You will also learn how the DOM tree is constructed.

XML more in-depth

This section gives you more in-depth knowledge regarding the role of the XML file, the mark-up of data and the logical and physical structure. You will also learn more about CDATA sections, XML parsers, Data Islands, Channels and more.

DTD – Document Type Definition

Internal and external DTDs are described in this chapter, as are how you link a DTD to an XML document and the validation of XML documents against DTD.

Style Sheets - CSS/XSL

In this section, you will learn how style sheets are constructed and how they work. You will also learn about the similarities and differences between CSS and XSL.

XML Schema

In this section, you will learn what XML Schema is and how it works. The conditions that are required are described as well as the possibilities and limitations of XML Schema as compared to DTD.

Related technologies

In this section you will learn about technologies that are related to XML, for example, X Link, X Pointer, X Path, Voice XML and SVG.

XML – now and in the future

This section describes how XML is currently being used and where developments are headed. You will find out what Web Services are and how XML and Web Services hang together in this section.

Game

The first challenge is to answer a number of questions and collect as many points as possible. The more correct answers you get, the more time you get for the second part of the game!

