

Java And Xml For Dummies Ebook

Now updated with coverage of new applications and the latest standards, this is the ideal beginners guide to XML (eXtensible Markup Language), the widely heralded successor to HTML. Readers will discover how to use this powerful, flexible language and its specialized applications to format all kinds of complex data for the Web. The CD-ROM comes with software, code, Internet links, and more. 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.

Your all-encompassing guide to learning Android app development If you're an aspiring or beginning programmer interested in creating apps for the Android market—which grows in size and downloads every day—this is your comprehensive, one-stop guide. Android Application Development All-in-One For Dummies covers the information you absolutely need to get started developing apps for Android. Inside, you'll quickly get up to speed on Android programming concepts and put your new knowledge to use to manage data, program cool phone features, refine your applications, navigate confidently around the Android native development kit, and add important finishing touches to your apps. Covering the latest features and enhancements to the Android Software Developer's Kit, this friendly, hands-on guide walks you through Android programming basics, shares techniques for developing great Android applications, reviews Android hardware, and much more. All programming examples, including the sample application, are available for download from the book's website Information is carefully organized and presented in an easy-to-follow format 800+ pages of content make this an invaluable resource at an unbeatable price Written by an expert Java educator, Barry Burd, who authors the bestselling Java For Dummies Go from Android newbie to master programmer in no time with the help of Android Application Development All-in-One For Dummies!

Your one-stop guide to programming with Java If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide!

This is the hardcover format of Java For Dummies, 6th Edition. The top-selling beginning Java book is now fully updated! As an unstoppably platform-independent, object-oriented programming language, Java is used for developing web and mobile applications. In this up-to-date bestselling book, veteran author Barry Burd shows you how to create basic Java objects and clearly explains when you should simply reuse existing code. Explores how the new version of Java offers more robust functionality and new features such as closures to keep Java competitive with more syntax-friendly languages like Python and Ruby Covers object-oriented programming basics with Java, code reuse, the essentials of creating a Java program using the new JDK 7, creating basic Java objects, and new Eclipse features Features a companion website that offers all code from the book and bonus chapters Java For Dummies, 6th Edition gets you started with creating Java applications quickly and easily.

Java and XML For Dummies

Java and XML, 3rd Edition, shows you how to cut through all the hype about XML and put it to work. It teaches you how to use the APIs, tools, and tricks of XML to build real-world applications. The result is a new approach to managing information that touches everything from configuration files to web sites. After two chapters on XML basics, including XPath, XSL, DTDs, and XML Schema, the rest of the book focuses on using XML from your Java applications. This third edition of Java and XML covers all major Java XML processing libraries, including full coverage of the SAX, DOM, StAX, JDOM, and dom4j APIs as well as the latest version of the Java API for XML Processing (JAXP) and Java Architecture for XML Binding (JAXB). The chapters on web technology have been entirely rewritten to focus on the today's most relevant topics: syndicating content with RSS and creating Web 2.0 applications. You'll learn how to create, read, and modify RSS feeds for syndicated content and use XML to power the next generation of websites with Ajax and Adobe Flash. Topics include: The basics of XML, including DTDs, namespaces, XML Schema, XPath, and Transformations The SAX API, including all handlers, filters, and writers The DOM API, including DOM Level 2, Level 3, and the DOM HTML module The JDOM API, including the core and a look at XPath support The StAX API, including StAX factories, producing documents and XMLPull Data Binding with JAXB, using the new JAXB 2.0 annotations Web syndication and podcasting with RSS XML on the Presentation Layer, paying attention to Ajax and Flash applications If you are developing with Java and need to use XML, or think that you will be in the future; if you're involved in the new peer-to-peer movement, messaging, or web services; or if you're developing software for electronic commerce, Java and XML will be an indispensable companion.

XML is the logical choice for a powerful data medium transferable across applications and platforms. This book takes a streamlined approach, giving the reader all they need to hit the ground running, without making them trawl through hundreds of pages of syntax. The book is also thoroughly up-to-date, covering the newest XML standards (DOM 3.0, XSLT 2.0, XPath 2.0) and Java tools (including JAXB, Xerces2-j, JAXP, XML Beans, and many more,) and the relevant new features of Java 5 and 6. In short, the book gives readers all they need to master cutting edge XML development with Java.

Thanks to the tireless efforts of open-source developers, Cocoon has quickly gained visibility as the preeminent XML-based Webpublishing framework. Unfortunately, its documentation remains a significant shortcoming. If you're new to Cocoon, gaining a sense of exactly what you can do with it can be difficult, and actually getting started can be even harder. Cocoon 2 Programming: Web Publishing with XML and Java clearly explains the value of Cocoon and helps you build on your familiarity with XML and Java Servlets as you design, build, and implement a range of Cocoon applications. You'll begin by learning to

control presentation for various platforms, both wired and wireless. Then you'll move on to Cocoon's capabilities for logic control and content management, using both sitemaps and XSP to create a site dynamically generated from a variety of data sources and types. As you'll see, Cocoon also supports powerful organizing techniques known as design patterns, and you'll master their use in both presentation and content generation. These are essential tools for the planning of your site; for after it's implemented, you'll command powerful techniques for site management and optimization. The Web's dependence on XML is growing rapidly--and with it the list of companies that have adopted Cocoon. Is Cocoon for you? Cocoon 2 Programming will guide you through your decision and far beyond, providing all the assistance you need to build a dynamic, XML-based site--and keep moving into the future.

Explains how to process XML with Java, build XML applications, and parse complicated documents.

The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform.

Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time.

"HTML and XML for Beginners is a concise guide to Hypertext Markup Language (HTML), and previews even more powerful alternatives such as Extensible Markup Language (XML). Rich in examples, the book walks the Web beginner through basic HTML techniques such as creating and publishing Web pages, formatting text, adding graphics, and creating hyperlinks. It shows how to use tables to organize content, forms to gather input from site visitors, image maps to support point-and-click navigation, and styles, properties, and multimedia to add visual and sonic interest. It clearly demonstrates how to spice up Web pages with interactive elements by using Dynamic HTML (DHTML). The book concludes with an extensive discussion of the most important new language on the Web, XML, and its relevance for data exchange.

XML (Extensible Markup Language) is a very popular simple text-based language that can be used as a mode of communication between different applications. It is considered as a standard means to transport and store data. JAVA provides excellent support and a rich set of libraries to parse, modify or inquire XML documents. This book will teach you basic XML concepts and the usage of various types of Java-based XML parsers in a simple and intuitive way. This book has been prepared for beginners to help them understand the basic-to-advanced concepts related to XML parsing using Java Programming language. After completing this book, you will find yourself at a moderate level of expertise in XML parsing using Java from where you can take yourself to higher levels of expertise. Knowledge of computers is not a prerequisite to follow the contents of this book. This book assumes no background in computers or computer programming, though basic knowledge of computer terminologies will help in understanding the given concepts very easily.

Whether you want to build a Web page to recap a recent family reunion, promote your beagle breeding business, or market the next pet rock and make millions through e-commerce, this book will get you started. With almost 800 information-packed pages, it's actually nine concise minibooks, each tackling a specific aspect of Web development. Beginners will get off to a good start and old hands will learn the latest on XML, JavaScript, and more. This guide covers: Getting up to speed on the basic information and skills you need to start creating a Web site Finding an Internet Service Provider (ISP) or a free Web-hosting like Yahoo! GeoCities to host your Web pages Choosing and registering a domain name Selecting tools for your Web workshop, including Web browsers, graphics programs, HTML editors, Java and animation tools, and office suites Designing and tweaking Web pages with HTML Using FrontPage 2003 as an HTML editor, an image editor, and a Web site publisher Using Dreamweaver MX 2004, with info on incorporating images such as rollovers and hot spots, laying out pages with layers, using templates, and more Adding pizzazz to your Web pages with multimedia, including graphics, sound, video, animation, and applets Using JavaScript to create interactive features such as clickable images and smart forms, with info on basic JavaScript constructions, such as comments, variables, conditional expressions, loops, and operations Using Flash MX 2004 to create sophisticated graphic effects and movies Adding e-commerce capability using simplified, hosted, off-the-shelf, or build-your-own systems Using XML (Extensible Markup Language) to encapsulate and transmit not just Web pages but any kind of structured info (such as database records) Whole books have been written on these topics and programs, but this all-in-one guide will give you a good overview of essential information. Step-by-step instructions and screen shots guide you smoothly through the things you want to do. And you'll get hands-on experience right from the start with the CD-ROM that comes with the book. It includes: Trial versions of Macromedia Dreamweaver MX 2004, Flash MX 2004, and Contribute xmlspy Version 2004 Home Edition, evaluation If you're looking for a convenient reference that will get you started and give you the basics on adding new features and functions to your Web pages, Creating Web Pages for Dummies, 2nd Edition is the resource you'll use again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The seamless integration of source code and data from many different programming languages and platforms to build large, reliable software systems has been the Holy Grail of computing since the early 1970s. Now, with the marriage of the Java programming language and XML—the worldwide standard for representing data—that ideal has been realized. Together, Java and XML make up the backbone of a bold new generation of applications and Web services. As the sixties radicals used to say, "Either you're part of the problem or part of the solution!" and no programmer worth his or her salt will want to pass up an opportunity to get in on the Java and XML revolution. Java and XML For Dummies offers you a fun, fast and easy way to get up to speed on all of Java's XML tools. Barry Burd walks you through all the major APIs and standards—from JAXP and SAX to SOAP and UDDI—and shows you how to start programming with them right away. Using lots of real-world programming examples he puts you on track to: Configure your computer to optimize Java and XML Make sense of the complete Java XML toolset Create and troubleshoot XML documents Master Java XML Web services tools Join the Web services revolution and make a million bucks Java and XML For Dummies is arranged in modular fashion, making it easy for you to zero-in on specific areas, tools or procedures that interest you, without having to wade through coverage stuff you already know about. From basic to advanced, it covers all the bases, including: Scanning data with SAX, DOM and JDOM Programming techniques using SAX API tools Programming with DOM API tools Viewing XML data on the Web Creating custom code for your document using JAXB Sending SOAP messages using JAXM Working with XML registries Automating Web-service processes Java and XML For Dummies is your road map for JAXP, JDOM, SOAP, WSDL, and all of Java's powerful XML tools—and your passport to joining the Web services revolution!

See how XML works for business needs and RSS feeds Create consistency on the Web, or tag your data for different purposes Tag -- XML is it! XML tags let you share your format as well as your data, and this handy guide will show you how. You'll soon be using this markup language to create everything from Web sites to business forms, discovering schemas and DOCTYPEs, wandering the Xpath, teaming

up XML with Office 2003, and more. Discover how to * Make information portable * Use XML with Word 2003 * Store different types of data * Convert HTML documents to XHTML * Add CSS to XML * Understand and use DTDs

Covering everything from basic Java development concepts to the latest tools and techniques used in Java, this book will put would-be programmers on their way to Java mastery Explores what goes into creating a program, how to put the pieces together, dealing with standard programming challenges, debugging, and making it work Updated for the release of the Java SDK 2.0, with all examples revised to reflect the changes in the technology

Offers example, instruction, and advice on using HTML and XML to create and publish Web pages, covering working with text, graphics, forms, tables, and interactivity.

Use this guide to master the XML metalanguage and JSON data format along with significant Java APIs for parsing and creating XML and JSON documents from the Java language. New in this edition is coverage of Jackson (a JSON processor for Java) and Oracle's own Java API for JSON processing (JSON-P), which is a JSON processing API for Java EE that also can be used with Java SE. This new edition of Java XML and JSON also expands coverage of DOM and XSLT to include additional API content and useful examples. All examples in this book have been tested under Java 11. In some cases, source code has been simplified to use Java 11's var language feature. The first six chapters focus on XML along with the SAX, DOM, StAX, XPath, and XSLT APIs. The remaining six chapters focus on JSON along with the mJson, GSON, JsonPath, Jackson, and JSON-P APIs. Each chapter ends with select exercises designed to challenge your grasp of the chapter's content. An appendix provides the answers to these exercises. What You'll Learn Master the XML language Create, validate, parse, and transform XML documents Apply Java's SAX, DOM, StAX, XPath, and XSLT APIs Master the JSON format for serializing and transmitting data Code against third-party APIs such as Jackson, mJson, Gson, JsonPath Master Oracle's JSON-P API in a Java SE context Who This Book Is For Intermediate and advanced Java programmers who are developing applications that must access data stored in XML or JSON documents. The book also targets developers wanting to understand the XML language and JSON data format.

The step-by-step guide to creating program generators with Java and XML. Breakthrough Java/XML techniques for creating program generators, including detailed examples and real-world guidelines Domain engineering techniques for improving software development productivity CD-ROM with examples, working code, and relevant XML specifications "XML isn't just for data any more. Now you can use XML to describe the programs you need, then write a Java program template to generate them automatically. This book shows you how." --Charles F. Goldfarb Using Java and XML, you can now easily create "wizard-like" program generators that automate much of the work of software development (and deliver significant productivity improvements. In this book, former Bell Laboratories Distinguished Staff Member J. Craig Cleaveland shows you how to do it. Using extensive practical examples, "Program Generators with XML and Java" walks you through every step: Identifying off-the-shelf tools for quickly building program generators Domain Analysis: determining the terminology, boundaries, commonalities, and variabilities of software families Domain Implementation: processes and tools for efficiently generating customized software Accounting for run-time and compile-time variabilities Using XML documents as program specifications, and using the DOM and SAX APIs to read and analyze them Using JavaServer Pages and XPath/XSLT to generate customized software The role of reusable architectures and components, including JavaBeans Chances are, you're already using automated GUI builders, database application generators, and other code generation "wizards." Now, with "Program Generators with XML and Java," you can extend the advantages of code generation throughout your own custom applications and get to market faster, with greater reliability and lower costs.

A step-by-step guide to creating dynamic web pages using the industry-standard web development languages. It enables readers learn the concepts, syntax and APIs (Application Program Interface) of Java. The CD-ROM includes coding examples.

This title provides an in-depth technical look at XML Data Binding, offering complete documentation of all features in both the Sun Microsystems API and popular open source alternative implementations.

Presents the basics of Java, how it works with Android, and step-by-step instructions for creating an Android application.

More Java developers today want to work with XML, the technology that enables data to be transported intact over the Internet, but they don't have time to become XML experts. If this describes you, then you'll appreciate data binding, the new way of converting XML documents into Java objects, so those documents can be worked on and manipulated like any other Java object, then converted back to XML This new title provides an in-depth technical look at XML Data Binding. The book offers complete documentation of all features in both the Sun Microsystems JAXB API and popular open source alternative implementations (Enhydra Zeus, Exolabs Castor and Quick). It also gets into significant detail about when data binding is appropriate to use, and provides numerous practical examples of using data binding in applications. As Author Brett McLaughlin says "Too many books are written about technologies by people who barely understand them. I've already written two data binding implementations (Zeus, and a previous one for IBM DeveloperWorks.) I've actually used data binding for longer than the official specification has been in existence, and I've really been able to dig into what it takes to code an effective data binding implementation, as well as use one correctly. This book is part user guide, part under-the-hood manual, and part use-case. It's a powerful combination, and one I think people need."

This updated bestseller covers programming essentials for the newest version of Java, the popular platform-independent, object-oriented programming language The material is fully updated and focuses on the new Java SDK 1.5, addressing the needs of new or inexperienced Java developers The fun and easy writing style walks readers through Java syntax basics and helps them write their first program Shows readers how to create basic Java objects and figure out when they can reuse existing code The new edition is also modified to better address the readers who may have some programming knowledge, but who are new to Java

Java XML and JSON is your one-stop guide to mastering the XML metalanguage and JSON data format along with significant Java APIs for parsing and creating XML/JSON documents (and more). The first six chapters focus on XML along with the SAX, DOM, StAX, XPath, and XSLT APIs. The remaining four chapters focus on JSON along with the mJson, GSON, and JsonPath APIs. Each chapter ends with select exercises designed to challenge your grasp of the chapter's content. An appendix provides the answers to these exercises. What You'll Learn Master the XML language Learn how to validate XML documents Learn how to parse XML documents with the SAX, DOM, and StAX APIs

Learn how to create XML documents with the DOM and StAX APIs Learn how to extract values from XML documents with the XPath API Learn how to transform XML documents with the XSLT API Master the JSON format Learn how to validate JSON documents Learn how to parse and create JSON documents with the mJson and Gson APIs Learn how to extract values from JSON documents with the JsonPath API Who This Book Is For /div>Intermediate or advanced Java programmers/developers.

XML (Extensible Markup Language) is a very popular simple text-based language that can be used as a mode of communication between different applications. It is considered as a standard means to transport and store data. JAVA provides excellent support and a rich set of libraries to parse, modify or inquire XML documents. This tutorial will teach you basic XML concepts and the usage of various types of Java based XML parsers in a simple and intuitive way. Audience This tutorial has been prepared for beginners to help them understand the basic-to-advanced concepts related to XML parsing using Java Programming language. After completing this tutorial, you will find yourself at a moderate level of expertise in XML parsing using Java from where you can take yourself to higher levels of expertise. Prerequisites Knowledge of computers is not a prerequisite to follow the contents of this tutorial. This tutorial assumes no background in computers or computer programming, though basic knowledge of computer terminologies will help in understanding the given concepts very easily.

Develop the next killer Android App using Java programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you'll learn the basics of Java and grasp how it works with Android; then, you'll go on to create your first real, working application. How cool is that? The demand for Android apps isn't showing any signs of slowing, but if you're a mobile developer who wants to get in on the action, it's vital that you get the necessary Java background to be a success. With the help of Java Programming for Android Developers For Dummies, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up Make sense of basic Java development concepts and techniques Develop the skills to handle programming challenges Find out how to debug your app Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away!

This title provides a comprehensive reference/tutorial for Java programmers who want to tap the synergy of XML and Java in key Web development tasks. The Java, XML, and Web Services Bible serves as a reference/tutorial for a variety of XML and Java related topics. It covers areas such as B2B, Instant Messaging, Java and XML Binding, Scalable Vector Graphics, and Application development with XML and JSP. It discusses some commercial and open technologies used with Java and XML such as Cocoon, Batik, and Xerces.

What is this book about? Extensible Markup Language (XML) is a rapidly maturing technology with powerful real-world applications, particularly for the management, display, and organization of data. Together with its many related technologies it is an essential technology for anyone using markup languages on the web or internally. This book teaches you all you need to know about XML — what it is, how it works, what technologies surround it, and how it can best be used in a variety of situations, from simple data transfer to using XML in your web pages. It builds on the strengths of the first edition, and provides new material to reflect the changes in the XML landscape — notably SOAP and Web Services, and the publication of the XML Schemas Recommendation by the W3C. What does this book cover? Here are just a few of the things this book covers: XML syntax and writing well-formed XML Using XML Namespaces Transforming XML into other formats with XSLT XPath and XPointer for locating specific XML data XML Validation using DTDs and XML Schemas Manipulating XML documents with the DOM and SAX 2.0 SOAP and Web Services Displaying XML using CSS and XSL Incorporating XML into tradition databases and n-tier architectures XLink and XPointer for linking XML and non-XML resources Who is this book for? Beginning XML, 2nd Edition is for any developer who is interested in learning to use XML in web, e-commerce or data-storage applications. Some knowledge of mark up, scripting, and/or object oriented programming languages is advantageous, but not essential, as the basis of these techniques are explained as required.

Get ready for C++20 with all you need to know for complete mastery! Your comprehensive and updated guide to one of the world's most popular programming languages is here! Whether you're a novice or expert, you'll find what you need to get going with the latest features of C++20. The workhorse of programming languages, C++ gives you the utmost control of data usage and interface and resource allocation. If your job involves data, proficiency in C++ means you're indispensable! This edition gives you 8 books in 1 for total C++ mastery. Inside, internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C++, such as those used for functional programming strategies. The book also includes online resources such as source code. You discover how to use a C++ GNU compiler to build applications and even how to use your mobile device for coding. Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C++ where you need it: for gaming, enterprise applications, and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization's C++ guru, C++ All-In-One for Dummies is where it's at!

DocBook is a system for writing structured documents using SGML and XML. DocBook provides all the elements you'll need for technical documents of all kinds. A number of computer companies use DocBook for their documentation, as do several Open Source documentation groups, including the Linux Documentation Project (LDP). With the consistent use of DocBook, these groups can readily share and exchange information. With an XML-enabled browser, DocBook documents are as accessible on the Web as in print. DocBook : The Definitive Guide is the complete and official documentation of the DocBook Document Type Definition (DTD) and many of its associated tools. In this book, you'll find : A brief introduction to SGML and XML ; a guide to creating documents with the DocBook DTD and associated stylesheets. Information about using SGML and XML tools like jade and DSSSL ; a guide to customizing DocBook ; a complete SGML and XML reference, including examples, for every DocBook element. In addition, the CD-ROM contains the complete source text of this book, in both SGML and HTML ; all the examples from the book ; DSSSL stylesheets that let you convert DocBook documents to RTF, LaTeX, or HTML ; The DocBook DTD for SGML, version 3*1 ; The DocBk DTD for XML, version

3*1*5. In an era of collaborative creation of technology, when information is needed online as often as in print, DocBook is the essential. documentation environment. "DocBook : The Definitive Guide" is the one essential source of information about that environment.

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