

NAME

Element_Node – Node in an HTML tree for HTML elements

SYNOPSIS

```
namespace HTML_Tree {

    class element;

    class Element_Node : public HTML_Node {
    public:
        typedef std::map< std::string, std::string > attribute_map;

        Element_Node(
            char const *name, element const &elt,
            Content_Node *parent = 0
        );
        Element_Node(
            char const *name, element const &elt,
            char const *att_begin, char const *att_end,
            Content_Node *parent = 0
        );
        virtual ~Element_Node();

        attribute_map    attributes;

        char const      *const name;
    protected:
        // overridden
        virtual bool    similar_to() const;
        virtual bool    write_node( std::ostream&, int, bool ) const;
    };

}
```

DESCRIPTION

Element_Node is an HTML_Node for HTML elements, e.g.: HEAD, TITLE, IMG, SELECT, etc.

Public Interface**Constructors**

Construct an Element_Node. The arguments are:

name The name of the HTML element. It **must** be specified in lower case.

att_begin, att_end

Pointers to the beginning character and one past the end (in STL iterator style) whence to parse the attributes from, e.g.:

```
<IMG SRC="foo.gif" HEIGHT=30 WIDTH=200>
      |                                     |
      begin                               end
```

elt A reference to the element that this node is being made for.

parent The parent node to make this node a child of, if any.

Destructor

There is nothing noteworthy about it.

attribute_map attributes

Contains key/value pairs of attribute names and their values. Attribute names are in lower case (regardless of how they are in the HTML file). Boolean attributes have their name as their value (per the HTML 4.0 specification).

char const *const name

The name of the HTML element, e.g., `title`. Names are in lower case (regardless of how they are in the HTML file).

SEE ALSO

Content_Node(3), HTML_Node(3).

Dave Raggett, Arnaud Le Hors, and Ian Jacobs. "On SGML and HTML: SGML constructs used in HTML: Attributes," *HTML 4.0 Specification, section 3.2.2*, World Wide Web Consortium, April 1998.

<http://www.w3.org/TR/PR-html40/intro/sgmltut.html#h-3.2.2>

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