

NAME

Text_Node – Node in an HTML tree for plain text

SYNOPSIS

```
namespace HTML_Tree {

    class Text_Node : public HTML_Node {
    public:
        Text_Node( char const *new_text, Content_Node* = 0 );
        Text_Node(
            char const *begin, char const *end, Content_Node *parent = 0
        );

        std::string text;
    protected:
        // overridden
        virtual bool    similar_to( HTML_Node const& ) const;
        virtual bool    write_node( std::ostream&, int, bool ) const;
    };

}
```

DESCRIPTION**Public Interface**

Text_Node is an HTML_Node that simply contains plain text.

Public Interface

```
Text_Node( char const *new_text, Content_Node *parent = 0 )
```

Makes the given text the text. If parent is not null, sets the parent and adds this node to that parent's list of child nodes.

```
Text_Node( char const *begin, char const *end, Content_Node *parent = 0
)
```

Constructor. It takes pointers to the beginning character and one past the end (in STL iterator style) and makes that the text. If parent is not null, sets the parent and adds this node to that parent's list of child nodes.

```
string text
    The text.
```

Protected Interface

```
virtual bool similar_to( HTML_Node const& ) const
```

Returns true only if the given node is a Text_Node and the text of both nodes is equal; false otherwise.

SEE ALSO

Content_Node(3), HTML_Node(3).

AUTHOR

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