

XML Toolkit for z/OS



# User's Guide



XML Toolkit for z/OS



# User's Guide

**Note**

Before using this information and the product it supports, be sure to read the general information under "Notices" on page 49.

**Fifth Edition, 2005**

This edition applies to Version 1 Release 8 of XML Toolkit for z/OS (5655-J51) and to all subsequent releases and modifications until otherwise indicated in new editions.

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# Contents

<b>Figures</b> . . . . .	v
<b>Tables</b> . . . . .	vii
<b>About this document</b> . . . . .	ix
Who should use this User's Guide? . . . . .	ix
What is in the User's Guide? . . . . .	ix
<b>Summary of changes</b> . . . . .	xi
<b>Chapter 1. Introduction</b> . . . . .	1
Why XML? . . . . .	1
APIs . . . . .	1
DOM . . . . .	1
SAX . . . . .	3
DOM vs SAX . . . . .	5
XPath . . . . .	6
Validation . . . . .	6
How to access XML data . . . . .	7
How to access data sets . . . . .	7
Encoding issues . . . . .	8
Encoding and XML . . . . .	8
XML and z/OS . . . . .	9
Avoiding conversion . . . . .	10
XML Toolkit for z/OS . . . . .	11
Deprecated DOM support . . . . .	12
Toolkit packaging strategy . . . . .	12
Toolkit support for both z/OS UNIX System Services and MVS environments	12
<b>Chapter 2. How to use Toolkit XPLINK support</b> . . . . .	15
Using Toolkit XPLINK support . . . . .	15
Building an XPLINK application . . . . .	15
Running an XPLINK application . . . . .	16
<b>Chapter 3. How to use the XML Parser, C++ Edition</b> . . . . .	17
Using the sample applications . . . . .	18
Rule for running non-XPLINK samples . . . . .	20
Rule for running XPLINK samples . . . . .	20
z/OS UNIX Environment . . . . .	21
Building sample applications for the z/OS UNIX Environment . . . . .	21
Using your sample applications on the z/OS UNIX Environment . . . . .	23
MVS Environment . . . . .	24
Building sample applications for the MVS Environment . . . . .	24
Using your sample applications on the MVS Environment . . . . .	27
Multi-threading considerations . . . . .	28
Using UNIX pthreads . . . . .	28
Using MVS multi-tasking . . . . .	28
<b>Chapter 4. How to use the XSLT Processor, C++ Edition</b> . . . . .	29
Using the sample applications . . . . .	30
Rule for running non-XPLINK samples . . . . .	31
Rule for running XPLINK samples . . . . .	31
z/OS UNIX Environment . . . . .	31

Building sample applications for the z/OS UNIX Environment . . . . .	31
Using your sample applications on the z/OS UNIX Environment . . . . .	34
MVS Environment. . . . .	35
Building sample applications for the MVS Environment . . . . .	35
Using your sample applications on the MVS Environment . . . . .	38
<b>Chapter 5. How to use the XML Toolkit command line utilities . . . . .</b>	<b>41</b>
How to use the XSLT Processor, C++ Edition command line utility . . . . .	41
<b>Chapter 6. Where to go for more information. . . . .</b>	<b>45</b>
<b>Appendix. Accessibility . . . . .</b>	<b>47</b>
Using assistive technologies . . . . .	47
Keyboard navigation of the user interface . . . . .	47
z/OS information . . . . .	47
<b>Notices . . . . .</b>	<b>49</b>
Trademarks . . . . .	50
<b>Index . . . . .</b>	<b>51</b>

---

## Figures

1. DOM Parsing Model . . . . .	3
2. SAX Parsing Model . . . . .	5





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## Tables

1. DOM vs SAX. . . . .	5
2. Expected Validation Results . . . . .	6
3. Interfaces and Specifications for the Toolkit Parser . . . . .	11
4. Interfaces and Specifications for the Toolkit Processor . . . . .	12
5. z/OS UNIX vs. MVS. . . . .	12
6. Product Files Required to Build Sample XML Applications for z/OS UNIX Environments. . . . .	21
7. Library Files Required to Run Sample XML Applications on z/OS UNIX. . . . .	23
8. Product Files Required to Build Sample XML Applications for MVS Environments . . . . .	24
9. Library Files Required to Run Sample XML Applications on MVS . . . . .	27
10. Product Files Required to Build Sample XML Applications for z/OS UNIX Environments. . . . .	32
11. Library Files Required to Run Sample XML Applications on z/OS UNIX. . . . .	34
12. Product Files Required to Build Sample XML Applications for MVS Environments . . . . .	35
13. Library Files Required to Run Sample XML Applications on MVS . . . . .	38
14. Flags and Arguments for the Xalan Executable. . . . .	41
15. Flags and Arguments for the testXSLT Executable . . . . .	42



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## About this document

This document provides information you need to use V1.8.0 of XML Toolkit for z/OS™. It contains instructions on how to use the following components:

- XML Parser, C++™ Edition
- XSLT Processor, C++ Edition

**Note:** XML Parser, Java Edition and XSLT Processor, Java Edition are not supported in Toolkit V1.8.0.

Information on how to use Toolkit V1.7.0 and Toolkit V1.6.0 is available from the *XML Toolkit for z/OS and OS/390 User's Guide V1R7* and the *XML Toolkit for z/OS and OS/390 User's Guide V1R6*. Both documents can be downloaded from the following Web site:

<http://www-1.ibm.com/servers/eserver/zseries/software/xml/>

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## Who should use this User's Guide?

This document is for application programmers, system programmers, and end users working on a z/OS system and using the Toolkit.

This document assumes that readers are familiar with the z/OS system and with the information for z/OS and its accompanying products.

The Toolkit home page,

<http://www.ibm.com/servers/eserver/zseries/software/xml/>

offers information about the Toolkit releases, the Program Directory, and installation instructions.

## What is in the User's Guide?

This document describes how to use the Toolkit XML Parser, C++ Edition and XSLT Processor, C++ Edition. Using the document, you will:

- Receive an introduction to XML and the XML Toolkit.
  - Read about XML and its implications in today's world.
  - Learn about the components of the XML Toolkit.
  - Learn about the APIs that are implemented by the Toolkit.
  - Read about the process of validation.
  - Discover how to access data sets using XML.
- Understand how to use the XML Parser, C++ Edition in the XML Toolkit.
  - Learn about the C++ XML parser.
  - Review samples of how to use the C++ XML parser.
- Understand how to use the XSLT Processor, C++ Edition in the XML Toolkit.
  - Learn about the C++ XSLT processor.
  - Review samples of how to use the C++ XSLT processor.
- Find out where you can learn more about the XML Toolkit and all its components.



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# Summary of changes

## **Summary of Changes for SA22-7932-04 XML Toolkit Version 1 Release 8**

This document contains information previously presented in *XML Toolkit for z/OS User's Guide*, SA22-7932-03, which supports XML Toolkit Version 1 Release 7.

### **New Information**

- XPLINK support: Chapter 2, "How to use Toolkit XPLINK support," on page 15
- Deprecated DOM support: "Deprecated DOM support" on page 12
- New information added to each "How to use..." chapter.

### **Changed Information**

### **Deleted Information**

This document contains terminology, maintenance, and editorial changes. Technical changes or additions to the text and illustrations are indicated by a vertical line to the left of the change.

## **Summary of Changes for SA22-7932-03 XML Toolkit Version 1 Release 7**

This document contains information previously presented in *XML Toolkit for z/OS User's Guide*, SA22-7932-02, which supports XML Toolkit Version 1 Release 6.

### **New Information**

- New information added to each "How to use..." chapter.

### **Changed Information**

### **Deleted Information**

- Removed "How to use the XML Parser, Java Edition" chapter.
- Removed "How to use the XML Processor, Java Edition" chapter.
- Removed "How to use the XSLT Processor, Java Edition command line utility" chapter.

## **Summary of Changes for SA22-7932-02 XML Toolkit Version 1 Release 6**

This document contains information previously presented in *XML Toolkit for z/OS and OS/390® User's Guide*, SA22-7932-01, which supports XML Toolkit Version 1 Release 5.

### **New Information**

- New information added to each "How to use..." chapter.

### **Changed Information**

- Changed information in the "Introduction" chapter.
- Restored the "How to Use the XSLT Processor for z/OS, C++ Edition" chapter.
- Changed the name of the chapter "How to use the Lotus-XSL Java command line utility" to "How to use the XML Toolkit command line utilities".

### **Deleted Information**

### **Summary of Changes for SA22-7932-01 XML Toolkit Version 1 Release 5**

This document contains information previously presented in *XML Toolkit for z/OS and OS/390 User's Guide*, SA22-7932-00, which supports XML Toolkit Version 1 Release 4.

### **New Information**

- Added "How to use the Lotus-XSL Java command line utility" chapter.
- Added "Where to go for more information" section.
- New information added to "Introduction" chapter.
- New information added to each "How to use..." chapter.

### **Changed Information**

- Export statements changed in section "Building sample applications on the z/OS UNIX<sup>®</sup> environment" in Chapter 2.

### **Deleted Information**

- Removed the "How to Use the XSLT Processor for z/OS, C++ Edition" chapter.

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# Chapter 1. Introduction

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## Why XML?

XML allows you to tag data in a way that is similar to how you tag data when creating an HTML file. XML incorporates many of the successful features of HTML, but was also developed to address some of the limitations of HTML. XML tags may be user-defined through a schema for later validation, which can either be a Document Type Definition (DTD) or a document written in the XML Schema language. In addition, namespaces can help ensure you have unique tags for your XML document. The syntax of XML has more restrictions than HTML, but this results in faster and cheaper browsing. The ability to create your own tagging structure gives you the power to categorize and structure data for both ease of retrieval and ease of display. XML is already being used for publishing, as well as for data storage and retrieval, data interchange between heterogeneous platforms, data transformations, and data displays. As it evolves and becomes more powerful, XML may allow for single-source data retrieval **and** data display.

The benefits of using XML vary but, overall, marked-up data and the ability to read and interpret that data provide the following benefits:

- With XML, applications can more easily read information from a variety of platforms. The data is platform-independent, so now the sharing of data between you and your customers can be simplified.
- Companies that work in the business-to-business (B2B) environment are developing DTDs and schemas for their industry. The ability to parse standardized XML documents gives business products an opportunity to be exploited in the B2B environment.
- XML data can be read even if you do not have a detailed picture of how that data is structured. Your clients will no longer need to go through complex processes to update how to interpret data that you send to them because the DTD or schema gives the ability to understand the information.
- Changing the content and structure of data is easier with XML. The data is tagged so you can add and remove elements without impacting existing elements. You will be able to change the data without having to change the application.

However, despite all the benefits of using XML, there are some things to be aware of. First of all, working with marked up data can be additional work when writing applications because it physically requires more pieces to work together. Given the benefits of using XML, this additional work up front can reduce the amount of work needed to make a change in the future. Second, although it is a recommendation developed by the World Wide Web Consortium (W3C), XML, along with its related technologies and standards including Schema, XPath, and DOM/SAX APIs, are still a developing technology.

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## APIs

### DOM

The Document Object Model (DOM) specification is an object-based interface developed by the World Wide Web Consortium (W3C) that builds an XML document as a tree structure in memory. An application accesses the XML data through the tree in memory, which is a replication of how the data is actually structured. The DOM also allows you to dynamically traverse and update the XML document.

DOM uses a set of C/C++ APIs to interact with the XML data.

The DOM API is ideal when you want to manage XML data or access a complex data structure repeatedly. The DOM API:

- Builds the data as a tree structure in memory.
- Parses an entire XML document at one time.
- Allows applications to make dynamic updates to the tree structure in memory.
- Allows applications to randomly access any item in the memory tree structure.
- Allows applications to generate an XML document by starting with an empty tree, populating it with the desired data, and then serializing it as an XML character document.

Using the DOM API preserves the structure of the document (and the relationship between elements) and does the parsing up front so that you do not have to do the parsing process over again each time you access a piece of data. If you choose to validate your document, you can be assured that the syntax of the data is valid when you are working with it. However, the DOM API requires additional memory to be allocated and freed, initialized and read, translating to increased machine cycles. In addition, the DOM API is, by nature, a four-step process:

1. The application invokes the parser, passing it an XML document.
2. The parser parses the entire document and builds a DOM tree structure in memory.
3. Completion status is returned to the application.
4. The application utilizes DOM APIs to access and optionally modify data in the DOM tree.

The following is a schematic of the DOM parsing model.



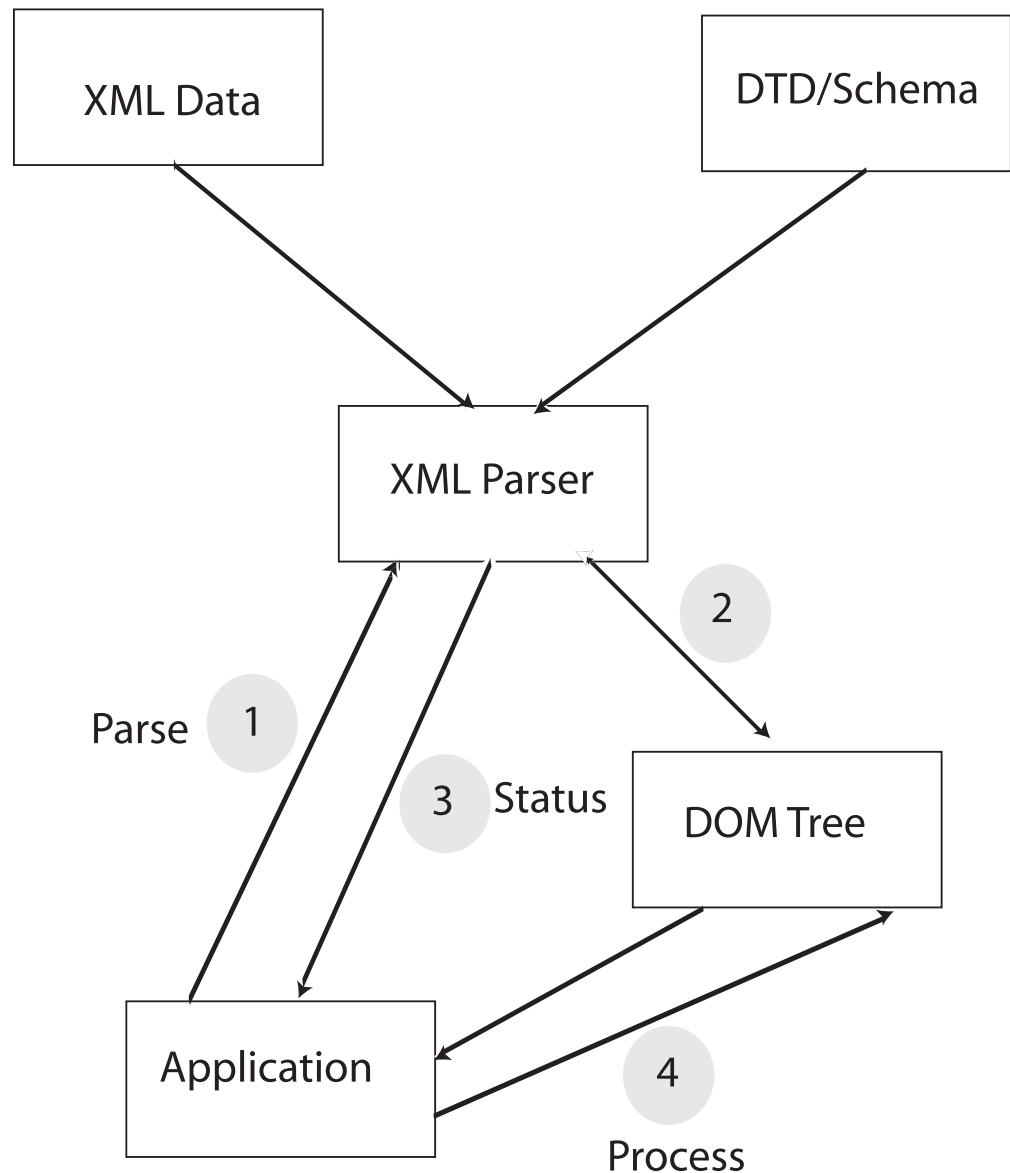


Figure 1. DOM Parsing Model

For information on the Toolkit support for DOM APIs, see the Interfaces and Specifications chart for Toolkit Parser on page 11.

## SAX

The Simple API for XML (SAX) specification is an event-based interface developed by members of the XML-DEV mailing list. It uses the parser to access XML data as a series of events in a straight line, which means that the parser finds information in the XML document without retaining state (or context) information.

When writing applications using the SAX specification, you will use a set of C/C++ APIs to interact with the XML data.

The SAX API can provide faster and less costly processing of XML data when you do not need to access all of the data in an XML document. Part of the reason for this performance benefit not seen in DOM arises from the fact that SAX places more burden on the application than does DOM. Often, applications that might

naturally tend to be inclined to use DOM, instead use SAX and work around its limitations, in order to take advantage of those performance benefits. The SAX API does the following:

- Accesses data through a series of events, eliminating the need to build a tree structure in memory.
- Assists the application in determining the most efficient way to build an internal model.
- Allows you to access a small number of elements at one time rather than an entire document.

The SAX API is best for applications that need access to a subset of the data and do not need to understand its relationship to surrounding elements. SAX is also ideal for information that is both generated by and readable by a machine. However, SAX can only traverse the XML document in a single pass, which makes it more expensive when you want to access data repeatedly from an XML document. When it comes to saving needed information from the document or keeping its own understanding of relationships between elements (if that is important), SAX places more burden on the application than does DOM.

The SAX parsing model is a three-step process:

1. The application invokes the parser passing it an XML document. It also passes in the addresses of event handlers for the various SAX events.
2. The parser parses the document, calling the application's event handlers for each token encountered in the XML document.
3. When the document is complete, control is returned to the application.

The following is a schematic of the SAX parsing model.

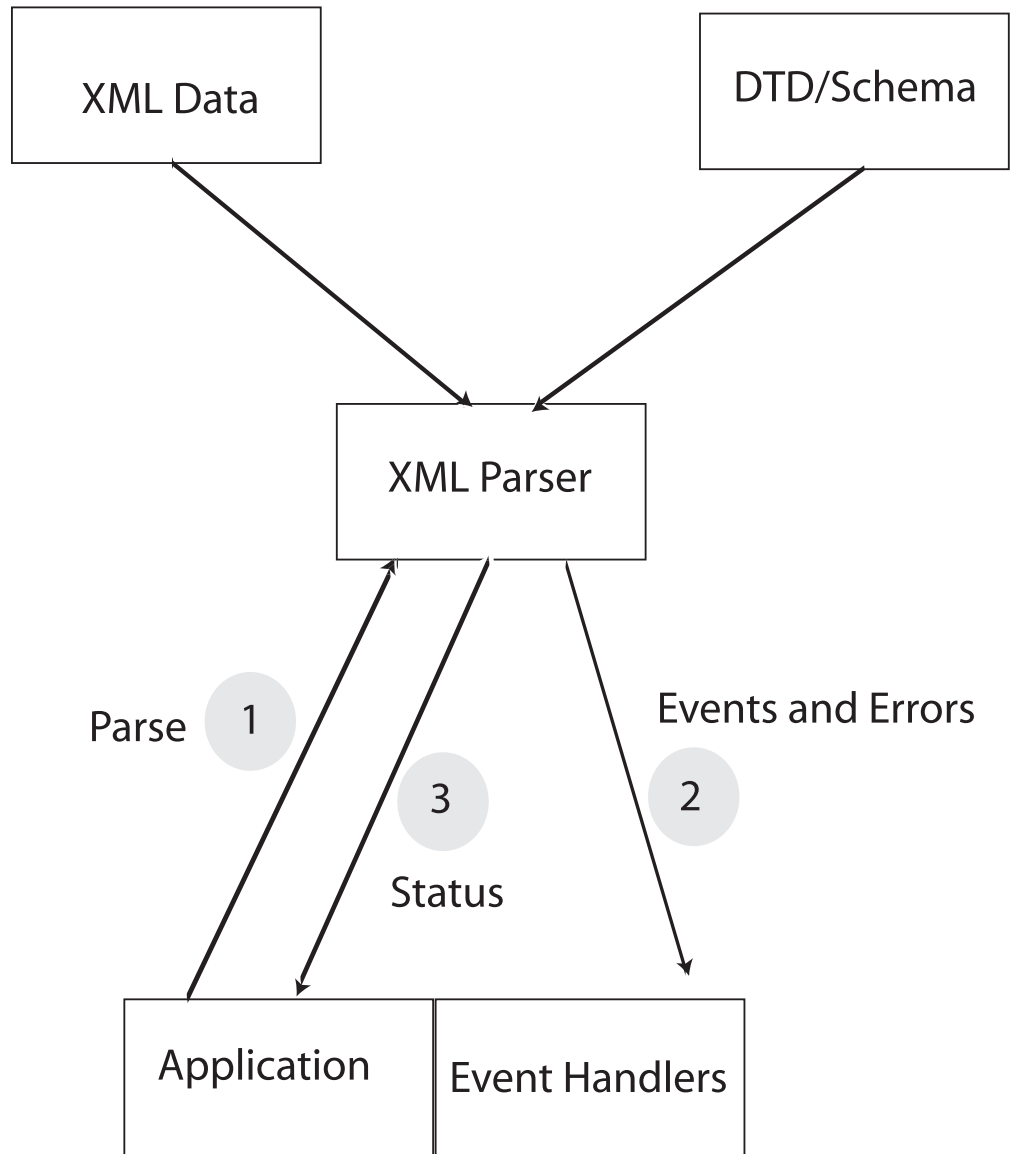


Figure 2. SAX Parsing Model

For information on the Toolkit support for SAX APIs, see the Interfaces and Specifications chart for Toolkit Parser on page 11.

## DOM vs SAX

The DOM and SAX APIs can each parse documents efficiently given appropriate conditions. The following table summarizes and compares the characteristics of the DOM API with those of the SAX API:

Table 1. DOM vs SAX

	DOM	SAX
Type of Interface	Object based	Event based
Object Model	Created automatically	Must be created by application
Element Sequencing	Preserved	Can be preserved or not, depending on the application

Table 1. DOM vs SAX (continued)

	<b>DOM</b>	<b>SAX</b>
Speed of Initial Data Retrieval	Slower	Faster
Stored Information	Better for complex structures	Better for simple structures
Validation	Optional	Optional
Ability to update XML document	Yes (in memory)	No

## XPath

XPath is a language for addressing parts of an XML document, designed to be used by XSLT and other XML-related technologies. It provides basic facilities for manipulation of strings, numbers and booleans. XPath is also designed so that it has a natural subset that can be used for matching (testing whether or not a node matches a pattern). For information on the Toolkit support for XPath, see the Interfaces and Specifications chart for Toolkit Processors on page 12.

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## Validation

A valid document is one that follows the XML syntax and also conforms to the rules of an associated DTD or XML Schema. (A well-formed document is one that follows the XML syntax.)

Validation is the process of comparing an XML document with a specified DTD or XML Schema. It ensures that the document uses only those tags that have been defined in the DTD or XML Schema as well as ensuring that it conforms to the element rules specified in the DTD or XML Schema.

Validation of an XML document is expensive in terms of machine cycles. If the document is received from a reliable source and the format of the document has been predetermined, validation may not be necessary. However, using validation ensures that only elements defined in the DTD or XML Schema are used and, therefore, the structure of the XML document remains consistent.

If you do not want to validate the document each time you access data, you can, as an example, code an application so that it may reject tags that it does not recognize and takes an appropriate error path. If you do this, you may want to use validation during testing and initial implementation of a new version of an application or temporarily until the source of a document has been accredited.

The following table summarizes the expected results of validation:

Table 2. Expected Validation Results

	<b>Validate Against a DTD or XML Schema</b>	<b>Do Not Validate</b>
Document Is Valid	Once validation is completed, parsing continues.	Validation is ignored and processing continues.
Document Is Not Valid	Validation will result in an error response that will help you determine the error. Parsing is discontinued.	Validation is ignored and processing continues.

---

## How to access XML data

The XML parser (as well as the XSLT processor) was designed to utilize the Uniform Resource Identifiers (URI) standard to access files. This standard is described in RFC 2396 . Most APIs that need to access data support both absolute URIs and relative URIs, aside from the following exception: The XSLT processor output parameter only supports relative URIs.

## How to access data sets

The URI design is based on a hierarchical file system naming scheme. Traditional MVS data set naming schemes do not fit directly within this scheme so some adaptation has been required in order to be able to access data sets from XML. Fortunately, there is a precedent for accessing data sets when running a C++ program from UNIX and that is to prefix the data set name with  `'//`. Here is an example:

```
//'USER1.SAMPLE.XML(PERSON1) '  
//SAMPLE.XML(PERSON1)
```

The  `'//` tells a C++ program running from the UNIX APIs to look for the name as a data set rather than in an HFS. The single quotes tell it not to add on the user's default high level qualifier. In addition, if you are running from a batch or started task environment, the data set can be accessed via DD statements in the JCL. The following is an example:

```
//DD:SAMPFILE(PERSON1)
```

Where the following DD is also defined in the JCL:

```
//SAMPFILE DD DSN=USER1.SAMPLE.XML,DISP=SHR,  
// VOL=SER=BPXLK2,UNIT=3390
```

All the examples above will access the same member of the same data set.

## Relative URIs

In the cases where relative URIs are allowed, these data set definitions can be used instead of the traditional hierarchical file system parameters. Using this format, there is no 'path' distinction as in a hierarchical system. Here is an example invocation of the SAXCount sample program passing a data set name:

```
SAXCount '//sample.xml(person1)'
```

The quotes are needed so that UNIX doesn't see the parentheses as errors. MVS also has a convention of adding a default high level qualifier if one is present. If you don't want to have the default high level qualifier added on, use single quotes around the data set name and double quotes around the whole parameter:

```
SAXCount "'//'user1.sample.xml(person1)'"
```

When used in batch, JCL requires single quotes around the parameters, so you must use a pair of single quotes:

```
PARM='/' '//'user1.sample.xml(person2)''
```

You may have noticed that there is an extra '/' in the beginning of the parameters. This is required by JCL to separate run-time options from the parameters.

### Absolute URIs

Data sets can also be specified using absolute URIs. (Note: The XSLT Processor, C++ Edition does not support absolute URIs). Since the convention for accessing data sets is to start with a '/' and this convention is also used to distinguish the absolute URIs with host names, you can only specify an absolute URI using the host format. The host name itself is still optional. Here are some examples:

```
SAXCount 'file:///sample.xml(person1)'  
SAXCount 'file://localhost//sample.xml(person1)'  
SAXCount "file:///user1.sample.xml(person1) "  
PARM='/ file:///user1.sample.xml(person2)''
```

In addition, when using XML in a batch or started task environment, you can use the **//DD:** format to access a data set that is defined via a DD statement. The following is an example:

```
SAXCount 'file:///dd:sampfile(person1)'
```

### Considerations when using the Xalan C++ commands

Most interfaces that need to access data support both absolute URIs and relative URIs. The following are some known exceptions:

- The Xalan command output parameter only supports relative URIs.
- The Xalan command input parameters (for the XML file and the XSL file) support all URIs for UNIX files, but only absolute URIs for MVS data sets.

For more information on the Xalan command, see Chapter 5, "How to use the XML Toolkit command line utilities," on page 41. For more information on Xalan itself, see "XML Toolkit for z/OS" on page 11.

### DTDs, Schema and other embedded files

The conventions described above also apply to files which are referenced within XML documents, such as DTDs. Here is an example xml DOCTYPE statement to access a data set:

```
DOCTYPE personnel SYSTEM "file:///USER1.SAMPLE.DTD(PERSON1)''"
```

---

## Encoding issues

The promise of XML is that it is portable and works on all platforms. Making this work effectively and efficiently requires program design that takes into account the specific situation pertinent to a particular application (for example, where the document originates, where it is likely to be processed, the performance requirements, the throughput requirements, where the document is stored and how it is likely to be accessed). Proper encoding of XML documents will require thought and consideration at application design time.

The following information is intended to give application programmers guidance on how to deal with encoding of XML documents on z/OS.

## Encoding and XML

This section presents the encoding rules in a simple and straightforward manner as background to the discussion of encoding of XML on z/OS. It is not intended to reproduce the detail of the XML 1.0 specification or to cover every possible case.

The XML standard defines encoding fairly rigorously. If the document is not in UTF-8 or UTF-16, the encoding of the document must be specified via the *encoding=* attributes on the processing instruction. Also, even though it is possible for the encoding specified via the transport protocol to override the encoding declaration, it is strongly advised that the actual encoding of the document match the encoding specified on the *encoding=* attribute. Problems can occur if the document is converted from one code page to another without the *encoding=* attribute being changed. There are places where conversion takes place without the knowledge of the application programmer. Examples of these include file transfer using ftp (File Transfer Program) without the binary option and storing files in a database using DRDA.

Whenever possible, avoid letting these types of conversions take place so that mismatches do not occur. The XML parser for z/OS converts the document to Unicode for processing and is capable of handling many different code pages. Also, converting from one code page to another can cause loss of data if there are code points in the original code page that are not present in the target code page. Avoiding conversion prior to calling the parser results in the most efficient (from a performance perspective) and least error-prone solution. Conversion is expensive and if the document is converted before the parser is invoked, two conversions actually occur - once from the original code page and once to Unicode within the parser. Therefore, use the binary option on ftp and equivalent file transfer mechanisms.

XML is intended to be a portable data format. The truly portable encoding is Unicode. Therefore whenever possible, it is best to use Unicode as the encoding for XML documents. However, not all platforms provide easy to use facilities for handling Unicode. As a compromise, ASCII is another portable encoding that is better supported via facilities. It is recommended that XML documents intended for use on other platforms be encoded in US ASCII or UTF-8 or UTF-16. This also provides performance benefits because the XML parser is optimized for these encodings.

## XML and z/OS

The current XML W3C recommendation (XML 1.0) specification defines CR (Carriage Return), LF (Line Feed), and the combination CR-LF (Carriage Return followed by Line Feed) as acceptable white space characters. These characters are to be converted to LF by the XML parser. Unfortunately, the XML 1.0 specification does not define NEL (New Line or Next Line) as acceptable.

This presents a problem on z/OS because the most common end-of-line character on z/OS is NEL. The C '\n' string converts to NEL, and editors and file I/O routines in the C runtime insert NEL to indicate end-of-line in byte oriented file systems like the HFS (Hierarchical File System). Therefore, if the XML document is created using C or C++ and the application programmer does not do any special programming to avoid it, the line ending character will be NEL. This is not recommended for XML documents because by nature, they are intended to be portable. The NEL is common on z/OS but not on other platforms and therefore is not portable.

Unfortunately, this means that the application programmer has to be aware of this fact and program around it. There are two options available to programmers writing code to create XML documents.

1. The simplest way to create portable XML documents is to use `iconv()` to convert them to ASCII or Unicode before sending them out of the application program. The runtime function `iconv()` will convert the NEL to LF in ASCII and the problem is therefore avoided.
2. Another option is to define a literal for LF and use it instead of the string `'\n'` to create line breaks. This approach works if the file will not be edited or otherwise manipulated on z/OS (remember, most mainframe editors insert NEL characters!). Also, if this file is edited on z/OS, the document will appear to be a single line (since there aren't any NEL characters in it) and therefore will not be very readable.

**Note:** This is not an issue in the native MVS environment where file systems are record oriented and typically do not require end of line characters.

If you need to edit or view the file on z/OS, it is best to convert it to ASCII and then use `viascii` (available at z/OS Unix Tools) to edit it.

For the other case, where the program is processing a received XML document, the situation is more complex. The fastest (and in some cases, the simplest) solution is to not convert the file into EBCDIC. If the file is in ASCII or Unicode, then it will have LF as the end-of-line indicator and there won't be any problem with the line ending. However, this is much more complex for a z/OS application program to deal with. Depending on the specific situation (for example, development/test vs production), conversion may or may not be required. However, the recommendation to avoid conversion if at all possible, still holds, especially in a production environment where the cost of conversion can be prohibitive. For development/test situations, where the file may have to be viewed or edited for debugging purposes, conversion may be the right answer. The parser converts all the data into Unicode so converting the data to EBCDIC after parsing is required. At this point, only data that is required needs to be converted, rather than the entire XML document. Note that converting small strings may be less efficient than converting larger strings. Also, handling Unicode or ASCII data in a z/OS program does require care in programming and isn't always simple. All these factors need to be considered in a set of trade-offs when designing the application.

If the file is in EBCDIC and has been created or modified on a z/OS system, then the line ending character is typically a NEL. The z/OS XML Parser, C++ Edition will accept XML documents that have a NEL as a line termination character. Even though these are non-compliant XML documents, the parser will normalize the line-endings to LF. However, these documents are non-compliant and may not be accepted by parsers on other platforms. In general, EBCDIC is not a portable encoding so IBM does not recommend using EBCDIC for XML documents going between platforms or on the Internet.

**Note:** XML 1.1 does support NEL

## Avoiding conversion

Most transport protocols have mechanisms to avoid conversions. Here are some of the more common products used for transport and the options to turn off conversion (if they exist). Detailed descriptions of these options and their uses are in the documentation associated with each product.

### File Transfer Program (FTP)

The `binary` option prevents FTP from converting the file.



### MQSeries

Do not specify MQGMO\_CONVERT option on the MQGET call.

**DRDA** It is not possible to turn off conversion except by using 'FOR BIT DATA' but this can have other side effects. The DB2 XML Extender has filters that convert LF to NEL and vice versa to ensure that the document is correct.

---

## XML Toolkit for z/OS

The XML Toolkit for z/OS (Toolkit) provides the base infrastructure to integrate vertical/industry-specific data formats, structures, schemas, and metadata to ensure industry compliance of data representation and content. Some of its key uses include categorizing and tagging data for exchange in disparate environments, as well as transforming ad hoc unstructured data to XML records, enabling you to search, cross-reference, and share records.

The Toolkit includes the XML Parser, C++ Edition ( XML Parser, Java Edition is not supported in Toolkit V1.8.0). The XML Parser, C++ Edition is a port of IBM's XML4C parser. It is tested and packaged for use on z/OS. XML4C is based on open source code from the Xerces Apache project of the Apache Software Foundation.

In addition to the parser, Toolkit V1.8.0 also includes the XSLT Processor, C++ Edition (the XSLT Processor, Java Edition is not included in this release of the Toolkit). The XSLT Processor, C++ Edition is a port of IBM's XSLT4C XSLT processor (formerly known as LotusXSL-C++). It is tested and packaged for use on z/OS. The processor is an implementation of the W3C recommendations for XSL Transformations (XSLT) Version 1.0 and XML Path Language (XPath) Version 1.0. XSLT4C is based on open source code from the Xalan Apache project of the Apache Software Foundation. It allows users to transform XML documents into other XML documents, HTML, or text, and run on multiple platforms.

The Toolkit includes z/OS world-class service and support.

For more information about the Toolkit product, visit the Toolkit Web site at: <http://www.ibm.com/servers/eserver/zseries/software/xml/>

The following two tables presents a quick summary of the major features found in the XML Toolkit for z/OS. Symbols in the tables have the following meaning:

- "-": feature absent;
- "S": completely supported;
- "P": subset;
- "X": experimental.

*Table 3. Interfaces and Specifications for the Toolkit Parser*

Interfaces and Specifications	C++ Edition parser
DOM 1.0	S
DOM 2.0	S
DOM 3.0	P,X
SAX 1.0	S
SAX 2.0	S
XML 1.0	S
XML 1.1	X

Table 3. Interfaces and Specifications for the Toolkit Parser (continued)

Interfaces and Specifications	C++ Edition parser
XML Namespaces 1.0	S
XML Namespaces 1.1	X
XML Schema 1.0	S

Table 4. Interfaces and Specifications for the Toolkit Processor

Interfaces and Specifications	C++ Edition processor
XSL Transformations	S
XPATH 1.0	S

Sample applications are provided with the Toolkit to help demonstrate its features. The procedures required to set up and configure these sample applications for MVS and z/OS UNIX environments are described in the chapters that follow.

---

## Deprecated DOM support

The previously deprecated DOM code has been removed from the main XML Toolkit Parser DLL to reduce the DLL's footprint. If you want to use the deprecated DOM code, you will need to include the new sidedeck for the deprecated DOM code. The DLL and sidedeck names are listed in Table 6 on page 21 and Table 8 on page 24.

---

## Toolkit packaging strategy

The Toolkit V1.8.0 package contains three levels of the Toolkit: V1.8.0, V1.7.0, and V1.6.0. This packaging strategy was developed to compensate for the lack of upward compatibility between Toolkit releases. By making three levels of the Toolkit available to customers (current level plus 2 back levels), support is available to customers using a level of the Toolkit other than the current level. For example, if Toolkit V1.8.0 is the current level, the Toolkit package will have included in it levels V1.8.0, V1.7.0, and V1.6.0. A customer who may be installing a product that requires Toolkit V1.7.0 can still obtain and install V1.7.0 (assuming they don't already have it) because it is included in the current V1.8.0 Toolkit package.

---

## Toolkit support for both z/OS UNIX System Services and MVS environments

The Toolkit supports applications running on both z/OS UNIX System Services and MVS environments. To better understand how the Toolkit provides this support, you need to recognize the differences between these two types of environments, and the applications supported on them. The following table provides an introductory comparison of these two environments:

Table 5. z/OS UNIX vs. MVS

	z/OS UNIX Environment	MVS Environment
Parallel Processing Model	pthread	tasks
JES Batch Processing	posix enabled batch	non-posix batch
File access	HFS or data sets	data sets only
Command environment	UNIX shell or BPXBATCH	TSO or batch

For more information on how these environments compare, visit the following Web page:

<http://www.ibm.com/servers/eserver/zseries/zos/unix/release/ncomp2.html>



---

## Chapter 2. How to use Toolkit XPLINK support

Extra Performance Linkage (XPLINK) is a relatively new call linkage between programs that have the potential for a significant performance increase when used in an environment of frequent calls between small functions or subprograms. The Object Oriented aspect of C++ causes much C++ code to fall into this category.

An XPLINK copy of the XML Parser, C++ Edition and the XSLT Processor, C++ Edition library files and sidedecks are provided for customers in addition to the non-XPLINK versions. A listing of these files along with the build and run steps required to use XPLINK are presented in the following chapters: Chapter 3, "How to use the XML Parser, C++ Edition," on page 17 and Chapter 4, "How to use the XSLT Processor, C++ Edition," on page 29.

---

### Using Toolkit XPLINK support

Under certain circumstances, it may be appropriate to use the new XPLINK Toolkit code. If you have an existing application that is pure XPLINK and you need to do XML parsing, you should see a performance improvement if you were previously using your XPLINK application with the non-XPLINK XML Parser, C++ Edition. This is because when you use your XPLINK application with the non-XPLINK XML Parser, C++ Edition, you incur a significant performance penalty each time you call the XML Parser, C++ Edition. This performance penalty is a result of having to run through additional code to convert the XPLINK stack structure and register conventions to the format that the non-XPLINK XML Parser, C++ Edition expected. When the XML Parser, C++ Edition finishes converting, there is additional overhead (another performance penalty) restoring the XPLINK environment upon return. As a result, you should see a significant benefit by calling an XPLINK XML Parser, C++ Edition from your XPLINK application, since you'll be avoiding the performance penalties of having to do the XPLINK to non-XPLINK, and then back XPLINK code conversions.

If your application is non-XPLINK, then you should continue to use the non-XPLINK XML Parser, C++ Edition. Calling the XPLINK XML Parser, C++ Edition from a non-XPLINK application will most likely perform worse than if you continue to use the non-XPLINK XML Parser, C++ Edition.

If you can convert your non-XPLINK application to be 100 percent XPLINK, then you should see significant benefit using the XPLINK XML Toolkit code.

For best results, you want all of the code you are calling to be built using XPLINK. For example, you would not want to bind an XPLINK application with the XPLINK XML Parser, C++ Edition main DLL (libxerces-c2\_6\_0.dll) and the non-XPLINK deprecated DOM DLL (libxerces-depdom2\_6\_0.dll).

For more information on XPLINK, refer to the *z/OS Language Environment Programming Guide* Chapter 3, "Using Extra Performance Linkage (XPLINK).

### Building an XPLINK application

In order to build an XPLINK application, you need to specify the XPLINK compiler option (-wc,XPLINK) during compilation. When link-editing your application, you must use the DFSMS binder and specify the XPLINK binder option (-w1,XPLINK). You also need to include the XPLINK sidedeck on the bind step.

The samples provided in the Toolkit are pre-built non-XPLINK. If you want to build an XPLINK version of them, you can set an environment variable that has been added in support of XPLINK. The environment variable, once set, will apply the correct compiler and binder options in the Makefile and the correct XPLINK sidedeck will also be included. To build an XPLINK copy of the samples, do the following:

```
export OS390_XPLINK=1
```

For the XSLT Processor, C++ Edition samples there is an extra step needed to pickup the correct version of the Standard C++ library (see Chapter 4, “How to use the XSLT Processor, C++ Edition,” on page 29 for more information).

## Running an XPLINK application

If the initial program you call is compiled XPLINK, then Language Environment will initialize the enclave as an XPLINK environment. If your initial program is non-XPLINK, and you are calling an XPLINK program later on, then you need to specify the XPLINK(ON) runtime option so that calls may be made between XPLINK and non-XPLINK programs.

When you build the samples and use the OS390\_XPLINK environment variable, XPLINK(ON) runtime options never needs to be set.

---

## Chapter 3. How to use the XML Parser, C++ Edition

Samples have been provided to demonstrate the features of the XML Parser, C++ Edition. These samples use simple applications written on top of the SAX and DOM API's. See "Why XML?" on page 1 for more information on the APIs. The following samples can be found in the samples directory:

**SAXCount**

counts the elements, attributes, spaces and characters in an XML file

**SAX2Count**

same as SAXCount, except uses SAX 2.0

**SAXPrint**

parses an XML file and prints it out

**SAX2Print**

same as SAXPrint, except uses SAX 2.0

**DOMCount**

counts the elements, attributes, spaces and characters in an XML file

**DOMPrint**

parses an XML file and prints it out

**MemParse**

parses XML in a memory buffer, outputting the number of elements and attributes

**Redirect**

redirects the input stream for external entities

**PParse**

demonstrates progressive parsing

**PSVIWriter**

exposes the underlying PSVI of the parsed XML file

**SCMPrint**

parses an XSD file and prints information about the Schema Component Model

**StdInParse**

demonstrates streaming XML data from standard input

**EnumVal**

shows how to enumerate the markup declarations in a DTD validator

**SEnumVal**

shows how to enumerate the markup declarations in a Schema validator

**CreateDOMDocument**

creates a DOM tree in memory from scratch

**Rule:** These samples are only examples of how to exploit the XML Parser, C++ Edition. You will need to modify your own applications accordingly.

Pre-built versions of the samples for the z/OS UNIX environment are included in the Toolkit. These can be used to illustrate XML concepts, validate XML documents, and validate DTDs and schemas during development. See "Using the sample applications" on page 18 section for instructions on how to use these pre-built

versions. Also, source code is provided in the Toolkit for all of the samples to aid developers in getting started with their applications.

**Rule:** The prebuilt samples shipped with the Toolkit are the non-XPLINK versions. If you want to use the XPLINK versions of the samples, then you must build your own copy of them.

The procedures for building and using your built samples differ depending on the target environment. The procedures for building your samples are outlined in sections “z/OS UNIX Environment” on page 21 and “Building sample applications for the MVS Environment” on page 24. The procedures for using your built samples are outlined in sections “Using your sample applications on the z/OS UNIX Environment” on page 23 and “Using your sample applications on the MVS Environment” on page 27

The XML Parser, C++ Edition component is installed in `/usr/lpp/ixm/IBM/xml4c-5_5` by default. It contains the following sub-directories:

**/doc** contains online APIs and design documentation

**/include**  
used for building samples

**/lib** used for running the parser code

**/bin** used for the samples

In addition to the sub-directories, the Toolkit includes the following data sets:

**hlq.SIXMLOD1**  
used for running the parser code in an MVS environment

**hlq.SIXMEXP**  
used to build applications for an MVS environment

---

## Using the sample applications

**Note:** The pre-built samples can be run in a z/OS UNIX command environment.

Before running the samples, you must ensure that several environment variables are set properly. First, set up an environment variable to point to the location where the XML Toolkit, C++ Parser component was installed:

```
export XERCECROOT=/usr/lpp/ixm/IBM/xml4c-5_5
```

Then type in the following command statements:

```
export LIBPATH=$XERCECROOT/lib:$LIBPATH
export PATH=$XERCECROOT/bin:$PATH
```

You are now set to run the sample applications. For example, to run the DOMPrint application from the `$XERCECROOT/bin` directory, type the following command statement:

```
cd $XERCECROOT/samples/data
DOMPrint -v=always -wenc=IBM-1047-s390 -wfpp=on personal.xml
(use "-v=auto" for personal-schema.xml)
```



This sample application will then parse the personal.xml file, construct the DOM tree, and invoke DOMWriter::writeNode() to serialize the resultant DOM tree back to an XML stream. The following is a sample output from DOMPrint:

```
cd $XERCESSROOT/samples/data
DOMPrint -v=always -wenc=IBM-1047-s390 -wfpp=on personal.xml
```

```
<?xml version="1.0" encoding="IBM-1047-s390" standalone="no" ?>
<!DOCTYPE personnel SYSTEM "personal.dtd">
<personnel>

  <person id="Big.Boss">
    <name>
      <family>Boss</family>
      <given>Big</given>
    </name>
    <email>chief@foo.com</email>
    <link subordinates="one.worker two.worker three.worker four.worker five.worker"/>
  </person>

  <person id="one.worker">
    <name>
      <family>Worker</family>
      <given>One</given>
    </name>
    <email>one@foo.com</email>
    <link manager="Big.Boss"/>
  </person>

  <person id="two.worker">
    <name>
      <family>Worker</family>
      <given>Two</given>
    </name>
    <email>two@foo.com</email>
    <link manager="Big.Boss"/>
  </person>

  <person id="three.worker">
    <name>
      <family>Worker</family>
      <given>Three</given>
    </name>
    <email>three@foo.com</email>
    <link manager="Big.Boss"/>
  </person>

  <person id="four.worker">
    <name>
      <family>Worker</family>
      <given>Four</given>
    </name>
    <email>four@foo.com</email>
    <link manager="Big.Boss"/>
  </person>
```

```
<person id="five.worker">
  <name>
    <family>Worker</family>
    <given>Five</given>
  </name>
  <email>five@foo.com</email>
  <link manager="Big.Boss"/>
</person>
```

```
</personnel>
```

Help for each of the samples can be displayed by using the `-?` parameter. For example, to display help for the MemParse sample, type the following:

```
MemParse -?
```

This will display the following text:

Usage:

```
MemParse [options]
```

This program uses the SAX Parser to parse a memory buffer containing XML statements, and reports the number of elements and attributes found.

Options:

```
-v=xxx Validation scheme [always | never | auto*].
-n Enable namespace processing. Defaults to off.
-s Enable schema processing. Defaults to off.
-f Enable full schema constraint checking. Defaults to off.
-? Show this help.
```

\* = Default if not provided explicitly.

## Rule for running non-XPLINK samples

In order to run the non-XPLINK samples, the XML Parser, C++ Edition requires the run-time library provided by Language Environment, SCEERUN, to be made available in the program search order. The best way to do this is by adding SCEERUN data set in the LNKLIST. If you do not wish to add SCEERUN to the LNKLIST, access SCEERUN data set through STEPLIB.

## Rule for running XPLINK samples

In order to run the XPLINK samples, the XML Parser, C++ Edition requires the run-time libraries provided by Language Environment, SCEERUN and SCEERUN2, to be made available in the program search order. The best way to do this is by adding the SCEERUN and SCEERUN2 data sets into the LNKLIST. If you do not wish to add SCEERUN and SCEERUN2 to the LNKLIST, access SCEERUN and SCEERUN2 data sets through STEPLIB.

---

## z/OS UNIX Environment

### Building sample applications for the z/OS UNIX Environment

Before being able to build the provided samples, the system environment must be configured correctly. Doing so requires the use of the GNU make utility (gmake). To download gmake go to:

<http://www.ibm.com/servers/eserver/zseries/zos/unix/bpxalty1.html#gmake>

After you have downloaded gmake, issue the following command against the install file:

```
pax -rzf
```

This will place the gmake program into the /bin directory (the /bin directory was created by the pax command). For additional information on using gmake, see the IBM redbook Open Source Software for OS/390 UNIX, SG24-5944 available online at:

<http://www-1.ibm.com/servers/eserver/zseries/zos/unix/redbook/index.html/>

Please note that all references to gmake refer to the GNU make utility.

Product files are required to build the XML Parser, C++ Edition on z/OS UNIX. These files and their descriptions are displayed in the following table:

*Table 6. Product Files Required to Build Sample XML Applications for z/OS UNIX Environments*

Product file name	Product file description
files in the include directory	C++ header files contained in the include directory. These are required in order to compile application code.
<b>non-XPLINK product files</b>	
libxerces-c2_6_0.x	The definition side-deck contained in the lib directory that describes the XML Parser, C++ Edition external functions and the variables. This is required in order to bind application code.
libxerces-depdom2_6_0.x	The definition side-deck that describes the previously deprecated DOM APIs; it is only required if you are using these APIs.
<b>XPLINK product files</b>	
libxerces-c2_6_0.xplink.x	The definition side-deck contained in the lib directory that describes the XML Parser, C++ Edition external functions and the variables. This is required in order to use XPLINK to bind application code.
libxerces-depdom2_6_0.xplink.x	The definition side-deck that describes the previously deprecated DOM APIs; it is only required if you are using these APIs and compiling with XPLINK.

## Rules for invoking the XML Parser, C++ Edition in z/OS UNIX

Any application that is to invoke the XML Parser, C++ Edition parser under the z/OS UNIX System Services environment must include `libxerces-c2_6_0.x`, (or `libxerces-c2_6_0.xplink.x` if using XPLINK), when they bind. The binder uses the definition side-deck to resolve references to functions and variables defined in `libxerces-c2_6_0.dll` (`libxerces-c2_6_0.xplink.dll` if using XPLINK).

If you are using the deprecated DOM APIs, you need to include the `libxerces-depdom2_6_0.x` sidedeck, or for XPLINK applications, the `libxerces-depdom2_6_0.xplink.x` sidedeck.

The next thing you need to do is set the XML4C root path. To set it correctly, issue the following command statement:

```
export XERCESSROOT=/usr/lpp/ixm/IBM/xml4c-5_5
```

Now, you need to obtain access to a copy of the samples directory to which you have write access. Unless you are a superuser, you normally will not have write access to the samples subdirectory that was shipped with the product. In this case, you will need to do the following:

1. Create a new directory that you have write access to, for example:

```
cd $HOME
mkdir mysamples
```

2. Set a new environment variable that contains the full path to this new directory, as follows:

```
export XERCESSOUT=$HOME/mysamples
```

3. Copy the samples directory to your directory:

```
cp -r /usr/lpp/ixm/IBM/xml4c-5_5/samples $XERCESSOUT
```

Since the `XERCESSOUT` environment variable is set, that copy of the samples subdirectory will be used. The binary files will be stored in a "bin" subdirectory.

After you have copied the samples directory, you need to set up environment variables. This is done through the following sequence:

```
unset _CXX_CXXSUFFIX
export CXX=c++
export CXXFLAGS="-2"
```

If debugging is desired, the `-g` option can be used instead of the `-2` option in the `export CXXFLAGS` statement.

The next statement is only required for building XPLINK samples:

```
export OS390_XPLINK=1
```

Once the environment variables have been properly set, Makefiles must be created. The directory in which you create the Makefiles depends on where you are building the samples. If you have set the XERCECOUT environment variable, type the following:

```
cd $XERCECOUT/samples
configure
```

Finally, to build the samples, type the following in the directory in which you created the Makefiles:

```
export _CXX_CXXSUFFIX=cpp
export _CXX_CCMODE=1
gmake
```

After issuing the gmake command, the build process is completed. The samples are built into the \$XERCECOUT/bin directory. Proceed to the next section to see how to run your newly built sample applications.

## Using your sample applications on the z/OS UNIX Environment

Library files are required to run XML Parser, C++ Edition on z/OS UNIX. These files can be found in the \$XERCECROOT/lib directory. The file names and their descriptions are displayed in the following table:

*Table 7. Library Files Required to Run Sample XML Applications on z/OS UNIX*

Library File Name	Library File Description
<b>non-XPLINK library files</b>	
libxerces-c2_6_0.dll	XML Parser, C++ Edition library file
libxerces-depdom2_6_0.dll	library file for the previously deprecated DOM API
libicudata32.0.dll, libicudata_stub32.0.dll, libicuuc32.0.dll, libicui18n32.0.dll	ICU library files
<b>XPLINK library files</b>	
libxerces-c2_6_0.xplink.dll	XML Parser, C++ Edition library file
libxerces-depdom2_6_0.xplink.dll	library file for the previously deprecated DOM API
libicudata32.0.xplink.dll, libicudata_stub32.0.xplink.dll, libicuuc32.0.xplink.dll, libicui18n32.0.xplink.dll	ICU library files

Before running the samples, you must ensure that several environment variables are set properly. First, set up an environment variable to point to the location where the XML Parser, C++ Edition component was installed:

```
export XERCECROOT=/usr/lpp/ixm/IBM/xml4c-5_5
```

Then type in the following command statements:

```
export LIBPATH=$XERCECROOT/lib:$LIBPATH
```

Then set the PATH to locate the samples you have just built:

```
export PATH=$XERCECOUT/bin:$PATH
```

You are now set to run your sample applications. For example, to run the SAXCount application from the *\$XERCECOUT/bin* directory, type the following command statement:

```
SAXCount $XERCECROOT/samples/data/personal.xml
```

This sample application will then count the number of elements, attributes, spaces and characters in the XML file *personal.xml* .

---

## MVS Environment

### Building sample applications for the MVS Environment

Before being able to build the provided samples, the system environment must be configured correctly. Doing so requires the use of the GNU make utility (gmake). To download gmake go to:

<http://www.ibm.com/servers/eserver/zseries/zos/unix/bpxalty1.html#gmake>

After you have downloaded gmake, issue the following command against the install file:

```
pax -rzf
```

This will place the gmake program into the */bin* directory (the */bin* directory was created by the *pax* command). For additional information on using gmake, see the IBM redbook *Open Source Software for OS/390 UNIX*, SG24-5944 available online at:

<http://www-1.ibm.com/servers/eserver/zseries/zos/unix/redbook/index.html>

Please note that all references to gmake refer to the GNU make utility.

Product files are required to build the XML Parser, C++ Edition on MVS. These files and their descriptions are displayed in the following table:

*Table 8. Product Files Required to Build Sample XML Applications for MVS Environments*

Product file name	Product file description	Data set name
files in the <i>include</i> directory	C++ header files contained in the <i>include</i> directory. These are required in order to compile application code.	
<b>non-XPLINK product files</b>		
IXM4C55X	Definition side-deck that describes the XML Parser, C++ Edition functions and the variables.	<i>hlq.SIXMEXP</i>
IXMDD55X	Definition side-deck that describes the previously deprecated DOM APIs; it is only required if you are using these APIs.	<i>hlq.SIXMEXP</i>
<b>XPLINK product files</b>		

Table 8. Product Files Required to Build Sample XML Applications for MVS Environments (continued)

Product file name	Product file description	Data set name
IXM4C5XX	Definition side-deck that describes the XML Parser, C++ Edition functions and the variables. This is required in order to use XPLINK to bind application code.	hlq.SIXMEXP
IXMDD5XX	Definition side-deck that describes the previously deprecated DOM APIs; it is only required if you are using these APIs and XPLINK.	hlq.SIXMEXP

### Rules for invoking the XML Parser, C++ Edition in native MVS

Any application that is to invoke the XML Parser, C++ Edition parser under the native MVS environment must include either of the following definition side-decks when they bind: IXM4C55X (for non-XPLINK applications) or IXM4C5XX (for XPLINK applications). The binder uses the definition side-deck to resolve references to functions and variables defined in the IXM4C55 or IXM4C5X. In addition to the above, any applications that wish to use previously deprecated DOM APIs must also include either of the following definition side-decks: IXMDD55X (for non-XPLINK applications) or IXMDD5XX (for XPLINK applications). The binder uses the definition side-deck to resolve references to functions and variables defined in the IXMDD55 or IXMDD5X.

### Rules for building samples in native MVS

To be able to run the sample applications, you must first allocate a data set to hold the executables. The following is an example of a data set allocation:

```
userid.SAMPLES.rel.LOAD, 175 tracks on 3390, Record format:U,
Record Length: 0, Block size: 32760, ORG: PDSE,
Directory blocks: 0
```

If you are only building the XML Parser, C++ Edition samples, you need to allocate 175 tracks. If you plan on later building the XSLT Processor, C++ Edition samples, you need to allocate 200 tracks for those for a total of 375 tracks.

If you are building samples from multiple releases, you will need a unique PDSE for each release, for example: SAMPLES.V170 .LOAD for samples from Toolkit V1.7.0 and SAMPLES.V180 .LOAD for samples from Toolkit V1.8.0.

The next thing you need to do is set the XML4C root path. To set it correctly, issue the following command statement:

```
export XERCESSROOT=/usr/lpp/ixm/IBM/xml4c-5_5
```

Now, you need to obtain access to a copy of the samples directory to which you have write access. Unless you are a superuser, you normally will not have write access to the samples subdirectory that was shipped with the product. In this case, you will need to do the following:

1. Create a new directory that you have write access to, for example:

```
cd $HOME
mkdir mysamples
```

2. Set a new environment variable that contains the full path to this new directory, as follows:

```
export XERCECOUT=$HOME/mysamples
```

3. Copy the samples directory to your directory:

```
cp -r /usr/lpp/ixm/IBM/xml4c-5_5/samples $XERCECOUT
```

Since the XERCECOUT environment variable is set, that copy of the samples subdirectory will be used. The binary files are stored in the MVS data set pointed to by the LOADMOD environment variable. If XERCECOUT is not set, the copy of the samples in the HFS that the product resides in will be used, and the binary files will be stored there.

After you have copied the samples directory, you need to set up environment variables. This is done through the following sequence:

```
export LOADMOD=userid.SAMPLES.rel.LOAD
export LOAEXP=hlq.SIXMEXP
export OS390BATCH=1
unset _CXX_CXXSUFFIX
export CXX=c++
export CXXFLAGS="-2"
```

If debugging is desired, the `-g` option can be used instead of the `-2` option in the `export CXXFLAGS` statement.

The next statement is only required if your building XPLINK samples:

```
export OS390_XPLINK=1
```

Once the environment variables have been properly set, Makefiles must be created. Type the following:

```
cd $XERCECOUT/samples
configure
```

You are now ready to build the samples. Type the following in the directory in which you created the Makefiles:

```
export _CXX_CXXSUFFIX=cpp
export _CXX_XSUFFIX_HOST=SIXMEXP
export _CXX_CCMODE=1
gmake
```

After you have issued the `gmake` command, the build process is completed. The built samples are placed into the `userid.SAMPLES.rel.LOAD` data set. Proceed to the next section to see how to run your newly built sample applications.



## Using your sample applications on the MVS Environment

Library files are required to run XML Parser, C++ Edition on MVS. The following table is a list of library files required, a short description of the files, and the data set names of where these files are located.

Table 9. Library Files Required to Run Sample XML Applications on MVS

Library file name	Library file description	Library data set name
<b>non-XPLINK library files</b>		
IXM4C55	XML Parser, C++ Edition library file	hlq.SIXMLOD1
IXMDD55	previously deprecated DOM API library file	hlq.SIXMLOD1
IXMI32UC	ICU library file (explicitly loaded by IXM4C55)	hlq.SIXMLOD1
IXMI32DA	ICU library file	hlq.SIXMLOD1
IXMI32D1	ICU library file	hlq.SIXMLOD1
IXMI32IN	ICU library file	hlq.SIXMLOD1
<b>XPLINK library files</b>		
IXM4C5X	XML Parser, C++ Edition library file	hlq.SIXMLOD1
IXMDD5X	previously deprecated DOM API library file	hlq.SIXMLOD1
IXMI32XC	ICU library file (explicitly loaded by IXM4C5X)	hlq.SIXMLOD1
IXMI32XA	ICU library file	hlq.SIXMLOD1
IXMI32X1	ICU library file	hlq.SIXMLOD1
IXMI32XN	ICU library file	hlq.SIXMLOD1

Before you run the samples, you must make sure that you have access to the library, SIXMLOD1. You can ask your system programmer to install SIXMLOD1 in LNKLST. If the SIXMLOD1 data set cannot be placed in LNKLST, you can STEPLIB the data set for each application that requires it. You can invoke the samples from TSO or a JCL job. For example, you can submit the following JCL to run SAXCount.

```
//USERJOB JOB MSGLEVEL=(1,1),CLASS=A
//TEST EXEC PGM=SAXCOUNT,
//* HFS file input
// PARM='//usr/lpp/ixm/IBM/xml4c-5_5/samples/data/personal.xml'
//*
//* DDNAME input
//* PARM='///DD:XMLDATA(PERSONAL)'
//* PARM='DD:XMLDATA(PERSONAL)'
//*
//* Data set input
//* PARM='""//''USERID.XML.DATA(PERSONAL)'''
//* PARM='""//XML.DATA(PERSONAL)'''
//*
//STEPLIB DD DSN=hlq.SIXMLOD1,DISP=SHR
```

```
//          DD   DSN=userid.SAMPLES.rel.LOAD,DISP=SHR
// *XMLDATA DD   DSN=userid.XML.DATA,DISP=SHR
/*
```

---

## Multi-threading considerations

The following are multi-threading considerations for the XML Parser, C++ Edition.

### Using UNIX pthreads

Within a program, an instance of the parser may be used without restriction from a single thread, or an instance of the parser can be accessed from multiple threads, provided the application guarantees that only one thread has entered a method of the parser at any one time.

When two or more parser instances exist in a process, the instances can be used concurrently, without external synchronization. That is, in an application containing two parsers and two threads, one parser can be running within the first thread concurrently with the second parser running within the second thread.

Similar rules apply to XML4C DOM documents. Multiple document instances may be concurrently accessed from different threads, but any given document instance can only be accessed by one thread at a time.

DOMStrings allow multiple concurrent readers. All DOMString const methods are thread safe, and can be concurrently entered by multiple threads. Non-const DOMString methods, such as `appendData()`, are not thread safe and the application must guarantee that no other methods (including const methods) are executed concurrently with them.

The application also needs to guarantee that only one thread has entered either the method `XMLPlatformUtils::Initialize()` or the method `XMLPlatformUtils::Terminate()` at any one time.

### Using MVS multi-tasking

Care must be taken when using the parser in a multi-tasking environment within a single address space. Each task that wishes to use a parser must initialize its own parser environment via a call to `XMLPlatformUtils::Initialize()`. It follows then that each task must have its own parser instance and cannot share parser data structures, such as DOMString.

---

## Chapter 4. How to use the XSLT Processor, C++ Edition

Samples have been provided to demonstrate the features of the XSLT Processor, C++ Edition. These samples use simple applications written on top of the SAX, DOM, and Xalan API's. See "Why XML?" on page 1 for more information on the APIs. The following samples can be found in the samples directory:

### **CompileStylesheet**

use a compiled stylesheet to perform a series of transformations

### **DocumentBuilder**

programmatically constructs an XML document, applies the `foo.xsl` stylesheet to this document, and writes the output to `foo.out`

### **ExternalFunctions**

implements, installs, and illustrates the usage of three extension functions

### **ParsedSourceWrappers**

performs a transformation with input in the form of a pre-built XercesDOM or XalanSourceTree

### **SerializeNodeSet**

serializes the node set returned by the application of an XPath expression to an XML document

### **SimpleTransform**

uses the `foo.xsl` stylesheet to transform `foo.xml`, and writes the output to `foo.out`

### **SimpleXPathAPI**

uses the XPathEvaluator interface to evaluate an XPath expression from the specified context node of an XML file and displays the nodeset returned by the expression

### **SimpleXPathCAPI**

uses the XPathEvaluator C interface to evaluate an XPath expression and displays the string value returned by the expression

### **StreamTransform**

processes character input streams containing a stylesheet and an XML document, and writes the transformation output to a character output stream

### **TraceListen**

trace events during a transformation

### **TransformToXercesDOM**

performs a simple transformation but puts the result in a Xerces DOMDocument

### **UseStylesheetParam**

set a stylesheet parameter that the stylesheet uses during the transformation

### **XalanTransform**

uses the XalanTransformer class and the associated C++ API to apply an XSL stylesheet file to an XML document file and write the transformation output to either an output file or to a stream

### **XalanTransformerCallback**

returns transformation output in blocks to a callback function, which writes the output to a file

### **XPathWrapper**

use this sample to find out what a given XPath expression returns from a given context node in an XML file

**Rule:** These samples are only examples of how to exploit the XSLT Processor, C++ Edition. You will need to modify your own applications accordingly.

Pre-built versions of the samples for the z/OS UNIX environment are included in the Toolkit. These can be used to illustrate XML concepts, validate XML documents, and validate DTDs and schemas during development. See “Using the sample applications” on page 30 section for instructions on how to use these pre-built versions.

**Rule:** The prebuilt samples shipped with the Toolkit are the non-XPLINK versions. If you want to use the XPLINK versions of these samples, you must build your own copy of them.

The procedures for building and using your built samples differ depending on the target environment. The procedures for building your samples are outlined in sections “Building sample applications for the z/OS UNIX Environment” on page 31 and “Building sample applications for the MVS Environment” on page 35. The procedures for using your built samples are outlined in sections “Using your sample applications on the z/OS UNIX Environment” on page 34 and “Using your sample applications on the MVS Environment” on page 38

The XSLT Processor, C++ Edition component is installed in /usr/lpp/ixm/IBM/xslt4c-1\_9 by default. It contains the following sub-directories:

**/doc** contains online APIs and design documentation

**/include**  
used for building samples

**/lib** used for running the processor code

**/bin** used for the samples

In addition to the sub-directories, the Toolkit includes the following data sets:

**hlq.SIXLMOD1**  
used for running the processor code in an MVS environment

**hlq.SIXMEXP**  
used to build applications for an MVS environment

---

## **Using the sample applications**

Set up an environment variable to point to the location where the XSLT Processor, C++ Edition component was installed:

```
export XALANCR00T=/usr/lpp/ixm/IBM/xslt4c-1_9
```

You also need to set up an environment variable to point to the location where the XML Parser, C++ Edition component was installed. Here is how you do that:

```
export XERCECR00T=/usr/lpp/ixm/IBM/xml4c-5_5
```

Next, type in the following command statements:

```
export LIBPATH=$XALANCR00T/lib:$XERCESS00T/lib:$LIBPATH
export PATH=$XALANCR00T/bin:$PATH
```

You must now copy the sample files to a temporary directory. Here is how you do that:

```
mkdir $HOME/xslsamples
cd $HOME/xslsamples
cp $XALANCR00T/samples/SimpleTransform/foo.* .
```

You are now set to run the sample applications. For example, to run the SimpleTransform application, in the \$XALANCR00T/samples/SimpleTransform/ directory type the following:

```
SimpleTransform
```

This sample application will then use the foo.xsl stylesheet to transform foo.xml, and write the output to foo.out. The pre-built samples can be run in a z/OS UNIX command environment.

## Rule for running non-XPLINK samples

In order to run the non-XPLINK samples, the XSLT Processor, C++ Edition requires the run-time library provided by Language Environment, SCEERUN, to be made available in the program search order. The best way to do this is by adding SCEERUN data set in the LNKLIST. If you do not wish to add SCEERUN to the LNKLIST, access SCEERUN data set through STEPLIB.

## Rule for running XPLINK samples

In order to run the XPLINK samples, the XSLT Processor, C++ Edition requires the run-time libraries provided by Language Environment, SCEERUN and SCEERUN2, to be made available in the program search order. The best way to do this is by adding the SCEERUN and SCEERUN2 data sets into the LNKLIST. If you do not wish to add SCEERUN and SCEERUN2 to the LNKLIST, access SCEERUN and SCEERUN2 data sets through STEPLIB.

---

## z/OS UNIX Environment

### Building sample applications for the z/OS UNIX Environment

Next, the system environment must be configured correctly. Doing so requires the use of the GNU make utility (gmake). To download gmake go to:

```
http://www.ibm.com/servers/eserver/zseries/zos/unix/bpxa1ty1.html#gmake
```

After you have downloaded gmake, issue the following command against the install file:

```
pax -rzf
```

This will place the gmake program into the /bin directory (the /bin directory was created by the pax command). For additional information on using gmake, see the IBM redbook Open Source Software for OS/390 UNIX, SG24-5944 available online at:

```
http://www-1.ibm.com/servers/eserver/zseries/zos/unix/redbook/index.html
```

Please note that all references to gmake refer to the GNU make utility.

Product files are required to build the XSLT Processor, C++ Edition on z/OS UNIX. These files and their descriptions are displayed in the following table:

*Table 10. Product Files Required to Build Sample XML Applications for z/OS UNIX Environments*

Product file name	Product file description
<b>non-XPLINK product files</b>	
libxslt4c.1_9_0.x	the definition side-deck that describes the XSLT Processor, C++ Edition functions and the variables
libxerces-c2_6_0.x	The definition side-deck contained in the lib directory that describes the XSLT Processor, C++ Edition external functions and the variables. This is required in order to bind application code.
libxerces-depdom2_6_0.x	The definition side-deck that describes the previously deprecated DOM APIs; it is only required if you are using these APIs.
<b>XPLINK product files</b>	
libxslt4c.1_9_0.xplink.x	The definition side-deck that describes the XSLT Processor, C++ Edition functions and the variables. This is required in order to use XPLINK to bind application code.
libxerces-c2_6_0.xplink.x	The definition side-deck contained in the lib directory that describes the XSLT Processor, C++ Edition external functions and the variables. This is required in order to use XPLINK to bind application code.
libxerces-depdom2_6_0.xplink.x	The definition side-deck that describes the previously deprecated DOM APIs; it is only required if you are using these APIs and XPLINK.

## Rules for invoking the XSLT Processor, C++ Edition in z/OS UNIX

Any application that is to invoke the XSLT Processor, C++ Edition processor under the z/OS UNIX System Services environment must include libxslt4c.1\_9\_0.x and libxerces-c2\_6\_0.x, (or libxslt4c.1\_9\_0.xplink.x and libxerces-c2\_6\_0.xplink.x if using XPLINK), when they bind. The binder uses the definition side-deck to resolve references to functions and variables defined in libxslt4c.1\_9\_0.dll and libxerces-c2\_6\_0.dll (libxslt4c.1\_9\_0.xplink.dll and libxerces-c2\_6\_0.xplink.dll if using XPLINK).

If you are using the deprecated DOM APIs, you need to include the libxerces-depdom2\_6\_0.x sidedeck, or for XPLINK applications, the libxerces-depdom2\_6\_0.xplink.x sidedeck.

Now set up an environment variable to point to the location where the XSLT Processor, C++ Edition component was installed:

```
export XALANCR00T=/usr/lpp/ixm/IBM/xslt4c-1_9
```

You also need to set up an environment variable to point to the location where the XML Parser, C++ Edition component was installed. Here is how you do that:

```
export XERCECROOT=/usr/lpp/ixm/IBM/xml4c-5_5
```

Next, you need to obtain access to a copy of the samples directory to which you have write access. Unless you are a superuser, you normally will not have write access to the samples subdirectory that was shipped with the product. In this case, you will need to do the following:

1. Create a new directory that you have write access to, for example:

```
cd $HOME
mkdir mysamples
```

2. Set a new environment variable that contains the full path to this new directory, as follows:

```
export XALANCOUT=$HOME/mysamples
```

3. Copy the samples directory to your directory:

```
cp -r /usr/lpp/ixm/IBM/xslt4c-1_9/samples $XALANCOUT
```

Since the XALANCOUT environment variable is set, that copy of the samples subdirectory will be used. The binary files will be stored in a "bin" subdirectory.

After you have copied the samples directory, you need to set up environment variables. This is done through the following sequence:

```
export CXX=c++
export CXXFLAGS="-2"
```

If debugging is desired, the `-g` option can be used instead of the `-2` option in the `export CXXFLAGS` statement.

The next statement is only required for building XPLINK samples:

```
export OS390_XPLINK=1
```

Next, you need to set up some information for the non-XPLINK Standard C++ Library sidedeck. Here is how you do that:

**Note:** The below `export` statement is not required if using XPLINK; the contents of the `_CXX_PSYSIX` variable are loaded by default when using XPLINK. Also, if `_CXX_PSYSIX` was previously set and you are now building an XPLINK version, unset the variable.

```
export _CXX_PSYSIX=\
"{_PLIB_PREFIX}.SCEELIB(C128N)":\
"{_CLIB_PREFIX}.SCLBSID(IOC,IOSTREAM,COMPLEX,COLL)"
```

`{_PLIB_PREFIX}` and `{_CLIB_PREFIX}` are set to a default (for example, CEE and CBC, respectively) during custom installation, or using user overrides.

**Rule:** All three segments of the above example must be entered on the same command line.

Finally, to build the samples, type the following in the directory in which you created the Makefiles:

```
export _CXX_CXXSUFFIX=cpp
export _CXX_CCMode=1
cd $XALANCOU/samples
gmake
```

After issuing the gmake command, the build process is completed. The samples are built into the \$XALANCOU/bin directory.

## Using your sample applications on the z/OS UNIX Environment

Library files are required to run XSLT Processor, C++ Edition on z/OS UNIX. These files can be found in the \$XALANCROOT/lib and \$XERCESCROOT/lib directories. The file names and their descriptions are displayed in the following table:

Table 11. Library Files Required to Run Sample XML Applications on z/OS UNIX

Library File Name	Library File Description
<b>non-XPLINK library files</b>	
libxslt4c.1_9_0.dll, libxslt4cMessages.1_9_0.dll	XSLT Processor, C++ Edition library files
libxerces-c2_6_0.dll	XML Parser, C++ Edition library file
libxerces-depdom2_6_0.dll	library file for the previously deprecated DOM API
libicudata32.0.dll, libicudata_stub32.0.dll, libicuuc32.0.dll, libicui18n32.0.dll	ICU library files
<b>XPLINK library files</b>	
libxslt4c.1_9_0.xplink.dll, libxslt4cMessages.1_9_0.xplink.dll	XSLT Processor, C++ Edition library files
libxerces-c2_6_0.xplink.dll	XML Parser, C++ Edition library file
libxerces-depdom2_6_0.xplink.dll	library file for the previously deprecated DOM API
libicudata32.0.xplink.dll, libicudata_stub32.0.xplink.dll, libicuuc32.0.xplink.dll, libicui18n32.0.xplink.dll	ICU library files

Before running the samples, you must ensure that several environment variables are set properly. First, set up an environment variable to point to the location where the XSLT Processor, C++ Edition component was installed:

```
export XALANCROOT=/usr/lpp/ixm/IBM/xslt4c-1_9
```

You also need to set up an environment variable to point to the location where the XML Parser, C++ Edition component was installed. Here is how you do that:

```
export XERCESCROOT=/usr/lpp/ixm/IBM/xml4c-5_5
```

Then type in the following command statements:



```
export LIBPATH=$XALANCR00T/lib:$XERCECROOT/lib:$LIBPATH
export ICU_DATA=$XERCECROOT/lib
```

Then set the PATH to locate the samples you have just built:

```
export PATH=$XALANCOU/bin:$PATH
```

You are now set to run your sample applications. For example, to run the SimpleTransform application from the \$XALANCOU/bin directory, type the following command statement:

```
cd $XALANCOU/samples/SimpleTransform
SimpleTransform
```

This sample application will then use the foo.xsl stylesheet to transform foo.xml, and write the output to foo.out.

## MVS Environment

### Building sample applications for the MVS Environment

Before being able to build the provided samples, the system environment must be configured correctly. Doing so requires the use of the GNU make utility (gmake). To download gmake go to:

<http://www.ibm.com/servers/eserver/zseries/zos/unix/bpxalty1.html#gmake>

After you have downloaded gmake, issue the following command against the install file:

```
pax -rzf
```

This will place the gmake program into the /bin directory (the /bin directory was created by the pax command). For additional information on using gmake, see the IBM redbook *Open Source Software for OS/390 UNIX*, SG24-5944 available online at:

<http://www-1.ibm.com/servers/eserver/zseries/zos/unix/redbook/index.html>

Please note that all references to gmake refer to the GNU make utility.

Product files are required to build the XSLT Processor, C++ Edition on MVS. These files and their descriptions are displayed in the following table:

*Table 12. Product Files Required to Build Sample XML Applications for MVS Environments*

Product file name	Product file description	Data set name
files in the include directory	C++ header files contained in the include directory. These are required in order to compile application code.	
<b>non-XPLINK product files</b>		
IXMLC19X	Definition side-deck that describes the XSLT Processor, C++ Edition functions and variables.	h/q.SIXMEXP

Table 12. Product Files Required to Build Sample XML Applications for MVS Environments (continued)

Product file name	Product file description	Data set name
IXM4C55X	Definition side-deck that describes the XML Parser, C++ Edition functions and the variables.	hlq.SIXMEXP
IXMDD55X	Definition side-deck that describes the previously deprecated DOM APIs; it is only required if you are using these APIs.	hlq.SIXMEXP
<b>XPLINK product files</b>		
IXMLX19X	Definition side-deck that describes the XSLT Processor, C++ Edition functions and variables. This is required in order to use XPLINK to bind application code.	hlq.SIXMEXP
IXM4C5XX	XPLINK definition side-deck that describes the XML Parser, C++ Edition functions and the variables. This is required in order to use XPLINK to bind application code.	hlq.SIXMEXP
IXMDD5XX	Definition side-deck that describes the previously deprecated DOM APIs; it is only required if you are using these APIs and XPLINK.	hlq.SIXMEXP

**Rule:** Any non-XPLINK application that is to invoke the XSLT Processor, C++ Edition parser under the native MVS environment must include the IXMLC19X and IXM4C55X definition side-decks when they bind. The binder uses the definition side-decks to resolve references to functions and variables defined in the IXMLC19 and IXM4C55. Any XPLINK application that is to invoke the XSLT Processor, C++ Edition parser under the native MVS environment must include the IXMLX19X and IXM4C5XX definition side-decks when they bind. The binder uses the definition side-decks to resolve references to functions and variables defined in the IXMLX19 and IXM4C5X.

To be able to run the sample applications, you must first allocate a data set to hold the executables. **If you have already allocated a data set for XML Parser, C++ Edition, skip this step.** The following is an example of a data set allocation:

```
userid.SAMPLES.rel.LOAD, 200 tracks on 3390, Record format:U,
Record Length: 0, Block size: 32760, ORG: PDSE,
Directory blocks: 0
```

**Rule:** If you are building samples from multiple releases, you will need a unique PDSE for each release, for example: `SAMPLES.V170 .LOAD` for samples from Toolkit V1.7.0 and `SAMPLES.V160 .LOAD` for samples from Toolkit V1.6.0.

Next, you must ensure that several environment variables are set properly. First, set up an environment variable to point to the location where the XSLT Processor, C++ Edition component was installed:

```
export XALANCR00T=/usr/lpp/ixm/IBM/xslt4c-1_9
```

You also need to set up an environment variable to point to the location where the XML Parser, C++ Edition component was installed. Here is how you do that:

```
export XERCESCROOT=/usr/lpp/ixm/IBM/xml4c-5_5
```

Then, you need to obtain access to a copy of the samples directory to which you have write access. Unless you are a superuser, you normally will not have write access to the samples subdirectory that was shipped with the product. In this case, you will need to do the following:

1. Create a new directory that you have write access to, for example:

```
cd $HOME  
mkdir mysamples
```

2. Set a new environment variable that contains the full path to this new directory, as follows:

```
export XALANCOU=$HOME/mysamples
```

3. Copy the samples directory to your directory:

```
cp -r /usr/lpp/ixm/IBM/xslt4c-1_9/samples $XALANCOU
```

Since the XALANCOU environment variable is set, that copy of the samples subdirectory will be used. The binary files are stored in the MVS data set pointed to by the LOADMOD environment variable.

After you have copied the samples directory, you need to set up environment variables. This is done through the following sequence:

```
export LOADMOD=userid.SAMPLES.rel.LOAD  
export LOAEXP=hlq.SIXMEXP  
export OS390BATCH=1  
export CXX=c++  
export CXXFLAGS="-2"
```

If debugging is desired, the `-g` option can be used instead of the `-2` option in the `export CXXFLAGS` statement.

The next statement is only required if you are building XPLINK samples:

```
export OS390_XPLINK=1
```

Next, you need to set up some information for the non-XPLINK Standard C++ Library sidedeck. Here is how you do that:

**Note:** The below export statement is not required if using XPLINK; the contents of the `_CXX_PSYSIX` variable are loaded by default when using XPLINK. Also, if `_CXX_PSYSIX` was previously set and you are now building an XPLINK version, unset the variable.

```
export _CXX_PSYSIX=\
"{_PLIB_PREFIX}.SCEELIB(C128N)":\
"{_CLIB_PREFIX}.SCLBSID(IOC,IOSTREAM,COMPLEX,COLL)"
```

where `{_PLIB_PREFIX}` and `{_CLIB_PREFIX}` are set to a default (for example, CEE and CBC, respectively) during custom installation, or using user overrides.

**Rule::** All three segments of the above example must be entered on the same command line.

You are now ready to build the samples. The following sequence shows how to build the samples:

```
export _CXX_CXXSUFFIX=cpp
export _CXX_XSUFFIX_HOST=SIXMEXP
export _CXX_CCMODE=1
gmake
```

After you have issued the `gmake` command, the build process is now completed. The built samples are placed into the `userid.SAMPLES.rel.LOAD` data set.

## Using your sample applications on the MVS Environment

Library files are required to run XSLT Processor, C++ Edition on MVS. The following table is a list of library files required, a short description of the files, and the data set names of where these files are located.

Table 13. Library Files Required to Run Sample XML Applications on MVS

Library file name	Library file description	Library data set name
<b>non-XPLINK library files</b>		
IXMLC19	XSLT Processor, C++ Edition library file	hlq.SIXMLOD1
IXMMSG19	XSLT Processor, C++ Edition message handling	hlq.SIXMLOD1
IXM4C55	XML Parser, C++ Edition library file	hlq.SIXMLOD1
IXMDD55	previously deprecated DOM API library file	hlq.SIXMLOD1
IXMI32UC	ICU library file	hlq.SIXMLOD1
IXMI32DA	ICU library file	hlq.SIXMLOD1
IXMI32D1	ICU library file	hlq.SIXMLOD1
IXMI32IN	ICU library file	hlq.SIXMLOD1
<b>XPLINK library files</b>		
IXMLX19	XSLT Processor, C++Edition library file	hlq.SIXMLOD1

Table 13. Library Files Required to Run Sample XML Applications on MVS (continued)

Library file name	Library file description	Library data set name
<b>non-XPLINK library files</b>		
IXMMXG19	XSLT Processor, C++ Edition message handling	hlq.SIXMLOD1
IXM4C5X	XML Parser, C++ Edition library file	hlq.SIXMLOD1
IXMDD5X	previously deprecated DOM API library file	hlq.SIXMLOD1
IXMI32XC	ICU library file	hlq.SIXMLOD1
IXMI32XA	ICU library file	hlq.SIXMLOD1
IXMI32X1	ICU library file	hlq.SIXMLOD1
IXMI32XN	ICU library file	hlq.SIXMLOD1

Before you run the samples, you must make sure that you have access to the library, SIXMLOD1. You can ask your system programmer to install SIXMLOD1 in LNKLST. If the SIXMLOD1 data set cannot be placed in LNKLST, you can STEPLIB the data set for each application that requires it. You can invoke the samples from TSO or a JCL job. For example, you can submit the following JCL to run TRACELSN.

```
//USERJOB JOB MSGLEVEL=(1,1),CLASS=A
//TEST1 EXEC PGM=TRACELSN,
//* HFS file input
// PARM='/-tt'
//STEPLIB DD DSN=hlq.SIXMLOD1,DISP=SHR
// DD DSN=userid.SAMPLES.rel.LOAD,DISP=SHR
```



---

## Chapter 5. How to use the XML Toolkit command line utilities

---

### How to use the XSLT Processor, C++ Edition command line utility

To perform a transformation, you can call the XSLT Processor, C++ Edition from the command line. Xalan is a simple executable providing a command-line interface for performing XSLT transformations. The following describes how you can use Xalan to perform transformations:

1. Set *XALANCR00T* to be `/usr/lpp/ixm/IBM/xslt4c-1_9`
2. Set *XERCESCRO0T* to be `/usr/lpp/ixm/IBM/xml4c-5_5`
3. Set the *PATH* to include `$XALANCR00T/bin`
4. Set the *LIBPATH* to include `$XALANCR00T/lib:$XERCESCRO0T/lib`

Then from the command line, type the following:

```
Xalan
```

or

```
Xalan -?
```

to show all the options. The following is an example of the Xalan command line:

```
Xalan -o foo.out
      $XALANCR00T/samples/SimpleTransform/foo.xml
      $XALANCR00T/samples/SimpleTransform/foo.xsl
```

**Rule::** All three segments of the above example must be entered on the same command line.

Here is a sample job for the Xalan command (IXMXAL19):

```
//XALAN1 JOB REGION=0M,NOTIFY=&SYSUID
//STEP1 EXEC PGM=IXMXAL19
// PARM='/-e ibm-1047-s390 -o DD:OUTFILE DD:INXML DD:INXSL'
//STEPLIB DD DSN=h1q.SIXMLOD1,DISP=SHR,
//INXML DD DSN=USER1.FOO.XML,DISP=SHR
//INXSL DD DSN=USER1.FOO.XSL,DISP=SHR
//OUTFILE DD DSN=USER1.FOO.OUT,DISP=SHR
//*
```

The following table lists the flags and arguments the Xalan executable can take (the flags are case insensitive) :

Table 14. Flags and Arguments for the Xalan Executable

<b>-a</b> (Use stylesheet processing instruction, not the stylesheet argument)
<b>-e encoding</b> (Force the specified encoding for the output)
<b>-i integer</b> (Indent the specified amount)
<b>-m</b> (Omit the META tag in HTML output)
<b>-o filename</b> (Write transformation result to this file (rather than to the console))
<b>-p name expr</b> (Set a stylesheet parameter with this expression)
<b>-u name expr</b> (Disable escaping of URLs in HTML output)
<b>-v</b> (Validate the XML source document)

Table 14. Flags and Arguments for the Xalan Executable (continued)

- (A dash as the 'source' argument reads from stdin. A dash as the 'stylesheet' argument reads from stdin. ('-' cannot be used for both arguments.)
-?(Show all options)

There is another XSLT Processor, C++ Edition command line utility available called testXSLT. Like Xalan, this command line utility can perform transformations. However, unlike Xalan, it has additional options which can be used to help debug stylesheets during development. The following describes how you can use testXSLT to perform transformations:

1. Set *XALANCRROOT* to be /usr/lpp/ixm/IBM/xslt4c-1\_9
2. Set *XERCECROOT* to be /usr/lpp/ixm/IBM/xml4c-5\_5
3. Set the *PATH* to include \$XALANCRROOT/bin
4. Set the *LIBPATH* to include \$XALANCRROOT/lib:\$XERCECROOT/lib

You can now call the testXSLT executable with the appropriate flags and arguments or enter

```
testXSLT -h
```

to show all the options. The following command line, for example, includes the **-IN**, **-XSL**, and **-OUT** flags with their accompanying arguments; the XML source document, the XSL stylesheet, and the output file:

```
testXSLT -IN $XALANCRROOT/samples/SimpleTransform/foo.xml
          -XSL $XALANCRROOT/samples/SimpleTransform/foo.xsl
          -OUT foo.out
```

**Rule::** All three segments of the above example must be entered on the same command line.

Also, here is a sample job for the testXSLT command (IXMTST19):

```
//TSTXSLT1 JOB REGION=0M,NOTIFY=&SYSUID
//STEP1 EXEC PGM=IXMTST19
// PARM='/-IN FILE:////FOO.XML -XSL FILE:////FOO.XSL -OUT FOO.OUT'
//STEPLIB DD DSN=h1q.SIXMLOD1,DISP=SHR,
//*
```

The following table lists the flags and arguments the testXSLT executable can take (the flags are case insensitive) :

Table 15. Flags and Arguments for the testXSLT Executable

<b>-IN inputXMLURL</b>
<b>-XSL XSLTransformationURL</b>
<b>-OUT outputFileName</b>
<b>-H</b> (Display list of command line options)
<b>-?</b> (Display list of command line options)
<b>-V</b> (Version info)
<b>-QC</b> (Quiet Pattern Conflicts Warnings)
<b>-Q</b> (Quiet Mode)
<b>-INDENT</b> (Number of spaces to indent each level in output tree — default is 0)
<b>-VALIDATE</b> (Validate the XSL and XML input — default is not to validate)



Table 15. Flags and Arguments for the testXSLT Executable (continued)

<b>-TT</b> (Trace the templates as they are being called)
<b>-TG</b> (Trace each result tree generation event)
<b>-TS</b> (Trace each selection event)
<b>-TTC</b> (Trace the template children as they are being processed)
<b>-XML</b> (Use XML formatter and add XML header)
<b>-NH</b> (Don't write XML header) *The -XML flag must be set before use
<b>-HTML</b> (Use HTML formatter)
<b>-NOINDENT</b> (turns off HTML indenting) *The -HTML flag must be set before use
<b>-STRIPCDATA</b> (Strip CDATA sections of their brackets, but do not escape) *The -XML or -HTML flag must be set before use
<b>-ESCAPECDATA</b> (Strip CDATA sections of their brackets, and escape) *The -XML or -HTML flag must be set before use
<b>-TEXT</b> (Use simple Text formatter)
<b>-DOM</b> (Test for well-formed output — format to DOM then to XML for output)
<b>-XST</b> (Format to Xalan source tree, then to XML for output)
<b>-XD</b> (Use Xerces DOM instead of Xalan source tree)
<b>-DE</b> (Disable built-in extension functions)
<b>-EN</b> (Specify the namespace URI for Xalan extension functions; the default is <a href="http://xml.apache.org/xslt">http://xml.apache.org/xslt</a> )
<b>-PARAM name expression</b> (Set a stylesheet parameter)



---

## Chapter 6. Where to go for more information

For more information on XML Toolkit for z/OS, visit the XML Toolkit Web site at:  
<http://www.ibm.com/servers/eserver/zseries/software/xml/>

For additional information on the Apache XML project, visit the Apache Web site at:  
<http://xml.apache.org/>

There are also two redbooks that you may find informative:

- *Using XML on z/OS and OS/390 for Application Integration*, which contains information on how to integrate XML technology with business applications on z/OS. This document can be accessed from the following link:  
<http://publib-b.boulder.ibm.com/Redbooks.nsf/RedbookAbstracts/sg246285.html?Open>
- *XML on z/OS and OS/390: Introduction to a Service-Oriented Architecture*, which provides a general introduction to the XML Toolkit in the first half, followed by a comprehensive introduction to services-oriented architecture (SOA) and Web Services. This document can be accessed from the following link:  
<http://www.redbooks.ibm.com/redbooks/pdfs/sg246826.pdf>



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## Appendix. Accessibility

Accessibility features help a user who has a physical disability, such as restricted mobility or limited vision, to use software products successfully. The major accessibility features in z/OS enable users to:

- Use assistive technologies such as screen readers and screen magnifier software
- Operate specific or equivalent features using only the keyboard
- Customize display attributes such as color, contrast, and font size

---

### Using assistive technologies

Assistive technology products, such as screen readers, function with the user interfaces found in z/OS. Consult the assistive technology documentation for specific information when using such products to access z/OS interfaces.

---

### Keyboard navigation of the user interface

Users can access z/OS user interfaces using TSO/E or ISPF. Refer to *z/OS TSO/E Primer*, *z/OS TSO/E User's Guide*, and *z/OS ISPF User's Guide Vol I* for information about accessing TSO/E and ISPF interfaces. These guides describe how to use TSO/E and ISPF, including the use of keyboard shortcuts or function keys (PF keys). Each guide includes the default settings for the PF keys and explains how to modify their functions.

---

### z/OS information

z/OS information is accessible using screen readers with the BookServer/Library Server versions of z/OS books in the Internet library at:

<http://www.ibm.com/servers/eserver/zseries/zos/bkserv/>



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---

# Index

## A

- accessibility 47
- accessing data sets
  - how to 7
- accessing XML data
  - how to 7
- Apache project, Xerces 11
- Apache Software Foundation 11
- ASCII, encoding 9
- avoiding conversion
  - DRDA 10
  - FTP 10
  - MQSeries 10

## B

- B2B 1
- business-to-business 1

## C

- characteristics of
  - DOM API 5
  - SAX API 5
- conversion, avoiding
  - DRDA 10
  - MQSeries 10

## D

- deprecated DOM support 12
- disability 47
- Document Object Model 1
- Document Type Definition 1
- DOM 1
- DTD 1, 8
- DTD, accessing 8

## E

- EBCDIC, encoding 10
- encoding, general 8
- encoding, XML 8
- event-based interface 3

## F

- FTP
  - DRDA 10
  - MQSeries 10

## H

- HTML 1

## I

- iconv() 9
- interface, event-based 3

## K

- keyboard 47

## M

- MVS environment, Toolkit support 12

## N

- namespaces 1

## P

- packaging strategy, Toolkit 12
- parser, XML4C 11
- parsing documents
  - using DOM 5
  - using SAX 5
- processor, XSLT C++ 11

## S

- SAX 3
- Schema, accessing 8
- Schema, XML 1
- schematic of the DOM parsing model 2
- schematic of the SAX API 4
- shortcut keys 47
- Simple API for XML 3
- specifying data sets using absolute URIs 8
- specifying data sets using relative URIs 7

## T

- Toolkit 11
- Toolkit packaging strategy 12
- Toolkit parser, C++
  - multi-threading considerations 28
  - sample applications 17
  - using MVS multi-tasking 28
  - using UNIX pthreads 28
  - z/OS 17
    - building sample applications 24, 35
    - running sample applications 27, 38
  - z/OS UNIX 17
    - building sample applications 21, 31
- Toolkit parser, interfaces and specifications chart 11
- Toolkit processor, C++
  - sample applications 29
  - z/OS 29
  - z/OS UNIX 29

- Toolkit processor, interfaces and specifications
  - chart 11
- Toolkit support
  - MVS 12
  - z/OS UNIX System Services 12

## U

- Unicode, encoding 9
- using the DOM API 2

## V

- validating XML documents
  - results 6
- validation results 6

## W

- W3C 1
- World Wide Web Consortium 1
- writing applications using the SAX specification 3

## X

- Xerces Apache project 11
- XML 1, 11
- XML data, accessing 7
- XML documents, validation 6
- XML encoding 8
- XML Parser, C++ Edition 11
- XML Path Language 11
- XML Schema 1
- XML Toolkit for z/OS 11
- XML4C parser 11
- XPath 6, 11
- XPLINK application, building 15
- XPLINK application, running 16
- XPLINK support 15
- XPLINK support, using 15
- XSL Transformations (XSLT) Version 1.0 11
- XSLT Processor, C++ Edition 11
- XSLT ProcessorS, C++ Edition 11

## Z

- z/OS 11
- z/OS UNIX System Services, Toolkit support 12

---

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