

## Xml For Rpg Programmers An Introduction Partner400

Demonstrates the basics of HTML while explaining how to design Web sites, format text, add multimedia effects, and create forms, tables, lists, and style sheets.

This IBM® Redbooks® publication is focused on melding industry preferred practices with the unique needs of the IBM i community and providing a holistic view of modernization. This book covers key trends for application structure, user interface, data access, and the database. Modernization is a broad term when applied to applications. It is more than a single event. It is a sequence of actions. But even more, it is a process of rethinking how to approach the creation and maintenance of applications. There are tangible deliveries when it comes to modernization, the most notable being a modern user interface (UI), such as a web browser or being able to access applications from a mobile device. The UI, however, is only the beginning. There are many more aspects to modernization. Using modern tools and methodologies can significantly improve productivity and reduce long-term cost while positioning applications for the next decade. It is time to put the past away. Tools and methodologies have undergone significant transformation, improving functionality, usability, and productivity. This is true of the plethora of IBM tools and the wealth of tools available from many Independent Solution Providers (ISVs). This publication is the result of work that was done by IBM, industry experts, and by representatives from many of the ISV Tool Providers. Some of their tools are referenced in the book. In addition to reviewing technologies based on context, there is an explanation of why modernization is important and a description of the business benefits of investing in modernization. This critical information is key for line-of-business executives who want to understand the benefits of a modernization project. This book is appropriate for CIOs, architects, developers, and business leaders. Related information Making the Case for Modernization, IBM Systems Magazine

Java is here to stay. As the roles of Java in business and e-business applications continue to grow, all iSeries and AS/400 IT professionals have a choice to make. Learn Java, or get left behind. If you are a programmer who wants to stay on the cutting edge of your career, you will have to learn Java, and you will have to use Java. If you are a development manager, you will need to understand Java and its promise. If you are an architect, it is even more important to know Java and know when and where to use it. Or not use it. IBM is not abandoning RPG, but more and more Java is finding a role in leading-edge applications. For an RPG programmer, learning Java can be daunting, but with the right help, it's a skill that can be mastered. This book offers that help. It gently yet comprehensively walks you through the Java language and core Java-supplied functionality. Best of all, you will learn Java by comparing it to RPG! You learned RPG. Leverage that investment and learn Java!

Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute games to the Linux community.

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

This book teaches you everything you need to know to understand computer programming at a fundamental level. You will learn what the major programming languages are, how they work, and what to do.

Provides information on how to use XML to exchange data between a variety of databases and Web sites.

The tools and techniques you need to build applications and systems with XML. IT professionals know that XML is well on its way to becoming the industry standard for information exchange on the World Wide Web. This book provides you with the hands-on details you need to create the next generation of Web applications. With this book/CD-ROM, two former Microsoft XML technologies team members supply you with the know-how and tools you need to harness the power of XML. Alex Ceponkus and Faraz Hoodbhoy walk you through numerous real-world examples illustrating effective techniques for using XML to enhance the data accessing and presentation capabilities of your programs. You get an in-depth look at how to use the XML Document Object Model, the DOM, and techniques for leveraging the XML Stylesheet Language, XSL. Learn how to: \* Build sophisticated e-commerce applications with XML. \* Use XSL with XML to facilitate data presentation. \* Radically enhance the data exchange capabilities of intranet and Web applications. \* Create customized markup languages. \* Create intelligent, searchable document structures. \* Access existing data in relational databases. \* Exploit XML in various real-world business scenarios. On the CD-ROM you'll find: \* Source code from the book. \* Demo applications. \* Active Server scripting examples for server-side interaction. \* Updates on XML from the W3C. \* The tools and applications you need to begin writing and testing your XML applications. Visit our Web site at [www.wiley.com/compbooks/](http://www.wiley.com/compbooks/)

Cozzi on everything RPG! What more could you want? In this fourth edition of The Modern RPG IV Language , internationally recognized RPG expert Bob Cozzi takes his classic best seller to a whole new level. At close to 700 pages, this edition covers all of the new functions and facilities available in V5R4 RPG IV while keeping the straightforward, no-nonsense style that has kept this book on the best-seller list for almost 20 years. This new edition is guaranteed to keep Bob Cozzi as the leading expert on RPG, and his book the one turned to by countless developers worldwide. This new edition of The Modern RPG IV Language is packed with new information including new, never-before published information on coding free-format RPG IV. Chapter 12 delves into free-format in detail as he discusses

MOVE alternatives, date and time conversions, data structures, and more. And to give you even more exposure to free-format, he has converted many of the examples throughout the book to free-format code. Add to that XML, CGI, and subprocedure information, and you have a book that no "modern" RPG programmer can be without. Even with all the new material, the basic concept of the book remains the same. As with previous editions, *The Modern RPG IV Language, 4th Edition* takes you through RPG IV, from its foundation to its most advanced techniques. At the core of this book are its chapters on built-in functions and op codes. In these chapters, Cozzi details each built-in function and op code with syntax tables that give you all the information you need at a glance plus examples to help you as you code. This is much more than just a book on rules, however. Bob includes more than 400 charts and tables to show how those rules apply and provides more than 500 real-life code examples of functions and operations. You'll turn to this book again and again as you program in RPG IV. It is the quintessential reference for every RPG programmer. What's New in This Edition? > Free-format syntax, including an entire chapter focused on this highly popular subject > Free-format examples throughout the book > Expanded information on subprocedures XML support, including new BIFs and op codes > Web programming with RPG, including CGI APIs and URL encoding > Updated and revised content throughout the book to cover i5/OS V5R4 Within the pages of this book, you will find: • The basics of RPG IV, including data types, indicators, constants, and directives • Detail on all of the spe...

This book constitutes the refereed proceedings of the 10th European Conference on Genetic Programming, EuroGP 2007, held in Valencia, Spain in April 2007 colocated with EvoCOP 2007. The 21 revised plenary papers and 14 revised poster papers were carefully reviewed and selected from 71 submissions. The papers address fundamental and theoretical issues, along with a wide variety of papers dealing with different application areas.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Written for experienced RPG programmers who want to take advantage of the latest technologies—such as Excel spreadsheets, Adobe files, and e-mail—from within their existing applications without buying costly software, this manual illustrates how to integrate RPG and Java in easy-to-understand code and with cost-effective options. Currently, there exists a very distinct line of expertise between IBM I programmers and Windows and Internet programmers, and this reference breaks through those obstacles to show common development tools for sharing information and building more compatible interfaces. Filling a very crucial gap, this resource shows programmers how to automatically e-mail reports using RPG and JavaMail, how to embed SQL and create text and XML files from within RPG, and how to migrate existing green-bar reports to Excel spreadsheets. An essential reference, this guide covers hard-to-find yet crucial information and introduces RPG programmers to modern environments.

This IBM® Redbooks® publication provides a technical overview of the features, functions, and enhancements that are available in IBM i 7.2, including all the available Technology Refresh (TR) levels, from TR1 to TR3. This publication provides a summary and brief explanation of the many capabilities and functions in the operating system. It also describes many of the licensed programs and application development tools that are associated with IBM i. The information that is provided in this book is useful for clients, IBM Business Partners, and IBM service professionals that are involved with planning, supporting, upgrading, and implementing IBM i 7.2 solutions.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Annotation For readers who have had some programming experience with a high-level language such as PL/I, COLBO, FORTANS, or any version of RPG, Cozzi explains RPG IV, the latest version of the Report Program Generator language first devised in 1960. This version is the one implemented by the IBM Corporation on computers running the OS/400 operating system, and is compatible with OS/400 Version 5, Release 2 and earlier. He discusses the RPG cycle only briefly, now that it is no longer considered a productive method, and has been replaced by structured programming constructs. He does not provide a bibliography or mention dates for earlier editions. Annotation (c)2003 Book News, Inc., Portland, OR (booknews.com).

With all the latest information about Domino Designer technologies, this book shows how to program client interfaces with the Domino Designer. Readers learn how to use JavaScript to enhance their Web user experience and access back-end database systems with Domino Java servlets or agents. Each of the Domino Object classes is described. The CD includes source code for the examples in the book as well as third-party products related to Java, JavaScript and HTML.

RPG Programming Using XNA Game Studio 3.0 provides detailed information on role-playing games (RPGs) and how to create them using Microsoft's XNA Game Studio 3.0. The book examines the history of the genre and takes a piece-by-piece approach to producing a 2D tile-based game, demonstrating how to create the various components that make up an RPG and implement them using C# and XNA Game Studio 3.0. By the end of the book, readers will have built a complete toolset that can be used to create data for their own RPGs. Learn how to: \* Creating the characters and monsters that populate RPG worlds \* Add stats and skills to allow game entities to perform actions \* Populate the game world with items and treasures. Construct a conversation editor to add another degree of interaction \* Create a multiple-step quest system to give players goals to research during gameplay \* Creating a tile engine for displaying the world Populating the game world with items and treasure \* Implementing a sound and music system \* Adding multiplayer support

Annotation This book/CD-ROM package explains how to create Web applications using OS/400 and RPG, and also discusses embedded SQL, eRPG as Perl for OS/400, debugging for eRPG, and JavaScript. XML and handheld device programming are introduced through Wireless Markup Language and Handheld Device Markup Language examples with RPG. The CD-ROM contains source code and ILE service programs, binder language modules, and prototype sources. Stone is a Web administrator. Annotation (c)2003 Book News, Inc., Portland, OR (booknews.com).

A comprehensive guide to programming for Access 2010 and 2007 Millions of people use the Access database applications, and hundreds of thousands of developers work with Access daily. Access 2010 brings better integration with SQL Server and enhanced XML support; this Wrox guide shows developers how to take advantage of these and other improvements. With in-depth coverage of VBA, macros, and other programming methods for building Access applications, this book also provides real-world code examples to demonstrate each topic. Access 2010 Programmer's Reference is a comprehensive guide to the best-of-breed techniques for programming Access applications. Coverage

Includes: Introduction to Microsoft Access 2010 New Features Upgrading and Converting to Access 2010 Macros in Access 2010 Using the VBA Editor VBA Basics Using VBA in Access Creating Classes in VBA Extending VBA with APIs Working with the Windows Registry Using DAO to Access Data Using ADO to Access Data Using SQL with VBA Using VBA to Enhance Forms Enhancing Reports with VBA Customizing the Ribbon Customizing the Office Backstage Working with Office 2010 Working with SharePoint Working with .NET Building Client-Server Applications with Access The Access 2010 Templates Access Runtime Deployment Database Security Access 2010 Security Features

Foundations of Python Network Programming, Third Edition, covers all of the classic topics found in the second edition of this book, including network protocols, network data and errors, email, server architecture, and HTTP and web applications, plus updates for Python 3. Some of the new topics in this edition include: • Extensive coverage of the updated SSL support in Python 3 • How to write your own asynchronous I/O loop. • An overview of the "asyncio" framework that comes with Python 3.4. • How the Flask web framework connects URLs to your Python code. • How cross-site scripting and cross-site request forgery can be used to attack your web site, and how to protect against them. • How a full-stack web framework like Django can automate the round trip from your database to the screen and back. If you're a Python programmer who needs a deep understanding of how to use Python for network-related tasks and applications, this is the book for you. From web application developers, to systems integrators, to system administrators—this book has everything that you need to know.

THE MODERN RPG LANGUAGE WITH STRUCTURED PROGRAMMING offers the most in-depth description of the RPG III language available anywhere. This book is a comprehensive text for new or potential AS/400 RPG III programmers. With more programmers using the RPG language on IBM mid-size computers than any other, it is essential to understand the uses & practicalities of The Modern RPG Language. This book is already in use by tens of thousands of system/3x & AS/400 shops, as well as colleges & universities around the world. It is fast becoming the book on which all new RPG programmer skills are based. For those people with some programming experience with a high level language, the fourth edition of this book covers the latest RPG III enhancements, embedded SQL, structured programming & all RPG/400 extensions, including the latest version of OS/400. Chapters include information on Specification Format Descriptions, The RPG Cycle, Operation Codes, Modern RPG Programming, File Processing, Exception/Error Handling, Arrays & Advanced Applications. Also available from Cozzi Research, CL PROGRAMMING FOR THE AS/400, APPLICATION DEVELOPMENT CONCEPTS FOR THE AS/400 & INTRODUCTION TO RPG WITH INTERACTIVE PROGRAMMING. For orders or more information: Cozzi Research, 29W120 Butterfield Road, Suite 101, Warrenville, IL 60555. Telephone: (800) 552-9404, outside USA (708) 393-4474, FAX: (708) 393-2936.

The Ins and Outs of XML and DB2 for I5/OS

CD-ROM contains: Ready-to-run sample programs along with trial versions of WebSphere and DB2.

Application development is a key part of IBM® i businesses. The IBM i operating system is a modern, robust platform to create and develop applications. The RPG language has been around for a long time, but is still being transformed into a modern business language. This IBM Redbooks® publication is focused on helping the IBM i development community understand the modern RPG language. The world of application development has been rapidly changing over the past years. The good news is that IBM i has been changing right along with it, and has made significant changes to the RPG language. This book is intended to help developers understand what modern RPG looks like and how to move from older versions of RPG to a newer, modern version. Additionally, it covers the basics of Integrated Language Environment® (ILE), interfacing with many other languages, and the best tools for doing development on IBM i. Using modern tools, methodologies, and languages are key to continuing to stay relevant in today's world. Being able to find the right talent for your company is key to your continued success. Using the guidelines and principles in this book can help set you up to find that talent today and into the future. This publication is the result of work that was done by IBM, industry experts, business partners, and some of the original authors of the first edition of this book. This information is important not only for developers, but also business decision makers (CIO for example) to understand that the IBM i is not an 'old' system. IBM i has modern languages and tools. It is a matter of what you choose to do with the IBM i that defines its age.

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzner, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

To make better informed business decisions, better serve clients, and increase operational efficiencies, you must be aware of changes to key data as they occur. In addition, you must enable the immediate delivery of this information to the people and processes that need to act upon it. This ability to sense and respond to data changes is fundamental to dynamic warehousing, master data management, and many other key initiatives. A major challenge in providing this type of environment is determining how to tie all the independent systems together and process the immense data flow requirements. IBM® InfoSphere® Change Data Capture (InfoSphere CDC) can respond to that challenge, providing programming-free data integration, and eliminating redundant data transfer, to minimize the impact on production systems. In this IBM Redbooks® publication, we show you examples of how InfoSphere CDC can be used to implement

integrated systems, to keep those systems updated immediately as changes occur, and to use your existing infrastructure and scale up as your workload grows. InfoSphere CDC can also enhance your investment in other software, such as IBM DataStage® and IBM QualityStage®, IBM InfoSphere Warehouse, and IBM InfoSphere Master Data Management Server, enabling real-time and event-driven processes. Enable the integration of your critical data and make it immediately available as your business needs it.

A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets About This Book Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt Understand technologies such as QML, Qt Quick, OpenGL, and Qt Creator, and learn the best practices to use them to design games Learn Qt with the help of many sample games introduced step-by-step in each chapter Who This Book Is For If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory. What You Will Learn Install Qt on your system Understand the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt Graphics View Build multiplayer games or add a chat function to your games with Qt's Network module Script your game with Qt Script Program resolution-independent and fluid UI using QML and Qt Quick Control your game flow as per the sensors of a mobile device See how to test and debug your game easily with Qt Creator and Qt Test In Detail Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file. The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a must have. Style and approach This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.

A complete guide to designing and building fun games with Qt and Qt Quick using associated toolsets Key Features A step by step guide to learn Qt by building simple yet entertaining games Get acquainted with a small yet powerful addition—Qt Gamepad Module, that enables Qt applications to support the use of gamepad hardware Understand technologies such as QML, OpenGL, and Qt Creator to design intuitive games Book Description Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming popular by the day, especially on mobile and embedded devices. It's a powerful tool that perfectly fits the needs of game developers. This book will help you learn the basics of Qt and will equip you with the necessary toolsets to build apps and games. The book begins by how to create an application and prepare a working environment for both desktop and mobile platforms. You will learn how to use built-in Qt widgets and Form Editor to create a GUI application and then learn the basics of creating graphical interfaces and Qt's core concepts. Further, you'll learn to enrich your games by implementing network connectivity and employing scripting. You will learn about Qt's capabilities for handling strings and files, data storage, and serialization. Moving on, you will learn about the new Qt Gamepad module and how to add it in your game and then delve into OpenGL and Vulkan, and how it can be used in Qt applications to implement hardware-accelerated 2D and 3D graphics. You will then explore various facets of Qt Quick: how it can be used in games to add game logic, add game physics, and build astonishing UIs for your games. By the end of this book, you will have developed the skillset to develop interesting games with Qt. What you will learn Install the latest version of Qt on your system Understand the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt Graphics View Build multiplayer games or add a chat function to your games with Qt Network module Script your game with Qt QML Explore the Qt Gamepad module in order to integrate gamepad support in C++ and QML applications Program resolution-independent and fluid UIs using QML and Qt Quick Control your game flow in line with mobile device sensors Test and debug your game easily with Qt Creator and Qt Test Who this book is for If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. No previous knowledge of Qt is required; however knowledge of C++ is mandatory.

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written

numerous books on C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.

Humans are often distinguished from other animals by their ability, even need, to see patterns in everyday life. As we enter a new millennium, all aspects of society seem to want to take stock of what has happened in the past and what is likely to happen in the future. The computer industry is no different from others. Advances in Computers has been published continuously since 1960 and this year's volume is the fiftieth technical volume in the series (two index volumes were published as volumes 50 and 51). Since it is the fortieth year of publication, we decided to look back on the changes that have occurred since Volume 1 of Advances in computers appeared in 1960. We looked at the six chapters of that initial volume and decided that an appropriate anniversary volume for this series would be a collection of papers on the same topics that appeared in 1960. What has happened to those technologies? Are we making the progress we thought we would or are events moving more slowly? Business computing Numerical weather prediction Spoken language Language understanding Microprocessor design Computer games

This IBM® Redbooks® publication provides a technical overview of the features, functions, and enhancements available in IBM i 7.1, including all the Technology Refresh (TR) levels from TR1 to TR7. It provides a summary and brief explanation of the many capabilities and functions in the operating system. It also describes many of the licensed programs and application development tools that are associated with IBM i. The information provided in this book is useful for clients, IBM Business Partners, and IBM service professionals who are involved with planning, supporting, upgrading, and implementing IBM i 7.1 solutions.

XML represents a fundamental change in computing. It allows applications to move away from proprietary file and data formats to a world of open data interchange. XML has become ubiquitous not only because of its range of applications, but also because of its ease of use. Although XML solves many problems by providing a standard format for data interchange, some challenges remain. In the real world, applications need reliable services to store, retrieve, and manipulate data. These services have traditionally been offered by DB2 for i5/OS. In this IBM Redbooks publication, we discuss the challenges of representing XML hierarchies in the relational database model. We provide an in-depth explanation of the three most popular approaches to bridge the hierarchy, the relational model dichotomy:

Programmatically process the XML documents and map their hierarchy into a relational database. Use database middleware to handle the XML parsing and XML-to-relational database mapping. Use Extensible Stylesheet Language (XSL) Transformation to transform inbound XML documents directly to SQL scripts. We also share best practices and techniques aimed at streamlining the XML and DB2 for i5/OS integration. Please note that the additional material referenced in the text is not available from IBM.

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