

System.Xml.XmlNameTable Class

```
[ILASM]
.class public abstract XmlNameTable extends System.Object

[C#]
public abstract class XmlNameTable
```

Assembly Info:

- *Name:* System.Xml
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- *Version:* 1.0.x.x
- *Attributes:*
 - CLSCompliantAttribute(true)

Summary

Creates a table that stores unique instances of **System.String** objects.

Inherits From: System.Object

Library: XML

Thread Safety: All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

Description

Only a single instance of any given string is stored even if the string is added multiple times to the table.

Using this class provides an efficient means for an XML parser to use the same **System.String** object for all repeated element and attribute names in an XML document. If the same object is used for all repeated names, the efficiency of name comparisons is increased by allowing the names to be compared using object comparisons rather than string comparisons.

[*Note:* This class is **abstract** and is implemented in the **System.Xml.NameTable** class.]

Example

See the **System.Xml.NameTable** class for an example using this class.

1 XmlNameTable() Constructor

```
2 [ILASM]  
3 family specialname instance void .ctor()  
4 [C#]  
5 protected XmlNameTable()
```

6 Summary

7 Constructs a new instance of the **System.Xml.XmlNameTable** class.

8

1 XmlNameTable.Add(System.String)

2 Method

```
3 [ILASM]  
4 .method public hidebysig virtual abstract string Add(string  
5 array)  
  
6 [C#]  
7 public abstract string Add(string array)
```

8 Summary

9 Adds the specified **System.String** to the table if a **System.String**
10 instance with the same value does not already exist in the table.

11 Parameters

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Parameter	Description
<i>array</i>	The System.String to add.

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15 Return Value

17 *array*, if it did not exist in the table at the time of the call, or the
18 **System.String** instance previously stored in the table with a value
19 equal to *array*.

20 Behaviors

21 Only a single instance of any given **System.String** is stored in the
22 table. If the value of *array* is already stored in the table, the
23 **System.String** instance with that value is returned.

24 How and When to Override

25 This method must be overridden in order to provide the functionality
26 described above, as there is no default implementation.

27 Exceptions

28
29

Exception	Condition
System.ArgumentNullException	<i>array</i> is null .

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1 XmlNameTable.Add(System.Char[], 2 System.Int32, System.Int32) Method

```
3 [ILASM]  
4 .method public hidebysig virtual abstract string Add(class  
5 System.Char[] array, int32 offset, int32 length)  
  
6 [C#]  
7 public abstract string Add(char[] array, int offset, int  
8 length)
```

9 Summary

10 Adds the **System.String** equivalent of a specified subset of a
11 **System.Char** array to the table if the string equivalent does not
12 already exist in the table.

13 Parameters

Parameter	Description
<i>array</i>	A System.Char array containing the string to add.
<i>offset</i>	A System.Int32 specifying the zero-based index into the array of the first character of the string.
<i>length</i>	A System.Int32 containing the number of characters in the string.

16 Return Value

19 The **System.String** equivalent of the specified subset of the
20 **System.Char** array that is stored in the table, or
21 **System.String.Empty** if *length* is zero.

22 Behaviors

23 Only a single instance of any given **System.String** is stored in the
24 table. Calling this method with the same subset (containing the same
25 characters) of any **System.Char** array, returns the same instance of
26 the **System.String** equivalent.

27 How and When to Override

28 This method must be overridden in order to provide the functionality
29 described above, as there is no default implementation.

1 **Exceptions**
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Exception	Condition
System.IndexOutOfRangeException	<i>offset</i> < 0. - or - <i>offset</i> >= <i>array.Length</i> . - or - <i>length</i> > <i>array.Length</i> - <i>offset</i> . The above conditions do not cause an exception to be thrown if <i>length</i> = 0.
System.ArgumentOutOfRangeException	<i>length</i> < 0.

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1 XmlNameTable.Get(System.String)

2 Method

```
3 [ILASM]  
4 .method public hidebysig virtual abstract string Get(string  
5 array)  
  
6 [C#]  
7 public abstract string Get(string array)
```

8 Summary

9 Looks up the value of the specified **System.String** in the table.

10 Parameters

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Parameter	Description
array	The System.String to look up.

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14 Return Value

16 The **System.String** instance previously stored in the table with a
17 value equal to *array*, or **null** if it does not exist.

18 Behaviors

19 Only a single instance of any given **System.String** is stored in the
20 table. If the value of *array* is already stored in the table, the
21 **System.String** instance with that value is returned.

22 How and When to Override

23 This method must be overridden in order to provide the functionality
24 described above, as there is no default implementation.

25 Exceptions

26
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Exception	Condition
System.ArgumentNullException	<i>array</i> is null .

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1 XmlNameTable.Get(System.Char[], 2 System.Int32, System.Int32) Method

```
3 [ILASM]  
4 .method public hidebysig virtual abstract string Get(class  
5 System.Char[] array, int32 offset, int32 length)  
  
6 [C#]  
7 public abstract string Get(char[] array, int offset, int  
8 length)
```

9 Summary

10 Looks up the **System.String** equivalent of a specified subset of a
11 **System.Char** array in the table.

12 Parameters

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Parameter	Description
<i>array</i>	A System.Char array containing the string to look up.
<i>offset</i>	A System.Int32 specifying the zero-based index into the array of the first character of the string.
<i>length</i>	A System.Int32 containing the number of characters in the string.

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16 Return Value

18 The **System.String** equivalent of the specified subset of the
19 **System.Char** array that is stored in the table, or **null** if the equivalent
20 **System.String** is not in the table.

21 Behaviors

22 Only a single instance of any given **System.String** is stored in the
23 table. Calling this method with the same subset (containing the same
24 characters) of any **System.Char** array, returns the same instance of
25 the **System.String** equivalent, if it exists.

26 How and When to Override

27 This method must be overridden in order to provide the functionality
28 described above, as there is no default implementation.

29 Exceptions

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Exception	Condition
System.IndexOutOfRangeException	$offset < 0$. - or - $offset \geq array.Length$. - or - $length > array.Length - offset$. The above conditions do not cause an exception to be thrown if $length = 0$.
System.ArgumentOutOfRangeException	$length < 0$.

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