

1 System.Xml.XmlNameTable Class

```
2 [ILAsm]  
3 .class public abstract XmlNameTable extends System.Object  
4 [C#]  
5 public abstract class XmlNameTable
```

6 Assembly Info:

- 7 • *Name:* System.Xml
- 8 • *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- 9 • *Version:* 2.0.x.x
- 10 • *Attributes:*
 - 11 ○ CLSCompliantAttribute(true)

12 Summary

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

14 Inherits From: System.Object

15

16 **Library:** XML

17

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

20

21 Description

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

24

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

30

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

32

33]

34 Example

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

36

1 XmlNameTable() Constructor

```
2 [ILAsm]  
3 family rtspecialname 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) Method

```
2 [ILAsm]  
3 .method public hidebysig virtual abstract string Add(string array)  
4 [C#]  
5 public abstract string Add(string array)
```

6 Summary

7 Adds the specified `System.String` to the table if a `System.String` instance with the
8 same value does not already exist in the table.

9 Parameters

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

10

11 Return Value

12 `array`, if it did not exist in the table at the time of the call, or the `System.String`
13 instance previously stored in the table with a value equal to `array`.

14 Behaviors

15 Only a single instance of any given `System.String` is stored in the table. If the value of
16 `array` is already stored in the table, the `System.String` instance with that value is
17 returned.

18

19 How and When to Override

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

22

23 Exceptions

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

24

25

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

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

8 Summary

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

11 Parameters

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

12 13 Return Value

14 The `System.String` equivalent of the specified subset of the `System.Char` array that is
15 stored in the table, or `System.String.Empty` if *length* is zero.

16 Behaviors

17 Only a single instance of any given `System.String` is stored in the table. Calling this
18 method with the same subset (containing the same characters) of any `System.Char`
19 array, returns the same instance of the `System.String` equivalent.

21 How and When to Override

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

24

1 Exceptions

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.

2

3

XmlNameTable.Get(System.String) Method

```
[ILAsm]  
.method public hidebysig virtual abstract string Get(string array)  
  
[C#]  
public abstract string Get(string array)
```

Summary

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

Parameters

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

Return Value

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

Behaviors

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

How and When to Override

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

Exceptions

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

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

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

8 Summary

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

11 Parameters

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

13 Return Value

14 The `System.String` equivalent of the specified subset of the `System.Char` array that is
15 stored in the table, or `null` if the equivalent `System.String` is not in the table.

16 Behaviors

17 Only a single instance of any given `System.String` is stored in the table. Calling this
18 method with the same subset (containing the same characters) of any `System.Char`
19 array, returns the same instance of the `System.String` equivalent, if it exists.

21 How and When to Override

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

1 Exceptions

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	$length < 0$.

2

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