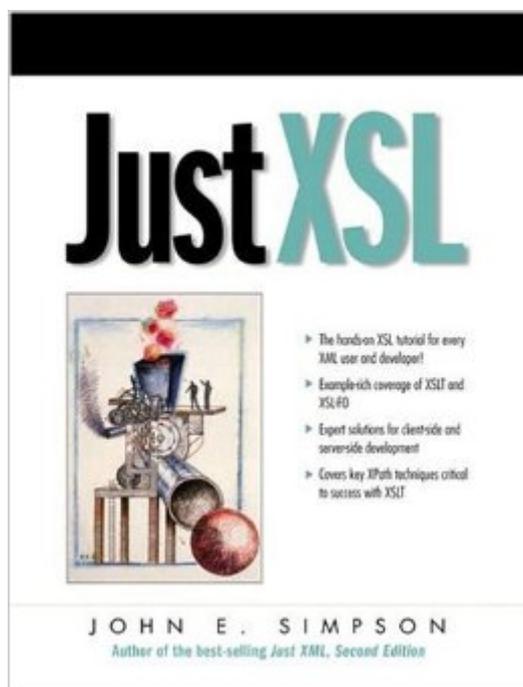


The book was found

Just XSL



Synopsis

Just XSL is an easy, hands-on tutorial on three related XSL technologies: XPath, XSLT, and XSL-FO. Best-selling Just XML author John E. Simpson introduces all three through a single, easy-to-follow sample application that demonstrates exactly how they work together in the real world. Breezy and informal, Just XSL is perfect for both developers and content specialists.

Book Information

Paperback: 624 pages

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Average Customer Review: 2.5 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #6,091,983 in Books (See Top 100 in Books) #25 in [Books > Computers & Technology > Programming > Languages & Tools > XSL](#) #1172 in [Books > Computers & Technology > Graphics & Design > Electronic Documents](#) #2692 in [Books > Computers & Technology > Graphics & Design > Desktop Publishing](#)

Customer Reviews

Contrary to one of the other reviews on this site I found this to be an excellent structured approach to learning XSL. The book however is not a reference guide as much as a step by step tutorial. Read cover to cover the reader should gain a good indepth knowledge on the subject. The content is light enough to keep you interested but not so light that you're left guessing and the later chapters (while not necessary to gaining good XSL knowledge) cover a lot of advanced topics such as XSL-FO.PS. No where on the back cover or in the contents are topics such as JAVA or CGI mentioned. The reviewer who expressed dismay at lack of coverage in these areas should have bought a different book if that's what they wanted to start off with.

After a comprehensive search through the jungle of available literature on the much talked topic 'XSL', I - a total beginner to XSL, X-PATH, X-POINTER, X-LINK - decided to purchase the book 'Just XSL'.My objective is:- to be able to develop professionally written XSL with all the necessary surrounding languages where necessary (such as X-PATH, X-POINTERS, etc.)- to know 'XSL

surrounding languages' where necessary or to be able to evaluate what is why, where necessary under which circumstances My goals are:- to learn the principle structure of XSL- to learn the correlating languages going along with XSL- to systematically understand all necessary syntax, tree structure and whatever should be involved- to practically apply studies to 'real-world' examples under different degrees (beginner, intermediate, advanced) (eg including CD, etc.) for XSL and necessary surrounding languages- to know how to incorporate XSL into or with web based languages (eg Java, CGI) and database development- to be provided with suggestions on available tools on different platforms (for Mac, Unix, Linux, Windows, etc.) My learning targets have unfortunately not been met by this book, unfortunately. Although the book talks a lot, it lacks of a structural approach and has thus not met my learning goals. All in all, I am obliged to get another book on the topic so I am left with the starting situation again: which one? I hope it will not be another waste again Students always have a limited budget.

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