

**NAME**

Text\_Node – Node in an HTML tree for plain text

**SYNOPSIS**

```
class Parent_Node;

class Text_Node : public virtual HTML_Node {
public:
    Text_Node(
        char const *begin, char const *end, Parent_Node* = 0
    );

    std::string text;

    // inherited
    Parent_Node*    parent() const;
    void            parent( Parent_Node *new_parent );
    virtual void    visit( visitor const&, int depth = 0 );
};
```

**DESCRIPTION**

Text\_Node is-an HTML\_Node that simply contains plain text.

**Public Interface**

Text\_Node( char const \*begin, char const \*end, Parent\_Node \*parent = 0 )  
 Constructor. It takes pointers to the beginning character and one past the end (in STL iterator style) and makes that the text. If parent is not null, sets the parent and adds this node to that parent's list of child nodes.

text    Contains the text.

**SEE ALSO**

**HTML\_Node(3), Parent\_Node(3).**

**AUTHOR**

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