

**Example 4-8.** The `validator_breed` function (in `dog.php`)

```
private function validator_breed($value)
{
    $breed_file = simplexml:load_file("breeds.xml");
    $xmlText = $breed_file->asXML();

    if(stristr($xmlText, $value) === FALSE)
    {
        return FALSE;
    }
    else
    {
        return TRUE;
    }
}
```

You can create a private function (only to be used inside the class) to check on the proper breed. This function will accept a value passed into the `$value` property. The function will then use `$breed_file = simplexml:load_file("breeds.xml");` to dump the contents of the XML file into `$breed_file`. The next line (`$xmlText = $breed_file->asXML();`) converts the contents of `$breed_file` into a well formatted string.

```
if(stristr($xmlText, $value) === FALSE)
```

The `stristr` method compares the contents of its second parameter (in this case `$value`) to see if it exists in the string in the first parameter (`$xmlText`). If it does not exist, it returns `FALSE`. If it does exist, it returns the location of the string. For your needs you just need to know if it exists. If it does not, you return `FALSE`. If it does, you return `TRUE`.

*For more information on the `stristr` method, visit*

<http://php.net/manual/en/function.stristr.php>

**Example 4-9.** The complete dog class with validation

```
<?php
class Dog
{
    // ----- Properties -----
    private $dog_weight = 0;
    private $dog_breed = "no breed";
    private $dog_color = "no color";
    private $dog_name = "no name";
    private $error_message = "??";
    // ----- Constructor -----
    function __construct($value1, $value2, $value3, $value4)
    {
        if (method_exists('dog_container', 'create_dog_app')) {
            $name_error = $this->set_dog_name($value1) == TRUE ? 'TRUE,' : 'FALSE,';
            $breed_error = $this->set_dog_breed($value2) == TRUE ? 'TRUE,' : 'FALSE,';
            $color_error = $this->set_dog_color($value3) == TRUE ? 'TRUE,' : 'FALSE,';
            $weight_error= $this->set_dog_weight($value4) == TRUE ? 'TRUE' : 'FALSE';
```