

# MOBILE INTERNET APPLICATIONS— XML-based Languages

## Lesson 04

### Hand-held Devices Mark-up Language (HDML)

# HDML

- Developed in 1997, a markup language for small screen devices
- Like HTML but suitable for wireless and hand-held devices
- These devices provide 12- to 20-character wide lines with 4 to 10 lines of text and either text or bitmap image

# HDML

- May use and T9 input keypad. (9 keys 1 to 9 used for alphanumeric-character inputs also). and T9 input keypad. (9 keys 1 to 9 used for alphanumeric-character inputs also).

# HDML DECK AS ALTERNATIVE TO PAGE

- HDML provides a deck instead of HTML page
- A deck start tag is HDML and end tag is `</HDML>`
- HDML tag has an option list.
- Document has number of decks

# A NUMBER OF CARDS IN A DECK

- Actions specify with the HDML tag
- Card can override the deck actions
- Refer to <http://www.w3.org/TR/hdml20-8.html#HEADING8-0> for the list of start (header) marking, option (abbreviated by o), name, time to live (ttl), title, bookmark, content, and end (footer) marking .

# SUMMARY

- HDML is small screen devices mark-up language
- Uses deck and cards

## End of Lesson 04

# Hand-held Devices Mark-up Language (HDML)