

# MOBILE INTERNET APPLICATIONS— XML-based Languages

## Lesson 05

### Wireless Mark-up Language (WML)

# WORLD-WIDE-WEB CONSORTIUM (W3C)

## RECOMMENDED WML

- Small device mark-up language
- An XML-based language
- Needs a DTD
- Provides wireless application environment (WAE)
- Provides for the comments such as in the other markup languages

# WML

- Has syntax
- Uses elements and variables
- WML and WMLScript are application-layer parts of WAP. WML uses tags and plain text

# WMLSCRIPT

- A scripting language for the client-side scripting
- Has procedures, loops, and conditions, similar to JavaScript

# WML CARD

- A desktop browser uses a Web page with HTML markups.
- A mobile WAP browser uses the WML cards at the page (called *deck*)
- The card text has links, text, input fields and images, fieldset, and get methods

# WML CARD

- The card text can have WML style sheets (XSL)
- Option boxes, and other elements.

# DUNMIC PAGE BEHAVIOUR

- The WAP browser can use PERL (Practical Extraction and Reporting Language) and CGI (Common Gateway Interface script language)

# WML PAGE

- formatting; preformatted text; fonts; and tags, for a text display.
- linking using anchor tag `<a` with attribute `href = ....>`.
- Enables navigation from one card to another
- images and tables



# WML PAGE

- tasks, inputs, and submitdata (using element go and child element postfield).
- refresh and select

# WML RENDERING

- After the actions on the events occur then rendering as per the interior paragraph entities

# WML FEATURES

- template
- ServerScript
- Events and timer <timer>
- Actions on events enable by <ontimer>, <oneventbackward>, <oneventforward>, and <oneventp pick>

# SUMMARY

- WML replaces HDML
- WML World Wide Web recommended standard
- WAP sites have WML deck and decks have cards. A set of cards form a deck. A WML document has a set of cards.

# SUMMARY

- WML basic unit is a set of cards and navigation is from one card to another, just as one navigates from one HTML page to another

## End of Lesson 05

# Hand-held Devices Mark-up Language and WML