

Wireless Markup Language (WML) and Wireless Application Protocol (WAP) Development

Course Summary

Description

This course covers how to write content that could be displayed on a device, such as a cell phone, that has a WML-compliant browser. The student will write WML content in lab exercises that will be displayed on a WML device or emulator.

Objectives

At the completion of this course, the student will be able to:

- Understand how WML relates to the Internet and HTML
- Render WML content on an actual device or an emulator
- Author WML content

Topics

- Introduction to WAP and WML
- WML syntax

Audience

This course is intended for content developers who are interested in creating WML content.

Prerequisites

The student should be very familiar with XML and HTML.

Duration

Two days

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Course Outline

- I. Introduction to WAP**
 - A. The Problem
 - B. The Solution
 - C. Basic WAP Architecture
 - D. The WAP Gateway
 - E. What is the Wireless Markup Language?
 - F. The WAP Development Process
 - G. The Deck/Card Metaphor
 - H. WML Example
 - I. Testing WML
 - J. Introduction to WMLScript?
 - K. Web Resources for WAP/WML
 - L. The WAP Forum
 - M. Chapter Summary
 - N. Lab 1: Getting Started with WML
- II. WML Fundamentals**
 - A. Introduction to WML
 - B. History of WML
 - C. WML URLs
 - D. Good WML Design Practices
 - E. Authoring WML
 - F. Deploying WML
 - G. Configuring a Web Server
 - H. WML Consists Of...
 - I. The Structure of a Deck
 - J. Entities and Escapes
 - K. Parameter Entities in the WML DTD
 - L. The <wml> Element
 - M. The <card> Element
 - N. A Card Contains...
 - O. The <p> Element
 - P. A Paragraph Contains...
 - Q. Using Presentation Elements
 - R. Using Table Elements
 - S. Table Example
 - T. Using Images
 - U. Using Templates
 - V. Template Example
 - W. WML Variables
 - X. Selection Lists
 - Y. Selection List Example
 - Z. Accepting User Input
 - AA. Input Example
 - BB. Event
 - CC. Intrinsic Events for a Card
 - DD. The <onevent> Element
 - EE. Tasks
 - FF. The <go>Element
 - GG. Handling an Event at Card Level
 - HH. Using Timer Events
 - II. Navigating Between Cards
 - JJ. Using Hyperlinks
 - KK. Hyperlink Example
 - LL. The <do> Element
 - MM. <do> Element Types
 - NN. <do> Element Example
 - OO. Using WML with HTML Form Applications
 - PP. Form Example
 - QQ. Chapter Summary
 - RR. Lab 2: Writing a Real-world WML Application