



PUNJAB COLLEGE OF TECHNICAL EDUCATION

COURSE - PLAN (July 10 - Dec 10)

SUBJECT: WAP & WML
CODE: MS-304
CLASS: MSC IT – 3rd Sem
TEACHERS: Mr. Harman Jit Singh Kanwer (HS)

SYLLABUS

MS-304 WAP and WML

Max. Marks 100

Internal Assessment 40

External Assessment: 60

INTRODUCING WAP :- What is WAP, Importance & Benefits of WAP, History of WAP, WAP Architecture, WAP Services, Why WAP, Future of WAP.

BASICS OF A GOOD WAP APPLICATION :- WAP Micro browsers, Generic WML Interface, Application design process, common design mistakes.

THE USER INTERFACE :- User interface basics, Low bandwidth, Small Screen size, Text Entry, Using the Cache, Types of WML cards, The Back button.

WAP DEVELOPMENT TOOLS & SOFTWARE Editors & emulators, Software Developer Kits and Integrated Development Environments, Converting Images, Specification of Well defined WBMP types.

WORKING WITH WML :- ML Basics, WAP & the Web, writing WML code, The document prologue, the Deck header, The First Card, the Second Card, The Deck Footer, Using Multiple decks, Graphics, Crating Links, Templates.

INTERACTIVITY : FORMS & USER INPUT :- The Options Menu, Selection on the Nokia, Selection on Phone.com, Option Groups, Templates, the Do Element, Events, Orienterbackward, Orienterforward, Onpick, Ontimer, Variables, The Input Tag, Data Formatting.

ADDING FUNCTIONALITY WITH WMLScript :- What is WMLScript, The rules of WMLScript, Variables, Operators, Control Constructs, Reserve Words, Functions, The Standard Libraries, Arrays, Pragmas, General coding principles.

DATABASE DRIVEN WAP :- Active Server Pages, ASP & WAP, The ASP Object Model, Activex Objects, Physically Connecting To Database, Querying The Database, Using The Returned Data, Tidying Up.

COURSE BREAKUP

SUBJECT NAME: WAP & WML
TEACHER CODE: HS
NO. OF. LECT. : 40

SUBJECT CODE: MS-304
NO. OF TESTS: 3
NO. OF ASSIGNMENTS: 3

THEORY BREAK UP

Proposed Week	Lect. No.	Lecture Content	Assignment	Test	DOD
1	1	What is WAP, Importance & Benefits of WAP, History of WAP,			
	2	WAP Architecture, WAP Services, Why WAP, Future of WAP.			
	3	WAP Micro browsers, Generic WML Interface			
	4	Application design process, common design mistakes			
2	5	User interface basics, Low bandwidth, Small Screen size,			
	6	Text Entry, Using the Cache, Types of WML cards, The Back button			
	7	Tutorial 1			
	8		Assignment 1	A1	
3	9	Editors & emulators, Software Developer Kits			
	10	Integrated Development Environments, Converting Images			
	11	Specification of Well defined WBMP types.			
	12	ML Basics, WAP & the Web, writing WML code			

4	13	The document prologue, the Deck header, The First Card, the Second Card			
	14	The Deck Footer, Using Multiple decks			
	15	Graphics, Crating Links, Templates			
	16	Tutorial 2			
5	17	Test 1		Test 1	
	18	The Options Menu, Selection on the Nokia, Selection on Phone.com			
	19	Option Groups, Templates, the Do Element			
	20	Events, Orienterbackward, Orienterforward, Onpick, Ontimer			
6	21	Variables ,The Input Tag, Data Formatting.			
	22	What is WMLScript, The rules of WMLScript,			
	23	Variables, Operators, Control Constructs,			
	24	Reserve Words, Functions			
7	25	Tutorial 3 Assignment 2	A 2		
	26	The Standard Libraries, Arrays, Pragmas			
	27	General coding principles.			
	28	Active Server Pages, ASP & WAP			
8	29	The ASP Object Model,			
	30	The ASP Object Model,...Contd			
	31	Activex Objects, Physically Connecting To Database,			
	32	Querying The Database, Using The Returned Data, Tidying Up.			
9	33	Assignment 3	A 3		

ASSIGNMENT 1

Answer the following questions:

1. What is WAP?
2. What are the importance of WAP?
3. Explain the benefits of WAP?
4. Write a short note on History of WAP?
5. Explain the services of WAP.
6. Explain the future of WAP
7. Explain about micro browser
8. What do you mean by WML
9. Explain about WAP Toolkit
10. Compare between Nokia toolkit & Ericson Toolkit

ASSIGNMENT 2

1. What do you mean by Editors
2. Explain SDK
3. Explain about IDE
4. Explain WBMP types
5. Explain document prologue & deck header
6. What do you mean by templates
7. What do you mean by card
8. What do you mean by deck with an example
9. Write any program of WML

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ASSIGNMENT 3

1. What are arrays.
2. Explain ASP & WAP
3. Explain ASP Object model.
4. Write the steps to connect WML with Database
5. Why we use Return data type
6. What are the general principles for coding
7. Explain any five functions of WML
8. Explain Orienterbackward event
9. Explain Orienterforward event
10. Explain Onpick event
11. Explain Ontimer event

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