

Roll No.

Total No. of Questions : 13]

[Total No. of Pages : 02

Paper ID [A0413]

(Please fill this Paper ID in OMR Sheet)

M.Sc. IT (304) (S05/New) (Sem. - 3rd)

WAP AND WML

Time : 03 Hours

Maximum Marks : 75

Instruction to Candidates:

- 1) Section -A is **Compulsory**.
- 2) Attempt any **Nine** questions from Section - B.

Section - A

(15 × 2 = 30)

Q1)

- a) What is WAP? Write its history.
- b) How we are using WAP Emulators.
- c) Differentiate between <big> & <small> tag used in WAP.
- d) How we are using the card Title. What is the use of it.
- e) Is WML is an XML application. Write the header tag for each.
- f) Which are common mistake we do while designing WAP.
- g) Explain about Decks & Cards.
- h) Explain about the <ANCHOR> & <GO> elements.
- i) Which are key use cases within MobileHelper.
- j) How we can use multiple decks.
- k) Differentiate between Onenterforward & Onenterbackward.
- l) What does Input & password elements contain?
- m) What are the rules of WML Script?
- n) Which are the general coding principle used for WML Script?
- o) How Active Server Pages are created?

Section - B

(9 × 5 = 45)

- Q2)** Write the importance and benefits of WAP. Which are the services WAP provides?
- Q3)** What is Nokia WAP Toolkit? How it works & Compare it with Ericsson Wap IDE.
- Q4)** How <p> &
 elements tags helps in making paragraph alignment. Explain using example.
- Q5)** Explain the features of WAP Micro browsers & how we start application design process.
- Q6)** What does Browser context maintains & explain how it works.
- Q7)** Explain the steps how card level task will override the template event binding.
- Q8)** Explain the WAP stack. Draw the diagram layerwise.
- Q9)** Write the “Hello world” in Nokia WML SDK style.
- Q10)** Display your WML home page in at least three different browsers. What’s same? What’s different? Why?
- Q11)** Make a list of some of the use cases required by the Coordinator actor. Draw a use case diagram to show the relationship between these use cases.
- Q12)** Explain Active Server Page object model. Which Objects are called Activex Objects.
- Q13)** Write about the following lang libraries in WML Script: minimum, maximum, perseInt, perseFlpoat and seed.

