



Australian Government

Department of Education, Employment and Workplace Relations

ICANWK522A Build decks using wireless markup language

Release: 1

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Modification History

Release	Comments
Release 1	This Unit first released with <i>ICA11 Information and Communications Technology Training Package version 1.0</i>

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to create wireless markup language (WML) decks.

Application of the Unit

This unit applies to individuals in the networking area who are required to use WML to create decks.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement but users should confirm requirements with the relevant federal, state or territory authority.

Pre-Requisites

Not applicable.

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Element	Performance Criteria
<i>Elements describe the essential outcomes of a unit of competency.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.</i>

Elements and Performance Criteria

1. Design WML deck	1.1 Analyse existing hypertext markup language (HTML) page design and identify information to be accessible via hand-held device 1.2 Design deck logical structure, ensuring that deck size is kept within acceptable boundaries 1.3 Determine structure of content based on business needs and user requirements 1.4 Identify links between sets of cards 1.5 Design cards for user input or for the selection of more than one item
2. Create deck	2.1 Code each card in the deck, ensuring each card has an ID and a title 2.2 Create cards using language and practices compliant with the international WML standard 2.3 Use best practice coding standards in creating the deck 2.4 Avoid device-specific features in creating the deck
3. Test deck	3.1 Test deck on multiple devices to ensure compatibility with as many hand-held devices as possible 3.2 Validate WML files by typing and submitting the uniform resource locator of the WML file or the WML validator 3.3 Ensure the <go> and <prev> tasks select the correct card in the deck 3.4 Ensure the tested WML files meet the needs of the business client

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- analytical skills to analyse existing HTML page design
- problem-solving skills to apply solutions to problems related to WML
- technical skills to use:
 - JavaScript
 - WWW, HTML and building web pages
 - XML.

Required knowledge

- detailed knowledge of:
 - internet standards and transmission control protocols or internet protocols (TCPs/IPs)
 - five layer protocol stack of TCP/IP
 - WAP and application communication protocols
 - WML
 - WMLScript
 - WMLScript specification
 - XML 1.0 standard
 - XML applications
- features of wireless:
 - application environment
 - datagram protocol
 - session protocol
 - transaction protocol
 - transport layer security
- overview knowledge of the Australian Computer Society Code of Ethics.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	Evidence of the ability to: • create WML files that meet the business client's need.
Context of and specific resources for assessment	Assessment must ensure access to: • XML parser • WML valuator • appropriate learning and assessment support when required • modified equipment for people with special needs.
Method of assessment	A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit: • evaluation of candidate's completed deck • direct observation of candidate testing a deck on a hand-held device • verbal or written questioning to assess candidate's knowledge of: • HTML • WML • XML • wireless networks.
Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, where appropriate. Assessment processes and techniques must be culturally appropriate, and suitable to the communication skill level, language, literacy and numeracy capacity of the candidate and the work being performed. Indigenous people and other people from a non-English speaking background may need additional support. In cases where practical assessment is used it should be combined with targeted questioning to assess required knowledge.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

Code card elements may contain:	• images • input fields • links • markup language • tasks • text.
WML standard may include:	• WAP architecture specification - WAP-100, Wireless application protocol architecture specification • WAP specification 1.1 or later • WAP specification suite • WAP-120 WAP caching model specification • WAP-174 User agent profiling specification • WAP-175 WAP cache operation specification • WAP-190 Wireless application environment specification • WAP-191 Wireless markup language specification • WAP-192 Binary XML content format specification • WAP-193 WMLScript language specification • WAP-194 WMLScript standard libraries specification.
Client may include:	• external organisations • individuals • internal departments • internal employees.

Unit Sector(s)

Networking