



Australian Government

ICTNWK522 Build decks using wireless markup language

Release: 1

ICTNWK522 Build decks using wireless markup language

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Application

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

It applies to individuals who create specialised language intended for devices that implement the Wireless Application Protocol (WAP) specification, such as mobile phones. It provides navigational support, data input, hyperlinks, text and image presentation.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Networking

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
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

ELEMENT	PERFORMANCE CRITERIA
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

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1, 1.3, 2.1, 2.2, 3.4	Recognises and interprets technical material to determine and confirm job requirements
Writing	2.1, 2.2, 3.2	Demonstrates sophisticated writing skills using specialised language, stylistic devices and appropriate conventions to express precise meaning
Oral Communication	1.3	Uses listening and questioning skills to confirm understanding for requirements, and participates in a verbal exchange of ideas/solutions
Navigate the world of work	2.2, 2.3	Recognises and responds to explicit and implicit protocols within familiar work contexts
Get the work done	1.2, 1.4, 1.5, 2.4, 3.1-3.4	- Demonstrates a sophisticated understanding of principles, concepts, language and practices associated with the digital world - May operate from a broad conceptual plan,

		developing the operational detail in stages, regularly reviewing priorities and performance during implementation, and identifying and addressing issues • Monitors outcomes of decisions, considering results and identifying key concepts and principles that may be adaptable in the future • Uses nuanced understanding of context to recognise anomalies and subtle deviations to normal expectations, focussing attention and remedying problems as they arise
--	--	---

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTNWK522 Build decks using wireless markup language	ICANWK522A Build decks using wireless markup language	Updated to meet Standards for Training Packages.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>

Assessment Requirements for ICTNWK522 Build decks using wireless markup language

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- analyse existing parameters
- design wireless markup language (WML) files that meet the business client's need
- create the code using appropriate language and standards
- test and validate compatibility and performance.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- describe the internet standards and transmission control protocols and internet protocols (TCPs/IPs) relevant to WML
- define five layer protocol stack of TCP/IP and explain its function in applications development
- outline wireless application protocol (WAP)
- outline application communication protocols
- identify and apply WML code, including:
 - WMLScript
 - WMLScript specification
 - extensible markup language (XML) 1.0 standard
 - XML applications
- explain the following features of wireless:
 - application environment
 - datagram protocol
 - session protocol

- transaction protocol
- transport layer security
- identify and summarise the computer code of ethics as it applies to programming.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in networking, and include access to:

- XML parser
- WML valuator.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>