



Australian Government

ICTNWK551 Build decks using wireless markup language

Release: 1

ICTNWK551 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 6.0.

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 such as mobile phones that implement the Wireless Application Protocol (WAP) specification that 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 accessible via hand-held device 1.2 Design deck logical structure and confirm deck size meets required boundaries 1.3 Determine content structure according to organisational requirements and user needs 1.4 Identify links between sets of cards according to WML deck requirements
2. Create deck	2.1 Design user input cards and multiple item selection according to WML design specifications 2.2 Code deck cards according to WML design specifications

ELEMENT	PERFORMANCE CRITERIA
	2.3 Demonstrate cards compliance to international WML standards
3. Test deck	3.1 Test deck on multiple devices and confirm compatibility with required hand-held devices 3.2 Validate and test WML files according to standard testing procedures 3.3 Document test results and submit to required personnel

Foundation Skills

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

SKILL	DESCRIPTION
Learning	Monitors outcomes of decisions, considering results and identifying key concepts and principles that may be adaptable in the future
Oral communication	Uses listening and questioning techniques to confirm requirements and participates in a verbal exchange of ideas, feedback and solutions
Reading	Interprets technical material to determine and confirm job requirements
Writing	Demonstrates sophisticated writing skills using specialised language, stylistic devices and required conventions to express precise meaning
Planning and organising	Operates from a broad conceptual plan, developing the operational detail in stages, regularly reviewing priorities and performance during implementation and identifying and addressing issues
Problem solving	Recognises anomalies and subtle deviations to normal expectations, focussing attention and remedying problems as they arise
Self-management	Demonstrates adherence to explicit and implicit protocols within familiar work contexts
Technology	Identifies and applies complex principles, concepts, language and practices associated with the digital world

Unit Mapping Information

Supersedes and is equivalent to ICTNWK522 Build decks using wireless markup language.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for ICTNWK551 Build decks using wireless markup language

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Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- design wireless markup language (WML) files and build and test a deck on at least one occasion.

In the course of the above, the candidate must:

- analyse existing parameters
- create code using required language and standards
- test and validate compatibility and performance.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- industry standard internet standards and transmission control protocols and internet protocols (TCPs/IPs) required to WML
- five-layer protocol stack of TCP/IP and its function in applications development
- wireless application protocol (WAP)
- application communication protocols
- WML code, including:
 - WMLScript and WMLScript specification
 - extensible markup language (XML) 1.0 standard
 - XML applications
- wireless features:
 - application environment
 - datagram, session, transaction protocol
 - transport layer security

- computer code of ethics as it applies to programming.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

- This includes access to:
- XML parser
- WML valuator
- industry standard hardware and software.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

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