

Philadelphia University Faculty of Engineering

Marking Scheme

Examination Paper

BSc CE

Advanced Programming Language (0630521)

First Exam

Second semester

Date: 25/03/2012

Section 1

Weighting 20% of the module total

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Marking Scheme Advanced Programming Language (0630521)

The presented exam questions are organized to overcome course material through 5 questions. The *all questions* are compulsory requested to be answered.

Marking Assignments

Ouestion 1 This question is attributed with 3 marks if answered properly; the answer is as following:

Question 1 This question is autibuted with 5 marks in answered property, the answer is as following:	
WML Encoding	WMLScript Compilation
1. the structure and content of the WML	1. WMLScript is compiled in a manner to
documents are encoded into standard bi	nary compilation of programs in other
values that have been defined in the	programming languages (all compiler phases
specification (octet representation)	present here).
2. Encoded WML can be directly used to be	e 2. the code is similar to Java bytecode (non-
reader the content on the device because	
one-to-one mapping exists.	The client need to use interpreter to interpret
	the instruction and execute on the client device
Question 2: This question is attributed with 3 marks if answered properly, the answer is as following:	
Web Model	WAP Model
1. TCP/IP Protocol is used	1. WAP stack protocol is used between device and
	gateway , TCP/IP is used between gateway and
	server
2. HTTP request and response are human	2. WSP request and response are encoded into a
readable	compact binary form.
3. HTTP proxy can be used	WAP gateway is always used.
4. Client- side scripting (java script and	4. client -side scripting (WMLScript only)is in a separate
VBScript) embedded in the HTML code	file, the user – Agent must have an interpreter for
befor being interpeted by the browser	byte code.
5. Browser support a large number of	5. Mobile user agent support a smaller number of
images formats	multimedia formats like WBMP file.

Question 3: This question is attributed with 7 marks if answered properly.

The complete code for this question as the following:

<wml>

```
<card title="Reset button example">
  <!-- Read login and password from user. -->
  Login: <input name="login"/>
  Password: <input type="password" name="password"/>
                                                                       (2 marks)
  <!-- Submit button sends data to server. -->
  <do type="accept" label="Submit">
     <go href="login.cgi" method="post">
       <postfield name="l" value="$(login)"/>
       <postfield name="p" value="$(password)"/>
     </go>
  </do>
                                                                 (2.5 \text{ marks})
  <!-- Reset button clears login and password. -->
  <do type="reset" label="Reset">
     <refresh>
       <setvar name="login" value=""/>
       <setvar name="password" value=""'/>
     </refresh>
  </do>
</card></wml>
                                                                 (2.5 \text{ marks})
```

Question 4: This question is attributed with 4 marks if answered properly. <wml> <card title="Welcome"> <onevent type="ontimer"> <go href="#main"/> </onevent> <!-- Timer waits 5 seconds. --> <timer value="50"/> (2 marks) <ing src = "Logo.gif" alt = "Logo " height = "70" width = "70" /> (1 mark)<do type="accept"><go href="#main"/></do> </card> <card title="Main" id="main"> Welcome to the <u>main </u> <i>page</i>! </card> </wml> (1 mark) **Question 5:** This question is attributed with 3 marks if answered properly. <wml> <card title="Three Images"> <onevent type="onenterforward"> <refresh> <setvar name="img0" value="ibm.gif"/> <setvar name="img1" value="logo.bmp"/> <setvar name="img2" value="acme.bmp"/> <setvar name="time0" value="50"/> <setvar name="time1" value="60"/> <setvar name="time2" value="70"/> </refresh> </onevent> (1 mark)<onevent type="ontimer"> <refresh> <setvar name="img0" value="\$(img1)"/> <setvar name="img1" value="\$(img2)"/> <setvar name="img2" value="\$(img0)"/> <setvar name="time0" value="\$(time1)"/> <setvar name="time1" value="\$(time2)"/> <setvar name="time2" value="\$(time0)"/> </refresh> </onevent> (1 mark)<timer value="\$(time0)"/> </card> (1 mark) </wml>