

## Handling User Input

### Outline of the Lecture

- Creating Selection Lists (Radio Buttons)
- Input fields
- Setting Variable Values in WML

WML supports two kinds of user input: entering text and selecting from a list. The following sections describe how to both prompt the user and handle the response.

### Creating Selection Lists (`<select>` `<option>` elements)

- A selection list is a list of options that a user can select.
  - The `<select>``</select>` WML tags are used to define a selection list
  - The `<option>``</option>` tags are used to define an item in a selection list. Items are presented as radio buttons in some WAP browsers.
- The `<option>``</option>` tag pair should be enclosed within the `<select>``</select>` tags.

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### Example 8.1

```

<?xml version="1.0"?>
<!DOCTYPE wml PUBLIC "-//WAPFORUM//DTD
WML
1.3//EN""http://www.wapforum.org/DTD/wml13.dtd">
<wml>
<card id="card1" title="Selection List">
<p>
This is a selection list:<br/>
<select name="selection_list">
<option value="WML">WML Tutorial </option>
<option value="WAP">WAP Tutorial </option>
<option value="HTML">HTML Tutorial </option>
</select>
</p>
</card>
</wml>

```

- In WML, a selection list is associated with a **variable**, which stores the value of the item selected. The **variable name** is specified with the name attribute of the `<select>` element and the **value of an item** is specified with the value attribute of the `<option>` element.
- The **value** attribute of the `<select>` tag can be used to set the **default** option that will be selected initially.

```
<select name="selection_list" value=" WAP ">
<option value=" WML ">WML Tutorial </option>
<option value=" WAP ">WAP Tutorial </option>
<option value=" HTML ">HTML Tutorial</option>
</select>
```

### **<option>**

- The `<option>` element specifies a particular choice within a `<select>` element.
- Syntax**

```
<option title="label" value="value" onpick="url">content </option>
```

- Where content represents the text the device will display to represent the particular selection item and the action to perform if the user selects it.

```
<option value="1">

</option>
```

### Attributes

<b>title</b>	A label that identifies the option.
<b>value</b>	Specifies the value to assign to the variable defined in the <code>&lt;select&gt;</code> element name attribute
<b>onpick</b>	Specifies the URL to open if the user selects the option

- Example**

```
<wml><card>
<p>Please select your favorite color:
<select name="color">
<option value="1">red</option>
<option value="2">blue</option>
<option value="3">green</option>
```

```
<option value="4">yellow</option>
</select> </p></card></wml>
```

### **<select>**

- The `<select>` element specifies a list of options from which the user can choose. You can specify either single- or multiple-choice `<select>` elements.
- **Syntax**

```
<select title="label" multiple="boolean" name="variable"
       value="default" tabindex="n">content </select>
```

### Attributes

<b>title</b>	Specifies a brief label for the <code>&lt;select&gt;</code> list.
<b>multiple</b>	true   false  Specifies whether the user can select multiple items.
<b>name</b>	The name of the variable in which the device stores the value(s) associated with the option(s) chosen by the user.
<b>value</b>	A string specifying the default value(s) for the variable specified by the name attribute.
<b>tabindex</b>	The UP.Browser software does not currently support this attribute.

- **Example**

```
<wml><card>
  <p>Please choose your favorite animals:<br/>
  <select multiple="true" name="x" >
    <option value="D">Dog</option>
    <option value="C">Cat</option>
    <option value="H">Horse</option>
  </select>
  </p>
  <do type="accept"><noop/></do>
</card>
</wml>
```

### <optgroup>

- The *<optgroup>* element allows you to group multiple *<option>* elements within a card.
- Syntax**

```
<optgroup title="label">content</optgroup>
```

### <fieldset>

- The *<fieldset>* element allows you to group multiple text or input items within a card. Specifying one or more *<fieldset>* elements lets you control how the device presents card content in order to simplify user navigation.
- Syntax**

```
<fieldset title="label">content</fieldset>
```

## Input fields

- Input fields are used to obtain alphanumeric data from users. The *<input>* tag is used to create input fields

```
<input name="myname" maxlength="16"/>
```

- Like a selection list, an input field is associated with a *variable*, which stores the data entered by the user. The variable name is specified with the *name* attribute of the *<input>* element.
- The *maxlength* attribute of the *<input>* element limits the number of characters that a user can enter in an input field.
- The input field can contain a **value by default**.

```
<input name="FisrtName" maxlength="16" value="Ahmed"/>
```

- Syntax**

```
<input name="variable" title="label" type="type" value="value" format="specifier" emptyok="boolean" size="n" maxlength="n" tabindex="n"/>
```

**Input Element (*Attributes*)**

<i>Attribute Name</i>	<i>Attribute value</i>																
<b>name</b>	<b>Required.</b> The name of the variable in which the device stores the text entered by the user																
<b>title</b>	Specifies a brief label for the input item. Some devices use the label as a tooltip when displaying the input field																
<b>type</b>	<b>text   password</b>  Specifies how the device should display text the user enters. Specifying type="text" causes the text to be visible. Specifying type="password" causes the text to be																
<b>value</b>	Specifies the value of the variable named in the name attribute.																
<b>format</b>	Specifies a data format that the user entry must match as the following: <table border="1"> <thead> <tr> <th><b>Tag</b></th><th><b>Description</b></th></tr> </thead> <tbody> <tr> <td><b>A</b></td><td>Any symbolic or uppercase alphabetic character (no numbers)</td></tr> <tr> <td><b>a</b></td><td>Any symbolic or lowercase alphabetic character (no numbers)</td></tr> <tr> <td><b>N</b></td><td>Any numeric character (no symbols or alphabetic characters)</td></tr> <tr> <td><b>X</b></td><td>Any symbolic, numeric, or uppercase alphabetic character (not changeable to lowercase)</td></tr> <tr> <td><b>x</b></td><td>Any symbolic, numeric, or lowercase alphabetic character (not changeable to uppercase)</td></tr> <tr> <td><b>M</b></td><td>Any symbolic, numeric, or uppercase alphabetic character (changeable to lowercase)--for multiple character input, defaults to uppercase first character</td></tr> <tr> <td><b>m</b></td><td>Any symbolic, numeric, or lowercase alphabetic character (changeable to uppercase)--for multiple character input, defaults to lowercase first character</td></tr> </tbody> </table>	<b>Tag</b>	<b>Description</b>	<b>A</b>	Any symbolic or uppercase alphabetic character (no numbers)	<b>a</b>	Any symbolic or lowercase alphabetic character (no numbers)	<b>N</b>	Any numeric character (no symbols or alphabetic characters)	<b>X</b>	Any symbolic, numeric, or uppercase alphabetic character (not changeable to lowercase)	<b>x</b>	Any symbolic, numeric, or lowercase alphabetic character (not changeable to uppercase)	<b>M</b>	Any symbolic, numeric, or uppercase alphabetic character (changeable to lowercase)--for multiple character input, defaults to uppercase first character	<b>m</b>	Any symbolic, numeric, or lowercase alphabetic character (changeable to uppercase)--for multiple character input, defaults to lowercase first character
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<b>emptyok</b>	<b>true   false</b>  Specifies whether the user can leave the field blank.																
<b>size</b>	The UP.Browser software does not support this attribute.																
<b>maxlength</b>	Specifies the maximum number of characters the user can enter.																
<b>tabindex</b>	The UP.Browser software does not support this attribute.																

- Example

```
<wml> <card> <p>
First Name:
<input name="fname" maxlength="15" /> <br/>
Last Name:
<input name="lname" maxlength="15" /> <br/>
State:
<input name="state" maxlength="2" emptyok="true" value="CA" />
<br/>
Zipcode:
<input name="zipcode" maxlength="10" /> <br/>
Password:
<input name="password" maxlength="8" type="password"/>
</p> </card> </wml>
```

## Setting Variable Values in WML

- A major difference between WML and HTML is that WML has build-in *support of variables*.
- Variable names in WML are *case-sensitive*.
- All variables are stored as string. They have a global scope, which means once you have set the value of a variable, you can read it in any cards and decks.
- You can set the value of a variable in the following ways:
  1. Using the `<setvar/>` tag
  2. Using data collection tags `<select>` and `<input/>`
- **syntax.**
  - `$identifier`
  - `$(identifier)`

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### Example 8.2

```
<?xml version="1.0" encoding="utf-8"?>
<!DOCTYPE wml PUBLIC "-//WAPFORUM//DTD WML 1.3//EN"
    "http://www.wapforum.org/DTD/wml13.dtd">
<wml>
<card id ="card1" title ="free form input">
<do type ="accept" label="Get Res">
<go href="#card2">
```

```
</do>
<p>
First Name:
<input type="text" name="first" value ="Fname" size ="8"
maxlength="8" emptyok="no" format ="A*a" /><br/>
Last Name:
<input type="text" name="last" value ="Lname" size ="8"
maxlength="8" emptyok="yes" format ="A*a" /><br/>
Age:
<input type="text" name="age" size ="2" maxlength="2"
emptyok="yes" format ="2N" /><br/>
Country:
<select name="country">
<option value ="jordan">Jordan</option>
<option value ="Syria">Syria</option>
<option value ="Ukraine">Ukraine</option>
<option value ="Russia">Russia</option>
<option value ="Italy">Italy</option>
</select></p></card>
<card id ="card2" title = "Results">
<p>Your entry:<br/>
First Name:$first <br/>
Last Name:$last <br/>
Age: $age <br/>
country: $country
</p> </card></wml>
```