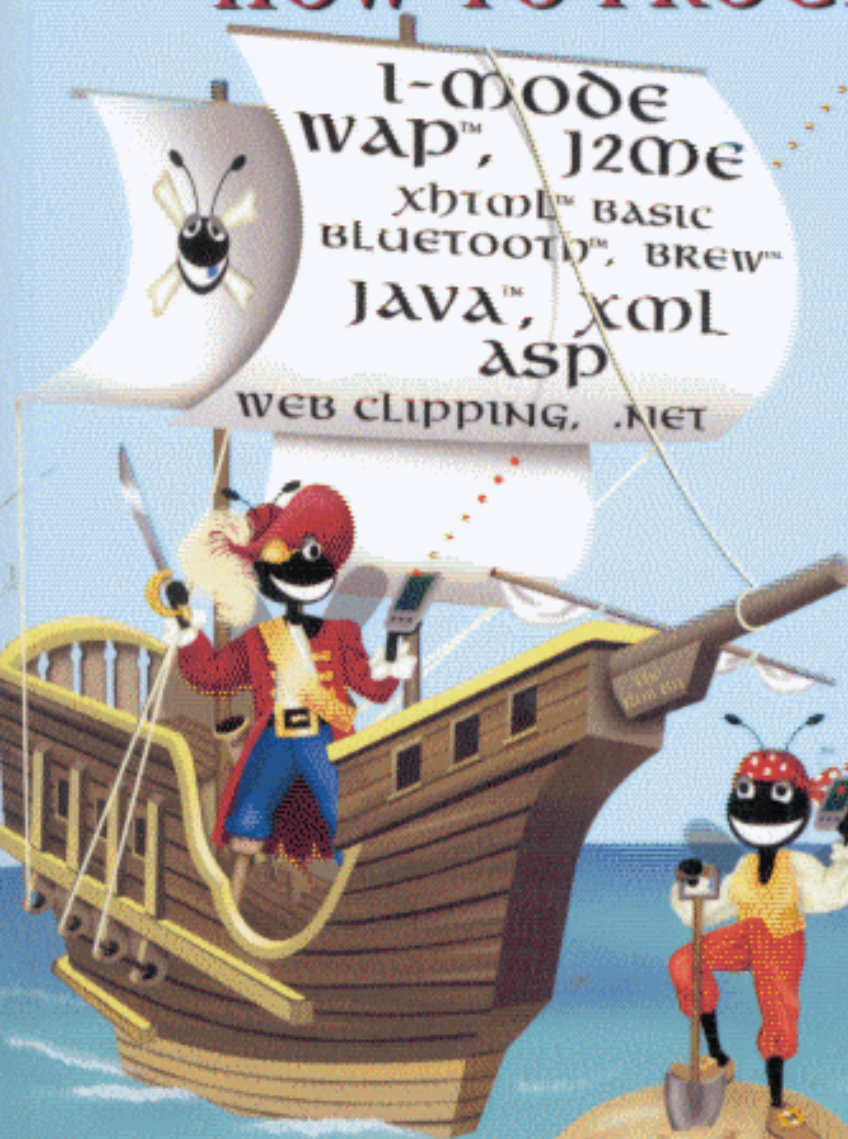


WIRELESS INTERNET & MOBILE BUSINESS

— HOW TO PROGRAM —



- WAP™/WML/WMLSCRIPT
- BLUETOOTH™/BREW™
- i-MODE/CHTML
- PALM OS®/WEB CLIPPING
- WINDOWS® CE®/STINGER
- INTROS TO JAVA™ AND XML
- JAVA™ WIRELESS/J2ME
- ACTIVE SERVER PAGES (ASP)
- MICROSOFT® .NET WIRELESS
- XML/XSLT™
- XHTML™ BASIC
- MACROMEDIA® FLASH™
- ACCESSIBILITY/UNICODE®
- m-BUSINESS/e-BUSINESS
- WIRELESS BUSINESS APPLICATIONS
- BUSINESS-TO-CONSUMER APPLICATIONS
- LOCATION-BASED TECHNOLOGIES
- GLOBAL POSITIONING SYSTEM (GPS)
- WIRELESS MARKETING
- MOBILE CUSTOMER RELATIONSHIP MANAGEMENT
- MICROPAYMENTS/m-WALLETS
- WTLS/SSL/WIRELESS SECURITY
- PRIVACY/PERSONALIZATION
- INTERNATIONAL WIRELESS DEVELOPMENT
- WWAN/WPAN/LMDS/MMDS/GPRS
- W-CDMA/GSM/EPOC/SMS/PCS
- 2G/2.5G/3G TECHNOLOGIES
- MULTIMEDIA

DEITEL™

DEITEL
NIETO
STEINBUHLER

1	Introducing the Internet, the Web and Wireless Communications	1
1.1	Introduction	2
1.2	History of the Internet	5
1.3	History of the World Wide Web	6
1.4	Internet and World Wide Web Development	6
1.5	Overview of m-Business and the Wireless Internet	7
1.6	Tour of the Book	11
1.7	Internet and World Wide Web Resources	20
2	m-Business	26
2.1	Introduction	27
2.2	Adopting Wireless Technologies	28
2.3	Creating m-Businesses	29
2.3.1	Generating Revenue	30
2.3.2	Wireless Web Site Design and Content Creation	30
2.3.3	Business-to-Employee (B2E) Communications	31
2.4	Wireless Application Solution Providers	33
2.5	Business-to-Employee (B2E) Applications	35
2.6	Business-to-Consumer (B2C) Applications	37
2.6.1	Retail	38
2.6.2	Wireless News Services	39
2.6.3	Entertainment	39
2.6.4	Travel	40
2.6.5	Banking and Financial Services	43

2.6.6	Automobile Industry	45
2.6.7	Other Applications	48
2.7	Internet and World Wide Web Resources	48

3 Location-Identification Technologies and Location-Based Services 56

3.1	Introduction	57
3.2	Enhanced 911 Act (E911)	58
3.3	Identifying Cellular Devices: Cell-ID	59
3.4	Location-Identification Technologies	59
3.4.1	Cell of Origin (COO)	61
3.4.2	Angle of Arrival (AOA)	61
3.4.3	Time Difference of Arrival (TDOA)	62
3.4.4	Enhanced Observed Time Difference (E-OTD)	63
3.4.5	Location Pattern Matching	64
3.4.6	Global Positioning System (GPS)	66
3.4.7	Java and Location-Identification Technologies	66
3.5	Location-Based Services	67
3.5.1	Automotive	67
3.5.2	Fleet Tracking	68
3.5.3	Location-Based Advertising and Marketing	68
3.5.4	Agriculture and Environmental Protection	69
3.5.5	Security and Theft Control	69
3.5.6	Accessibility and Wireless Technology	70
3.5.7	Wireless Mapping	71
3.6	Location-Interoperability Forum	72
3.7	Internet and World Wide Web Resources	72

4 e-Marketing and m-Marketing 80

4.1	Introduction	81
4.2	Branding	82
4.3	Marketing Research	83
4.4	E-Mail Marketing	85
4.5	Wireless Marketing	87
4.6	Promotions	88
4.7	Advertising	90
4.7.1	Banner Advertising	90
4.7.2	Buying and Selling Banner Advertising	92
4.7.3	Media-Rich Advertising	94
4.7.4	Wireless Advertising	96
4.8	Tracking and Analyzing Data	101
4.8.1	Log-File Analysis	102
4.8.2	Data Mining	102
4.8.3	Customer Registration	104
4.8.4	Cookies	105
4.8.5	Wireless Tracking	105

4.9	Personalization	106
4.10	Public Relations	107
4.11	Business-to-Business (B2B) Marketing on the Web	108
4.12	Search Engines	109
4.12.1	Meta Tags	109
4.12.2	Search-Engine Registration	110
4.12.3	Search Engines for Wireless Users	112
4.13	Customer-Relationship Management (CRM)	112
4.13.1	Wireless CRM	113
4.13.2	Sales-Force Automation	114
4.14	Internet and World Wide Web Resources	117

5 e-Payments and m-Payments 135

5.1	Introduction	136
5.2	Online Transaction Standards	137
5.3	Anatomy of an Online Credit-Card Transaction	137
5.4	Wireless Payment Standards	138
5.4.1	M-Payment Standards Organizations	139
5.4.2	Remote M-Wallet Standard	139
5.4.3	Mobile Electronic Transactions (MeT) Standard	141
5.5	Transaction Enablers	142
5.6	M-Payment Processing and Financial Institutions	143
5.7	Online Credit-Card Fraud	144
5.8	Online- and Wireless-Payment Options	145
5.8.1	Digital Currency	145
5.8.2	E-Wallets	146
5.8.3	M-Wallets	146
5.8.4	Point-of-Sale Transactions	149
5.8.5	Bar-Coding Payments	149
5.8.6	Peer-to-Peer Payments	150
5.8.7	Smart Cards	151
5.8.8	Micropayments	151
5.9	Alternate Payment Options	154
5.9.1	Prepayment Versus Credit	154
5.9.2	Payment Options	155
5.10	Business-to-Business (B2B) Transactions	156
5.11	E-Billing	158
5.12	Internet and World Wide Web Resources	161

6 Security 174

6.1	Introduction	175
6.2	Ancient Ciphers to Modern Cryptosystems	176
6.3	Secret-key Cryptography	177
6.4	Public-key Cryptography	180
6.5	Cryptanalysis	182
6.6	Key Agreement Protocols	183

6.7	Key Management	183
6.8	Digital Signatures	183
6.9	Public-Key Infrastructure, Certificates and Certificate Authorities	185
6.9.1	Smart Cards	189
6.9.2	Wireless PKI (WPKI)	189
6.10	Security Protocols	190
6.10.1	Secure Sockets Layer (SSL)	191
6.10.2	WTLS	192
6.10.3	IPSec and Virtual Private Networks (VPN)	193
6.10.4	802.11 Wireless LAN Security	194
6.11	Authentication	195
6.11.1	Kerberos	196
6.11.2	Biometrics	196
6.11.3	Single Sign-On	197
6.12	Security Attacks	198
6.12.1	Denial-of-Service (DoS) Attacks	198
6.12.2	Viruses and Worms	199
6.12.3	Wireless Attacks	201
6.12.4	Software Exploitation, Web Defacing and Cybercrime	202
6.13	Network Security	203
6.13.1	Firewalls	204
6.13.2	Intrusion Detection Systems	206
6.14	Steganography	206
6.15	Internet and World Wide Web Resources	208

7	Legal and Social Issues; Web Accessibility	225
7.1	Introduction	227
7.2	Wireless Internet Regulation	227
7.3	Privacy and Wireless Communications	228
7.3.1	Right to Privacy	229
7.3.2	Wireless Internet and the Right to Privacy	229
7.3.3	Employer and Employee: Privacy Issues	233
7.4	Legal Issues: Other Areas of Concern	234
7.4.1	Defamation	235
7.4.2	Sexually Explicit Speech	236
7.4.3	Children and the Internet	237
7.4.4	Intellectual Property: Copyright	238
7.4.5	Intellectual Property: Patents	242
7.4.6	Trademark and Domain Name Registration	244
7.4.7	Unsolicited Commercial E-Mail (Spam)	245
7.4.8	Online Auctions	245
7.4.9	Online Contracts	246
7.4.10	User Agreements	246
7.5	Cybercrime	246
7.6	Internet Taxation	248
7.7	Social Interaction and Wireless Communications	250

7.7.1	Instant Messaging	250
7.7.2	Wireless E-Mail Access	252
7.7.3	Social Etiquette and Wireless Communications	253
7.8	Health and Safety	253
7.8.1	<i>Cell Phones and Radiation</i>	254
7.8.2	Cell Phones and Driving	254
7.9	Socio-Economic Segregation	255
7.10	Web Accessibility	256
7.10.1	Regulations and Resources	256
7.10.2	Various Disabilities	258
7.10.3	Web Accessibility Initiative	258
7.10.4	Providing Alternatives for Images	259
7.10.5	Maximizing Readability by Focusing on Structure	260
7.10.6	JAWS® for Windows	261
7.10.7	Other Accessibility Tools	261
7.11	Internet and World Wide Web Resources	262

8 International Wireless Communications 277

8.1	Introduction	278
8.2	International Regulation of Wireless Communications	279
8.2.1	3G Licensing Auctions	280
8.2.2	3G Licensing Effects	282
8.3	Worldwide Wireless Evolution	283
8.3.1	Technological and Cultural Factors Affecting Wireless Adoption	284
8.3.2	Applications	284
8.4	International Wireless Markets	286
8.4.1	Asia and the Pacific	286
8.4.2	Europe	288
8.4.3	North, Central and South America	289
8.4.4	Australia and New Zealand	290
8.4.5	Africa	291
8.5	Creating an m-Business with Global Capabilities	291
8.5.1	Choosing an International Market	292
8.5.2	Internationalization and Localization	293
8.5.3	Partnering and Hiring	297
8.5.4	Payment Systems	298
8.5.5	Distribution	299
8.5.6	Legal and Taxation Systems	299
8.5.7	Promotions	301
8.6	Future of Global m-Business	302
8.7	Internet and World Wide Web Resources	302

9 Wireless Communications Technologies: Part 1 313

9.1	Introduction	314
9.2	Hardware	315
9.2.1	Handsets	315

9.2.2	Pagers	317
9.2.3	Personal Digital Assistants (PDAs)	319
9.2.4	Convergence Devices and Other Wireless Options	320
9.3	Wireless Carriers and Service Providers	320
9.3.1	Mobile-Phone Service Providers	321
9.3.2	Wireless Internet Service Providers (WISPs)	322
9.3.3	SMS and Other Messaging Services	323
9.3.4	Wireless Internet and Other Wireless Services	324
9.4	Wireless Networks	325
9.4.1	Wireless Local Area Networks (WLANs)	325
9.4.2	Wireless Wide Area Networks (WWANs)	328
9.4.3	Wireless Personal Area Networks (WPANs) and Bluetooth	328
9.4.4	Fixed Wireless	329
9.5	Radio Frequency, Laser, Infrared and Bluetooth Wireless Technologies	330
9.5.1	Radio Frequency (RF)	330
9.5.2	Laser and Infrared Technologies	331
9.5.3	Bluetooth Wireless Technology	332
9.6	Satellite Communications	332
9.7	Future of Wireless Communications	334
9.8	Internet and World Wide Web Resources	334

10 Wireless Communications Technologies: Part 2 343

10.1	Introduction	344
10.2	Wireless Access Technologies	345
10.2.1	Frequency Division Multiple Access (FDMA)	345
10.2.2	Time Division Multiple Access (TDMA)	346
10.2.3	Code Division Multiple Access (CDMA)	347
10.3	First-Generation Technology (1G) and AMPS	348
10.4	Second-Generation Wireless Technologies (2G)	349
10.4.1	Personal Communications Services (PCS)	349
10.4.2	Global System for Mobile Communications (GSM)	351
10.4.3	CdmaOne™	352
10.4.4	TDMA Technology Family	352
10.4.5	Orthogonal Frequency Division Multiplexing (OFDM)	353
10.5	2.5 Generation (2.5G) and Third-Generation (3G) Wireless Technologies	353
10.5.1	High Speed Circuit-Switched Data (HSCSD)	354
10.5.2	General Packet Radio Service (GPRS)	354
10.5.3	Enhanced Data Rates for Global Evolution (EDGE)	354
10.5.4	CDMA2000	355
10.5.5	Wideband Code Division Multiple Access (W-CDMA)	356
10.6	Wireless Platforms and Programming Languages	357
10.6.1	Handheld Devices Markup Languages (HDML)	357
10.6.2	WAP and WML	357
10.6.3	Compact HTML (cHTML) and i-mode	359
10.6.4	Java and the Java 2 Micro Edition (J2ME)	359
10.6.5	XML and XHTML	360

10.6.6	EPOC	361
10.6.7	Binary Runtime Environment for Wireless (BREW)	361
10.7	SyncML Initiative	362
10.8	Future of Wireless Technologies	363
10.9	Internet and World Wide Web Resources	363

11 Palm™ and Palm OS® 373

11.1	Introduction	374
11.2	History of Palm™	375
11.3	Hardware	376
11.3.1	Controls and Body Design	376
11.3.2	DragonBall™ Processor	377
11.4	Palm™ Operating System (Palm OS®)	378
11.4.1	Modes of Operation	378
11.4.2	Memory	379
11.4.3	Running Applications	380
11.4.4	Security	381
11.4.5	Graffiti®	382
11.4.6	Other Palm OS®-Based Handhelds	384
11.5	Applications	386
11.5.1	Handheld Applications	386
11.5.2	Wireless Applications	389
11.5.3	Hot Sync®	395
11.5.4	Development Tools	395
11.6	Future of Palm™	396
11.7	Internet and World Wide Web Resources	396

12 Microsoft® Windows® CE, Pocket PC and Stinger 405

12.1	Introduction	406
12.2	History	407
12.3	Hardware	407
12.3.1	MIPS, ARM & Super-H (SH3) Processors	408
12.3.2	Controls and Hardware Design	408
12.4	Windows CE Operating System	409
12.4.1	Windows CE-based Devices	409
12.4.2	Embedded Systems	409
12.4.3	Memory and Data-Storage Management	410
12.4.4	Kernel, Threads and Processes	411
12.4.5	Security	411
12.4.6	Running Applications	412
12.4.7	Input Options	413
12.5	Microsoft Stinger	415
12.6	Pocket PC Applications	416
12.6.1	Types of Applications and Software	416
12.6.2	Development Tools	426
12.6.3	Optional Section for Programmers	427

12.6.4	Microsoft® Mobile Information Server 2001	432
12.6.5	Microsoft® ActiveSync® 3.1	433
12.7	Future of Windows CE and the PDA Market	435
12.8	Internet and World Wide Web Resources	436

13 Wireless Markup Language (WML): Part 1 446

13.1	Introduction	447
13.2	Editing WML	447
13.3	First WML document	448
13.4	Phone Simulators and Setup Instructions	450
13.5	Formatting Text	452
13.6	Images	456
13.7	Linking	458
13.7.1	Hyperlinking	458
13.7.2	Internal Linking	460
13.7.3	External Linking	462
13.8	Special Characters	465
13.9	Internet and World Wide Web Resources	466

14 Wireless Markup Language (WML): Part 2 472

14.1	Introduction	473
14.2	Basic WML Tables	473
14.3	Basic WML Forms	476
14.4	Creating Templates with the template Element	479
14.5	Using setvar to Declare and Initialize Variables in WML	481
14.6	Event Handling with the onevent Element	483
14.7	Contacts Application	486
14.8	Internet and World Wide Web Resources	489

15 WMLScript: Introduction to Scripting 492

15.1	Introduction	493
15.2	Simple Program: Printing a Line of Text	493
15.3	WMLScript Program: Adding Integers	499
15.4	Memory Concepts	503
15.5	Arithmetic	504
15.6	Decision Making: Equality and Relational Operators	508
15.7	Internet and World Wide Web Resources	513

16 WMLScript: Functions 516

16.1	Introduction	517
16.2	Program Modules in WMLScript	517
16.3	Programmer-Defined Functions	519
16.4	Function Definitions	519
16.5	Random Number Generation	527
16.6	Duration of Identifiers	532
16.7	Scope Rules	532

17	WMLScript: Control Structures 1	540
17.1	Introduction	541
17.2	Algorithms	541
17.3	Pseudocode	542
17.4	Control Structures	542
17.5	if Selection Structure	544
17.6	if/else Selection Structure	546
17.7	while Repetition Structure	550
17.8	Formulating Algorithms: Case Study 1 (Counter-Controlled Repetition)	551
17.9	Formulating Algorithms with Top-Down, Stepwise Refinement: Case Study 2 (Sentinel-Controlled Repetition)	556
17.10	Formulating Algorithms with Top-Down, Stepwise Refinement: Case Study 3 (Nested Control Structures)	563
17.11	Assignment Operators	569
17.12	Increment and Decrement Operators	569
17.13	Note on Data Types	573
17.14	Internet and World Wide Web Resources	573
18	WMLScript: Control Structures 2	578
18.1	Introduction	579
18.2	Essentials of Counter-Controlled Repetition	579
18.3	for Repetition Structure	581
18.4	Examples Using the for Structure	587
18.5	break and continue Statements	591
18.6	Logical Operators	596
18.7	Structured Programming Summary	601
18.8	Example: Game of Chance	606
18.9	Internet and World Wide Web Resources	610
19	WMLScript: Objects	615
19.1	Introduction	616
19.2	Thinking About Objects	616
19.3	WMLBrowser Object	617
19.4	Float Object	621
19.5	Lang Object	628
19.6	URL Object	634
19.7	Dialogs Object	638
19.8	Internet and World Wide Web Resources	643
20	WMLScript: Strings and Characters	646
20.1	Introduction	647
20.2	Fundamentals of Characters and Strings	647
20.3	Methods of the String Object	647
20.4	String Methods length and charAt	649
20.5	Comparing Strings	651
20.6	Searching Methods	656
20.7	Extracting Substrings from Strings	658

20.8	Concatenating Strings	660
20.9	Miscellaneous String Methods	660
21	Web Clipping	669
21.1	Introduction	670
21.2	Palm OS [®] Emulator Setup	670
21.2.1	Downloading and Installing the Palm OS [®] Emulator and Web-Clipping Application Builder	671
21.2.2	Building and Running Web-Clipping Applications	671
21.3	Web-Clipping Applications	672
21.4	Simple Web-Clipping Application: Printing a Line of Text	673
21.5	Linking	675
21.6	Displaying Images	677
21.7	Accessing Other Web-Clipping Applications	679
21.8	Tables	683
21.9	Colors	685
21.10	Internet and World Wide Web Resources	688
22	i-mode	693
22.1	Introduction	694
22.2	Japan's Telecommunications Industry and Infrastructure	695
22.3	i-mode Innovations	695
22.3.1	i-mode Technology	695
22.3.2	i-mode Business Model	696
22.4	i-mode Data Service	697
22.5	DoCoMo and i-mode in the Global Market	699
22.6	Programming i-mode	700
22.7	Pixo Internet Microbrowser 2.1 Setup	700
22.8	Common cHTML Elements	701
22.9	Headers	702
22.10	Linking	704
22.11	Images	704
22.12	Changing Text Color with 	707
22.13	Special Characters and More Line Breaks	707
22.14	Unordered Lists	711
22.15	Nested and Ordered Lists	711
22.16	Internet and World Wide Web Resource	713
23	Bluetooth™ Wireless Technology	718
23.1	Introduction	720
23.2	History of Bluetooth Wireless Technology	721
23.3	Bluetooth Special Interest Group (SIG)	721
23.3.1	SIG Membership	722
23.3.2	Product Qualification	722
23.4	Bluetooth Wireless Communications Technology	723
23.5	Bluetooth Profiles	725
23.5.1	Generic Access Profile	725

23.5.2	Service Discovery Application Profile	726
23.5.3	Serial Port Profile	726
23.5.4	Cordless Telephony Profile	726
23.5.5	Intercom Profile	727
23.5.6	Headset Profile	727
23.5.7	Dial-Up Networking Profile	727
23.5.8	Fax Profile	727
23.5.9	Local Area Network (LAN) Access Profile	727
23.5.10	Generic Object Exchange Profile	727
23.5.11	Object Push Profile	727
23.5.12	File Transfer Protocol Profile	728
23.5.13	Synchronization Profile	728
23.6	Piconets and Scatternets	728
23.7	Bluetooth Security	729
23.8	Other Wireless Networks: 802.11b and HomeRF	730
23.9	Devices and Applications	731
23.10	Future of Bluetooth Wireless Technology	732
23.11	Case Study: Introduction to Bluetooth Programming	732
23.11.1	Bluetooth Chat Application	734
23.11.2	Host Controller Interface (HCI)	735
23.11.3	Inquiry Stage	736
23.11.4	Connection	737
23.11.5	Service Discovery	738
23.11.6	COM Connection	739
23.12	Internet and World Wide Web Resources	740
24	Introduction to XHTML Basic: Part 1	750
24.1	Introduction	751
24.2	First XHTML Basic Example	752
24.3	Headers	754
24.4	Linking	756
24.5	Images	756
24.6	Special Characters and More Line Breaks	761
24.7	Internet and World Wide Web Resources	763
25	Introduction to XHTML Basic: Part 2	767
25.1	Introduction	768
25.2	Simple XHTML Basic Tables	768
25.3	Unordered Lists	770
25.4	Nested and Ordered Lists	772
25.5	Simple XHTML Basic Forms	773
25.6	More Complex XHTML Basic Forms	776
26	Case Study: Wireless Applications Development with ASP	785
26.1	Introduction	786
26.2	Problem Statement	786

26.3	Setup Instructions	787
26.4	Application Architecture	788
26.5	Deitel Tip Test Application Overview	789
26.6	Client Tier: User Interface	790
26.6.1	WAP Clients	791
26.6.2	i-mode Clients	802
26.6.3	Internet Explorer 5.5 Clients	806
26.7	Data Tier: Database	815
26.8	Middle Tier: Business Processes	817
26.8.1	Transforming XML to WMLScript	829
26.8.2	Transforming XML to cHTML	834
26.8.3	Transforming XML to XHTML	836
26.9	Internet and World Wide Web Resources	841

27 Java-Based Wireless Applications Development and J2ME

844

27.1	Introduction	845
27.2	WelcomeServlet Overview	847
27.3	TipTestServlet Overview	853
27.3.1	Internet Explorer request	866
27.3.2	WAP request	873
27.3.3	Pixo i-mode request	878
27.3.4	J2ME client request	883
27.4	Java 2 Micro Edition	885
27.4.1	CLDC	885
27.4.2	MIDP	885
27.4.3	TipTestMIDlet Overview	888
27.5	Installation Instructions	908
27.6	Internet and World Wide Web Resources	911

28 Microsoft .NET Mobile Internet Toolkit

920

28.1	Introduction	921
28.2	Setup	921
28.3	Introduction to the Microsoft .NET Mobile Internet Toolkit and Microsoft .NET Mobile Web Forms	922
28.4	Basic Mobile Web Form Controls	923
28.5	Advanced Mobile Web Forms Controls	932
28.6	.NET Mobile Web Design	941
28.7	Device-Independent Web Design Using Stylesheets and Templates	945
28.8	Internet and World Wide Web Resources	956

29 Binary Runtime Environment for Wireless (BREW™)

964

29.1	Introduction	965
29.2	Overview of BREW Architecture	966
29.2.1	BREW Integration with Applications	966
29.2.2	BREW Integration with Virtual Machines	966
29.3	SDK Overview	966

29.4	BREW Installation and Setup Instructions	968
29.5	Certifying a BREW Application	969
29.6	Distributing BREW Applications	970
29.7	Creating an Applet	970
29.7.1	Introducing the MIF, BID and BAR Files	970
29.7.2	Creating Instances	971
29.7.3	Using Applets	971
29.8	Creating an Application	972
29.8.1	Creating a BID File	973
29.8.2	Creating a MIF File	974
29.8.3	Creating a BAR File and a BAR File Library	974
29.8.4	Creating a Project	979
29.9	Loading an Application into the Emulator	984
29.10	Introduction to the KYOCERA QCP 3000 Phone	985
29.11	Writing a Simple BREW Application	987
29.12	Introducing the Use of Graphics and User Input	991
29.13	Internet and World Wide Web Resources	1004

30 Multimedia: Audio, Video and Speech Recognition 1014

30.1	Introduction	1015
30.2	Audio and Video	1015
30.3	Media Players and Content Delivery	1016
30.3.1	ActiveSky	1017
30.3.2	Generic Media™	1021
30.3.3	Converting Media Files With gMovie Maker	1021
30.3.4	PacketVideo™	1024
30.3.5	Emblaze™ Systems	1026
30.3.6	Windows Media Player 7.1	1026
30.4	CallXML	1031
30.5	Internet and World Wide Web Resources	1037

31 Macromedia® Flash™ 1043

31.1	Macromedia® Flash™	1044
31.2	Installing the Flash 4 Player for Pocket PC Plug-in	1045
31.3	Viewing Macromedia Flash Files With a Pocket PC	1045
31.4	Macromedia Flash Movie Development	1047
31.5	Learning Macromedia Flash with Hands-on Examples	1049
31.5.1	Creating a Shape With the Oval Tool	1051
31.5.2	Adding Text to a Button	1053
31.5.3	Converting a Shape into a Symbol	1054
31.5.4	Editing Button Symbols	1056
31.5.5	Adding Keyframes	1057
31.5.6	Adding Sound to a Button	1059
31.5.7	Verifying Changes with Test Movie	1061
31.5.8	Adding Layers to a Movie	1061
31.5.9	Animating Text with Tweening	1062
31.5.10	Adding a Text Field	1065

31.5.11	Adding ActionScript	1066
31.6	Publishing Macromedia Flash Movies	1069
31.7	Manually Embedding a SWF File in a Web Page	1070
31.8	Viewing Macromedia Flash Movies on a Pocket PC	1072
31.9	Internet and World Wide Web Resources	1073

A Introduction to Java™ 2 Programming **1079**

A.1	Introduction	1081
A.2	Java Keywords, Primitive Data Types and Class Libraries	1081
A.3	Command-Line Java Applications	1085
A.3.1	Printing a Line of Text at the Command Line	1085
A.3.2	Using a Dialog Box from a Command-Line Application	1089
A.3.3	Another Java Application: Adding Integers	1093
A.4	Arrays	1098
A.5	Class Vector	1104
A.6	Graphical User Interfaces: A Windowed Application with JFrames and Event Handling ⁴	1105
A.7	Graphical User Interfaces: Event Handling with Inner Classes	1112
A.8	Graphical User Interfaces: Miscellaneous Components	1121
A.8.1	Class JComboBox	1121
A.8.2	JList	1123
A.9	Graphical User Interfaces: Layout Managers	1126
A.9.1	BorderLayout	1127
A.9.2	GridLayout	1130
A.10	Graphical User Interfaces: Customizing a Component and Introducing Graphics	1132
A.11	Multithreading	1136
A.11.1	Class Thread : An Overview of the Thread Methods	1136
A.11.2	Thread States: Life Cycle of a Thread	1137
A.11.3	Thread Priorities and Thread Scheduling	1139
A.11.4	Creating Threads in an Application	1140
A.12	Networking with Sockets and Streams	1143
A.12.1	Establishing a Simple Server (Using Stream Sockets)	1144
A.12.2	Establishing a Simple Client (Using Stream Sockets)	1145
A.12.3	Client/Server Interaction with Stream Socket Connections	1146
A.13	Enhancing a Web Server with Servlets	1155
A.13.1	Overview of Servlet Technology	1156
A.13.2	Setting Up the Apache Tomcat Server	1156
A.13.3	The Servlet API	1159
A.13.4	HttpServlet Class	1160
A.13.5	HttpServletRequest Interface	1161
A.13.6	HttpServletResponse Interface	1161
A.13.7	Multi-tier Client/Server Application with Servlets	1162
A.14	Internet and World Wide Web Resources	1170

B Career Opportunities **1181**

B.1	Introduction	1182
-----	--------------	------

B.2	Resources for the Job Seeker	1183
B.3	Online Opportunities for Employers	1184
B.3.1	Posting Jobs Online	1186
B.3.2	Problems with Recruiting on the Web	1188
B.3.3	Diversity in the Workplace	1188
B.4	Recruiting Services	1189
B.4.1	Testing Potential Employees Online	1190
B.5	Career Sites	1191
B.5.1	Comprehensive Career Sites	1191
B.5.2	Technical Positions	1192
B.5.3	Wireless Positions	1193
B.5.4	Contracting Online	1193
B.5.5	Executive Positions	1194
B.5.6	Students and Young Professionals	1195
B.5.7	Other Online Career Services	1196
B.6	Internet and World Wide Web Resources	1197
C	ASCII Character Set	1205
D	Special Characters and the Web	1206
E	Unicode®	1207
E.1	Introduction	1208
E.2	Unicode Transformation Formats	1209
E.3	Characters and Glyphs	1210
E.4	Advantages/Disadvantages of Unicode	1211
E.5	Unicode Consortium's Web Site	1211
E.6	Using Unicode	1212
E.7	Character Ranges	1215
F	Number Systems	1219
F.1	Introduction	1220
F.2	Abbreviating Binary Numbers as Octal Numbers and Hexadecimal Numbers	1223
F.3	Converting Octal Numbers and Hexadecimal Numbers to Binary Numbers	1224
F.4	Converting from Binary, Octal or Hexadecimal to Decimal	1224
F.5	Converting from Decimal to Binary, Octal or Hexadecimal	1225
F.6	Negative Binary Numbers: Two's Complement Notation	1227
G	Colors and the Web	1232
H	Extensible Markup Language (XML)	1235
H.1	Introduction	1236
H.2	Structuring Data	1237
H.3	XML Namespaces	1242
H.4	Document Type Definitions (DTDs) and Schemas	1245
H.4.1	Document Type Definitions	1245
H.4.2	W3C XML Schema Documents	1247

H.5	XML Vocabularies	1250
H.5.1	MathML™	1250
H.5.2	Chemical Markup Language (CML)	1254
H.5.3	Other Markup Languages	1256
H.6	Document Object Model (DOM)	1257
H.7	DOM Methods	1257
H.8	Simple API for XML (SAX)	1261
H.9	Extensible Stylesheet Language (XSL)	1264
H.10	Microsoft BizTalk™	1271
H.11	Simple Object Access Protocol (SOAP)	1273
H.12	Internet and World Wide Web Resources	1273

Bibliography **1282**

Index **1285**