

# Glossary

**1G** – Developed in the 70s and 80s, the first generation (1G) wireless communications technology refers to the analog cellular technology. Popular 1G technology includes AMPS.

**2G** – The second generation (2G) wireless communications technology refers to the digital cellular technology. Popular 2G technology includes CDMA and GSM.

**2.5G** – Extension of existing 2G cellular network protocols to provide additional features such as packet-switching and enhanced data rates. Popular 2.5G technology includes GPRS and EDGE.

**3G** – The next generation of wireless communications technology that supports high-speed, high-bandwidth wireless services for advanced applications. Popular 3G technology includes W-CDMA and CDMA 2000 3x.

**ADO.NET** – ActiveX Data Objects for .NET. A set of data access technologies included in the .NET Framework class libraries.

**Advanced Mobile Phone Service (AMPS)** – A 1G standard analog mobile phone service network which operates in the 800-900MHz frequency band. It is used mainly in the US, Latin America, Australia, New Zealand, parts of Russia, and Asia-Pacific.

**ASP.NET** – The latest version of Microsoft's Active Server Pages technology that is designed to build server-based Web applications. It is different from its predecessor in two major ways: it supports code written in compiled language like C++, Visual Basic, and C#, and, it separates the code from the content allowing WYSIWYG editing of Web pages.

**Bluetooth** – A short-range radio technology aimed at simplifying wireless communications between devices and the Internet. Bluetooth's founding members include Ericsson, IBM, Intel, Nokia, and Toshiba.

**Card** – Key component in a WML document. In WML, documents are composed of decks of cards.

**Cascading Style Sheet (CSS)** – Term used to reference a number of different means of applying a style sheet to a document. Style sheets can be used inline, embedded, or linked. XHTML Basic only supports linked style sheets.

**Code Division Multiple Access (CDMA)** – A technique of multiplexing, which allows multiple frequencies to be used simultaneously. It is the name of a 2G mobile phone service standard mainly used in the US.

**ColdFusion Markup Language (CFML)** – ColdFusion tags used to build dynamic or database-driven Web pages.

**Cookie** – A small file containing information stored on a client computer by a server that can be retrieved by the server later.

**Deck** – Body of a WML document composed of one or more cards.

**Dialogs Library** – WMLScript Standard Library that provides functions for communication with the user from within a WMLScript program.

**Float Library** – WMLScript Standard Library that contains functions for manipulation and conversion of floating-point numbers.

**Form variable** – A variable whose value is passed to the subsequent Web page via a form.

**General Packet Radio Service (GPRS)** – A 2.5G packet-switching technology for GSM networks that supports flexible data transmission rate typically up to 20 or 30 Kbps as well as continuous connection to the wireless network.

**Global Positioning Systems (GPS)** – A satellite-based navigation system that allows users to determine their exact geographic position.

**Global System for Mobile Communications (GSM)** – A 2G standard for digital cellular communications. It has become the most widely used mobile system in the world.

**Hyperlink** – Reference used to links cards or decks in WML. Links can also address an external function or location in another file.

**Location Based Service (LBS)** – New and improved services enabled by a range of positioning techniques.

**Mobile application** – An application designed for mobile devices. Unlike a wireless application, a mobile application can function without a network connection.

**Mobile business (m-business)** – Content delivery (notification and reporting) and transactions (purchasing and data entry) on mobile devices.

**Open Database Connectivity (ODBC)** – A Microsoft standard for accessing different database systems in a Windows environment.

**Personal Digital Assistant (PDA)** – A small handheld computer for managing personal information. Most PDAs require the use of a stylus.

**Radio Frequency Identification (RFID)** – A type of electronic identification that transmits radio frequency signals to an RFID receiver. It is an alternative to bar coding.

**SDK** – software development kit – Programming package that contains tools that aid the programmer in developing applications in a particular language.

**Session variable** – A variable whose value exists for the duration of a session.

**Shopping cart application** – A program that allows customers to order from an online catalog or virtual store.

**Style Sheet** – A methods by which a text file can be used as a template for formatting of a Web page. Elements such as background color, hyperlink color, margin control, typeface, text, and placement of objects on a page can be included in a style sheet.

**Splash Screen** – A common initial screen that provides a welcome or graphic when the program is first executed. Splash screens can often be turned off after early use of the program.

**SQL Server CE** – Microsoft's relational database management system (RDBMS) for PDAs and small devices.

**String Library** – WMLScript Standard Library containing functions that provide support for manipulation and conversion of character strings.

**Structured Query Language (SQL)** – A language used by relational database to query, update, and manage data.

**URL Library** – WMLScript Standard Library that supports URL manipulation and verification.

**URL variable** – A variable whose value is passed to the subsequent Web page as part of the URL.

**.wbmp** – Extension of graphic files supported by WML.

**WAP** – Wireless Application Protocol – Stacked protocol designed for use with mobile wireless application development and for the deployment of data services.

**Wideband Code Division Multiple Access (WCDMA)** – A 3G technology for wideband digital radio communications of Internet, multimedia, video, and other capacity-demanding applications.

**Wi-Fi** – Short for wireless fidelity, Wi-Fi is a wireless network protocol that uses unregulated spectrum for establishing a network connection in a local area network environment. It refers to any type of IEEE 802.11 network, including 802.11b, 802.11a, and 802.11g.

**Windows CE** – A version of Windows designed to run on PDAs or other small devices.

**Wireless application** – An application designed to function when the client device is connected to networks (e.g., the Internet) or other devices wirelessly.

**Wireless Application Layer (WAE)** – Highest layer in WAP where the applications are executed. Major area of interest to application developers.

**Wireless Datagram Protocol (WDP)**— Similar to UDP in the Internet Protocol (IP). Used for interfacing wireless networks among a variety of different carrier technologies.

**Wireless Session Protocol (WSP)**— Supports interchange of content between wireless device and application server in a client/server model.

**Wireless Transaction Protocol (WTP)**— Provides methods for transactions. Certain methods provide more reliability than others.

**Wireless Transport Layer (WTL)**— Responsible for isolating the upper layers of WAP from the physical network. Used to detect and correct errors. Uses the Wireless Datagram Protocol.

**Wireless Transport Layer Security (WTLS)**— Optional layers used to support authentication, privacy, and secure connections.

**WMLBrowser Library**— WMLScript Standard Library containing functions that aid in the controlling of the WML browser. Used to acquire and assign values to variables in a WML document and for returning control to a WML document.

**WMLScript**— Scripting language that can be used in conjunction with document written in WML.

**WMLScript Standard Libraries**— A set of six collections of functions that are supported by WMLScript. These libraries of routines are: Lang, Float, String, URL, WMLBrowser, and Dialogs.