

Daftar Isi

| | |
|---|------------|
| Kata Pengantar | iii |
| Daftar Isi | v |
| BAB 1 PERKEMBANGAN WAP DAN WML | 1 |
| 1.1 Perkembangan WAP | 1 |
| 1.2 Apa WAP Itu | 2 |
| 1.3 Beberapa Definisi WAP | 3 |
| 1.4 Latar Belakang WAP | 3 |
| 1.5 Perkembangan WML | 5 |
| 1.5.1 WML | 5 |
| 1.5.2 HTML | 5 |
| 1.5.3 XHTML MP | 5 |
| 1.5.4 WAP CSS | 6 |
| 1.5.5 WML 1.x Compatibility Extensions | 6 |
| 1.6 Apa WML Itu | 7 |
| BAB 2 PENGANTAR WML (WIRELESS MARKUP LANGUAGE) | 9 |
| 2.1 WML 1.x | 9 |
| 2.2 WAP 2.0 | 10 |
| 2.3 WML 2.0 | 10 |
| 2.4 WML Deck dan Card | 10 |
| 2.4.1 Membuat Deck | 12 |
| 2.4.2 Membuat Card | 13 |
| 2.4.3 Navigasi antara Card dan Deck | 14 |
| 2.5 Editor Teks untuk Membuat Kode WML | 14 |
| 2.6 Konfigurasi WAP Server | 15 |
| 2.6.1 Via Apache File httpd.conf | 16 |
| 2.6.2 Via File .htaccess | 16 |
| 2.7 WAP Emulator | 16 |