Cookies

Cookies are (client-side) files that contain user information.

Cookies are stored in the user's browser

A Cookie can keep information in the user's browser (until deleted)

If you set (variable) to "Cookies" then your users will not have to log in each time they enter your community

Sessions

→ Sessions are server-side file that contain user information.

→ Sessions are not

→ Sessions • is that when you close your browser you also lose the session.

→ If you set the variable to "sessi then user activity will be tracked browser session & your user will

Cookies	Sessions
→ Cookies can only store strings	→ store own objects in Sessions.
→ Save cookie for future reference	→ Session couldn't. users close their browser, they also lost the Session.

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(Web Engineering- Java Servlet lecture.3) [Servlet Architecture]
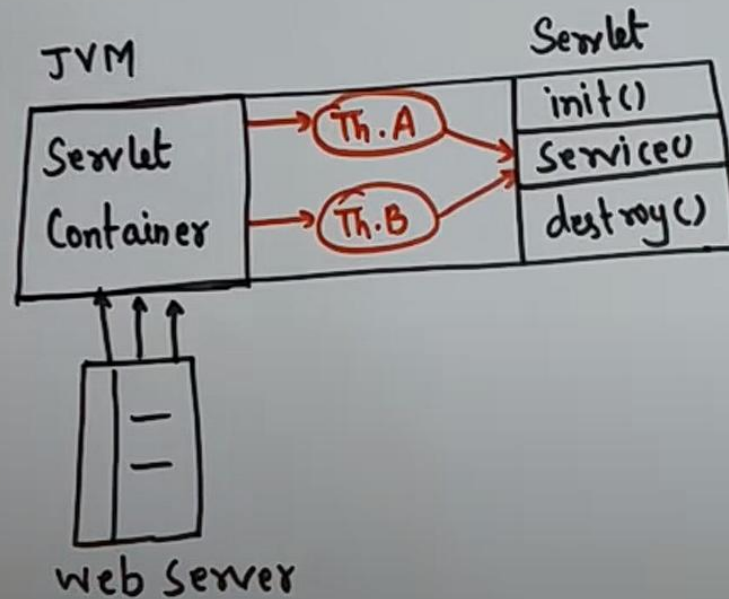
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(Web Engineering - JSP Lecture.1) [Introduction, JSP Life Cycle]

JSP (JavaServer Pages)
↳ Server-Side programming technology that enables the creation of dynamic, platform-independent method for building web-based applications.

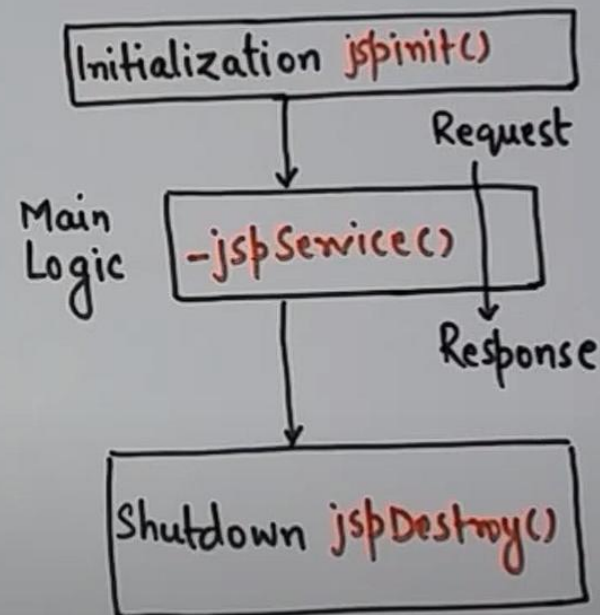→ Helps in building web pages that supports dynamic content.

JSP = Html + java

→ Inserts Java Code in HTML Page.

JSP Life Cycle

Similar to the Servlet life Cycle with an additional step.
↳ Compilation of JSP Page into a Servlet Page.

Initialization jspinit()

Request

Main Logic -jspService()

Response

Shutdown jspDestroy()

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[JSP Lecture.2]

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[Web Engineering - JSP Lecture.2] [JSP Programming Introduction]

i) **Scriptlet** : Can contain any no. of JAVA language statements, variable or method declarations, or expressions. `<Html>`

Syntax:- `<% Code %>`

`</Html>`

ii) **JSP Declarations**: declares one or more variables or methods.

`<%! Declaration %>`

(iii) **JSP Expression**: Contain scripting language expression that is evaluated, converted to a string.

`<% = expression %.>`

↳ Value returning is converted to string.

(iv) **JSP Comments**:

`<%-- JSP Comment -- %.>`

(v) **JSP Directives**: Affect overall structure of servlet class.

`<%.@ directive attribute = "Value" %.>`

4:41 / 10:08

Wireless Markup language

→ WML stands for Wireless Markup language

→ It is an application of (XML) which is defined in a document-type definition.

→ wml documents have extension (.wml)

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→ It takes care of the small screen and the low bandwidth of transmission.

→ WML is the markup lang defined in the WAP specification

→ WAP sites are written in WML, while we web sites are written in HTML.

Wireless Markup Language

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→ It takes care of the small screen and the low bandwidth of transmission.

→ WML is the markup lang defined in the (WAP) specification

→ (WAP) sites are written in (WML) while we (web sites) are written in (HTML)

→ It is similar to HTML, both of them use tags and a written in plain text format.

→ WML supports (client-side scripting)

WML decks & cards

The main difference between HTML & WML is that of basic unit of navigation in HTML is a page, while that in WML is a card.

A WML contains multiple cards and they form a deck.

→ When a WML page is accessed from a Mobile phone, all th

written in plain text format.

⇒ WML supports (client-side scripting.)

WML decks & cards

The main difference between HTML & WML is that of basic unit of navigation in HTML is a (page), while that in WML is a (card).

A WML contains multiple cards and they form a deck.

⇒ When a WML page is accessed from a mobile phone, all th

cards in the page are downloaded from the WAP server. So, if the user goes to another card of the same deck, the mobile browser does not have to send any request to the server since, the files that contains the deck is already stored in wireless device.

You can put links, text, images, i/p fields, many other elements in a card.

deck