WEB1.0 PROGRAMMING LANGUAGE

Remote WebService @ Professional Edition Version 1

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JEMININFORMATIONTECHNOLOGY
OPENSOURCE-GIT

WEB1.0 PROGRAMMING LANGUAGE

REMOTE WEBSERVICE @ PROFESSIONAL EDITION VERSION 1

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About the Author and Preface

This WEB1.0 WebService P.L is Designed by Analyzing many Research papers. Using Web1.0 P.L one can build an webservice as could. I Thank God for this wisdom given to me…

----------Wilmix Jemin J,Jemin Information Technology

This EBOOK is Printed in ASIA.

To Make Software Fast like Rabbit movement

and a global redistribution of prosperity

Acknowledgments

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Finally, we'd like to extend a sincere thank you to the people who participated in the WEB1.0 P.L Program. In particular, those who've left feedback in the Author Online forum have had a strong impact on the quality of the final printed product.And for providing English translations of the text resources, we'd like to thank Github , our friends ,and our supporters.

Thanks to all!

---------WILMIX JEMIN J

About this Book

Welcome to WEB1.0 WebService P.L! If you've picked up this book, we suspect you're a WebService Professional working with Webservice who's somehow or other heard about Rest /SOAP webservices .

Perhaps you've worked with the Other WebServices in the past, perhaps you've worked with any other WebServices , or perhaps this is your first step into WEBSERVICES security.

Whichever path has led you here, you're probably looking for a good introduction to the new WEB1.0 Programming Language. This book intends to give you that introduction and much more. If you've never heard of WEB1.0, we cover the basics in enough depth to keep you in tow. If you know what WEB1.0 does, but want a deeper understanding of how it does it, we'll provide that too.

Roadmap

Book is focused on Web1.0 Programming Language , if you have knowledge or experience about Rest /Soap WebServices you can easily focus it.

But Minimum Rest/SOAP Knowledge is required to focus on Studying, Designing WEB1.0 Modules .

WEB1.0 WebServices is an Advanced Technology focused on Remote WebServices.

The Brief Contents

Code conventions

The following typographical conventions are used throughout the book:

- *Courier typeface is used in all code listings.*
- *Courier typeface is used within text for certain code words.*
- *Italics are used for emphasis and to introduce new terms.*

■ *Code annotations are used in place of inline comments in the code. These highlight important concepts or areas of the code.*

Code downloads

This will get you the WEB1.0.zip file by downloading it.

a couple of WEB1.0 archive files —as well as some documentation

of the source. Instructions on how to install the application are contained

in a README file in that download.

UNIT -1: Introduction about WEB AND WML(WEB1.0)

WEB

WEB1.0 is the Most Standard Programming Language for WEB invented by

wilmix jemin j in NJDOLLAR at OCT 2015 to develop a WebService with

namespace, used for security, used for userfriendly interface design, and it is

easytouse....

Web1.0 is used instead of today internet tools which is not fast.

*Expansion of WEB is "**Wilmix Encryption for Business**".*

W stands for wilmix hence it is invented by wilmix jemin j.

SYNTAX:

```
<WEB> -> Begin
<WPACK>    -> Load    packages

<%

public    class    <classname>

{
   public void    WEB-Main( ) throws <EXE>    -> Web1.0 Main    throws    Exception

   {
  <!    WEB1.0    Logic !>
   }



}
%>
```

</WEB> ---> End

ADVANTAGES:

---

a) Web1.0 is used as client faces security towards his website.

b) Web1.0 uses namespace url so any program can use the

the Web1.0 for security purpose.

c) Web1.0 is used to be deploy in cloud computing and mobile cloud computing

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d) WEB1.0 contains beautiful designs and Themes .

e) WEB1.0 also act as DYNAMIC HTML and it can

interact with security DATABASE using WNOSQL

f) WEB1.0 also has OOPS concepts.

g) It is learnable.

h) It is easy to write a WEB1.0 namespace program than

writing a webservice program.

i) It generates an encrypted class file

which is understood only by server.

so when you run the encrypted file (.WS)

it generates the output.

j) It is also used in WEBPAGE construction like JSTAR , and PHP.

k) So a Client can kept any secret data in (WEB) namespace url and

so it can be reused for futhure use.

l) It is used to convert a style sheet or any WML form to a

encrypted format.

m) IT is an Interactive Programming Language and a friendly one.

n) Encrypted data from WEB is used for constructing

GRAPHS , Report, charts, etc.

IT directly interact with JAS ,JAS, ,WDBAJAS , JAVA , .Net ,and all Latest Technologies of JAS.

p) IT is used to display contents of Youtube and games....

q) IT is mostly used in SIT field , IT Field; and serve as an

important tools for Security.

s) Includes all GDollar Advantages.

t) It uses multiprotocols like Internet..

u) It is Protocol specific for encryption.

v) WEB technology framework/language WML is more userfriedly

Interface design .

WML

---

*WML is "**Wilmix Manipulation Language**" used with WEB technology as*

a framework and very fast user interface design and it will act like a userfriendly framework.

WML is invented by wilmix jemin j at JAS(JAS) Programming Language at october 2015.

It saves time and cost.

WML has extension as .wml.

ADVANTAGES

-> It is more userfriendly .

-> It also uses web assembly of OAKJAVA7....

-> It saves time , cost and attain good profit for clients.

-> It requires developers not to learn the code and

but it is more easy to understood the language and lead developers just to apply the values in the WML syntax of FORM, reports,TABLE,etc.

--> We can code and generate a webpage with in one minute.

--> It will manage automatically the forms, reports,etc.

--> it requires no knowledge of studying GDollar,etc.

--> It's url can be called like a webservice in any Program say JAVA,Dotnet,PHP or any program,etc.

---> It is one of the Most Advanced Interface Design Langauage.

---> it is a learnable and amazing language...

---> WML is used with WEB P.L. Since it is a part of WEB P.L.

--> IT is reusable and plays a more advantage to IT and WRIT field.

so WEB1.0 Technology is a NO:1 for User Friendly Interface design.

--> IT also accept any JSON values and allow angular js to evaluate it.

so WEB is also used with Angularjs.

-> IT also has all the property which java had and most advanced than java/j2ee.

WORKFLOW OF WEB1.0

WHEN WEB1.0 FILE FILENAME.WEB IS COMPILED BY COMPILER OF WEB1.0 SERVER IT GENERATES A ENCRYPTED (SECURITY) WEBPAGE WITH FILE KNOWN AS FILENAME.WS;

WHEN RUN BY WEB1.0 JAVA RUNTIME.

FURTHER WHEN FILENAME.WS URL IS EXECUTED IN BROWSER

IT GENERATES A OUTPUT OR FORMS OR REPORTS.

REMOTESERVER ALSO EXECUTES .EXE FILE.

How to run WEB1.0 remoteserver in windows?

click WEB1.0ServerPart1.exe and make the path

point where WEB1.0ServerPart1.exe files resides.

UNIT-2: OOPS Concepts in WEB1.0

abstract boolean break byte

case <CATCH>char class const

continue default do double else

enum <--- final finally float

for goto if --> <USE>

instanceof int interface long native

<NEW> package private protected public

return short Shared strictfp <SUPER>

switch synchronized <IS>

throw throws transient <TRY> void volatile while

<% %>

OTHER KEYWORDS IN WEB1.0

AND -> AND operator

NOT -> NOT operator

 # -> NOTEQUALS

<EXE> -> Exception

OTHER ATTRACTIVE SYMBOLS in WEB1.0

--> => implements

<-- => extends

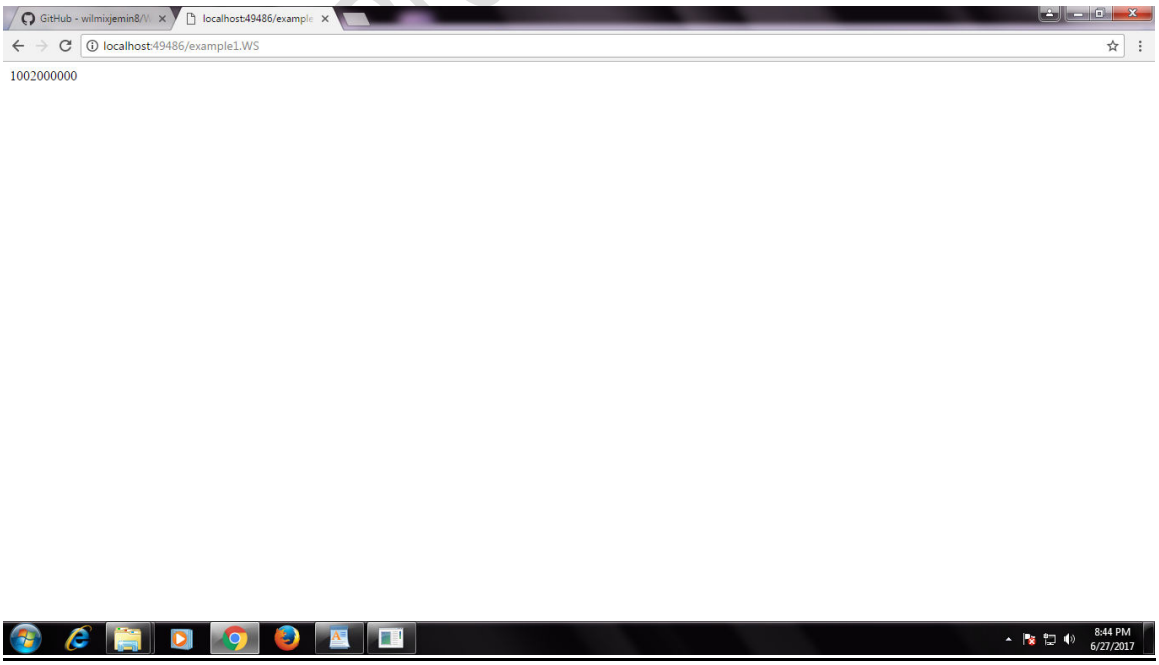
Write a WEB1.0 Program for Operator Overloading

```
<WEB>
<WPACK>
<%
public class    example1
{
Shared int s3=0;
public Shared void operator *(int s1 ,int s2)
{
s3=s1 * s2;
WEB.Writeln(""+s3);
}

    public void    WEB-Main( ) throws <EXE>

{
```

```
operator *(10,10);

operator *(200,10000);

  }

}


%>


</WEB>
```

Note: if you want a Security output with some details or calculation is displayed in that case WEB1.0 is followed.

Output:



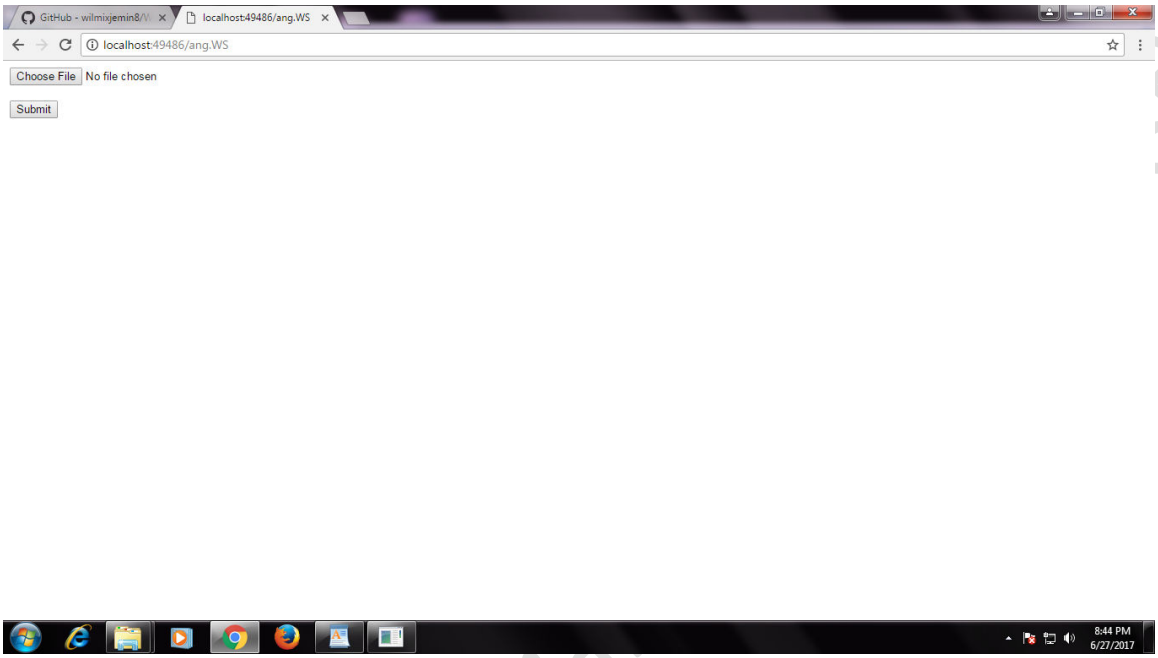
EXAMPLE-2

```
ang.html
<head>
   <title></title>
<script type="text/javascript">
/*<![CDATA[*/
function rewritePage(form) {
      var newPage = "<html><head><title>Page for ";
      newPage += form.entry.value;
      newPage += "</title></head><body>";
      newPage += "<h1>Hello, " + form.t1.value + "!</h1>";
      newPage += "</body></html>";

      document.write(newPage);
      document.close();
}


function ShowValue(sel,id){
  var obj=document.getElementById(id);
```

```
 obj[obj.nodeName.toUpperCase()=='INPUT'?'value':'innerHTML']=sel.value;



}
/*]]>*/
</script></head>

<body>
<form method="get" action=first4.j$ >
<select onchange="ShowValue(this,'txt');" >
<option value="" >Select</option>
<option value="value 1" >Option 1</option>
<option value="value 2" >Option 2</option>
</select> <span id="txt" ></span>
<br />
<select onchange="ShowValue(this,'txt2');" >
<option value="" >Select</option>
<option value="value 1" >Option 1</option>
<option value="value 2" >Option 2</option>
</select> <input id="txt2" />
<input type="text" name="t1" >
<input type="submit" name=s1 onclick="rewritePage(this.form);">
```

</form>

</body>



Note:

If you know more about CDollarc fundamentals

there is no need to STUDY WEB1.0 fundamentals.

Since WEB1.0 follows CDollarc Programming Syntax.

so kindly brush CDollarc fundamentals concepts

before studying WEB1.0 Programming Concepts.

Why you use WEB1.0?

For WebService with namespace, for security, userfriedly interface design,easytouse....

==========

UNIT-3: How to use style sheets with Web1.0?

HOW TO USE STYLE SHEETS WITH WEB1.0?

Example3:

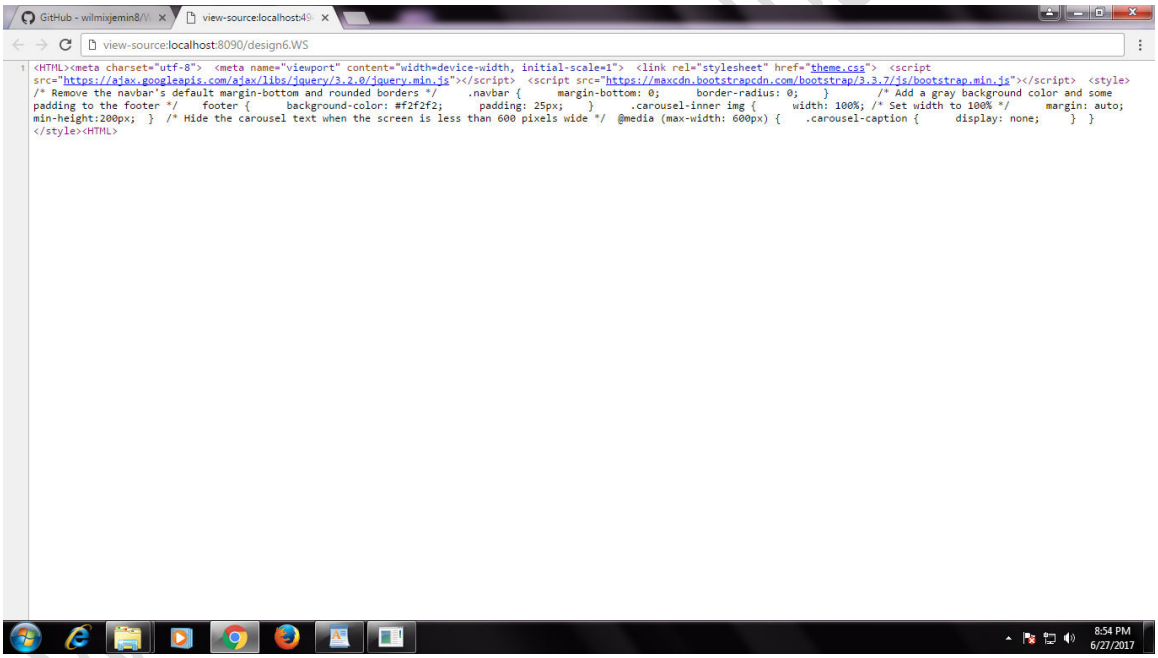
```
<WEB>
<WPACK>
<%
public class design6
{
public void WEB-Main( ) throws <EXE>
{
HTML.displayhtml("design6.styles");
// put all the CSS style sheets in design6.styles
}
}
%>
</WEB>
```

Note: When compiling using WEB1.0Part1Server creates a filename.ws.

and now stop the WEB1.0Part1Server and Start WEB1.0Part2Server...

and run filename.ws url it will display the output....

Now you can see the following output when you click view source....



now the style sheets are ready to be used by JSTAR Server for webdesign...

UNIT 4: WEB1.0 with WML -> Forms,Reports, TABLE...

WEB1.0-WML-FORMS

house.wml

```
<WML>

<FORM TITLE='WILMIXjeminhhb1k FORM' Method='post'
Url=''

color='green' Tcolor='gold' Name = 'ADD House / SHOP'
GUICount='11' Password='no' Space='yes'

Type='submit'
fields='{House/Shop{H/S},HouseNo/ShopNo,Occupant
Name,Occupant Date,Advanced Payment,Amount Paid,Monthly
Rent,EB Reading Last month, EB Reading This month,Rent Paid
Date,Maintenance Charge,Other Maintenance Charge if any}'

GUI='text'
Names='http://localhost:8080/jeminprograms/WSIT/wstar/wil12.
wstar' Input ='{ROWS,COLS}'/>

// Name => form tittle

// Tcolor => textcolor gold
```

//fields => fields of form..

//GUI => text means text box

//GUICount => no of Text box GUI required (0 indicates 1 and 1 indicates 2 text //field and so-on)

//Space='yes' ; means it print space....

//color=background color

</WML>

Example-4

```
<WEB>

<WPACK>
<%

public class house4

{
   public void WEB-Main( ) throws <EXE>

   {
```

```
  WEB.Writeln("<html>");

// <GUI>  indicates  call  GUI forms  or  reports  and  1  indicates
Form

// and 2  indicates  table and  3 for  report and  4  for  Bill..

WEB.Writeln(""+<GUI>("house2.wml", 1,null,null,null));

    WEB.Writeln("</html>");

    }



}

%>



</WEB>
```

Note: WEB1.0 is a mini Technology focused on webservice....

UNIT-5:

=======

WEB1.0 Developer Exercises

Web1.0 Practice Exercises (10* 5 = 50 marks)

A) Create a Style sheet using WEB1.0 and use it in jstar or jsp page (5 mark)

b) Create a School Form using WML with WEB1.0 and display it in webpage (5 mark)

c) Create a WEBSERVICE using WEB1.0 with JSON data and plot a tree structure using jstar program (20 mark)

d) Create a Template style sheet using WEB1.0 program and use it for Registration form created using JStar program.

(10 mark)

e) Explain the Advantages and disadvantages of using WEB1.0

when compared to other webservices..(5 mark)

f) Explain Briefly about Web 1.0 Workflow with a program example (5 mark)

UNIT-6:

=======

WEB1.0 with WNOSQL, Display the contents of url,Display JSOn format,ANGULARJS

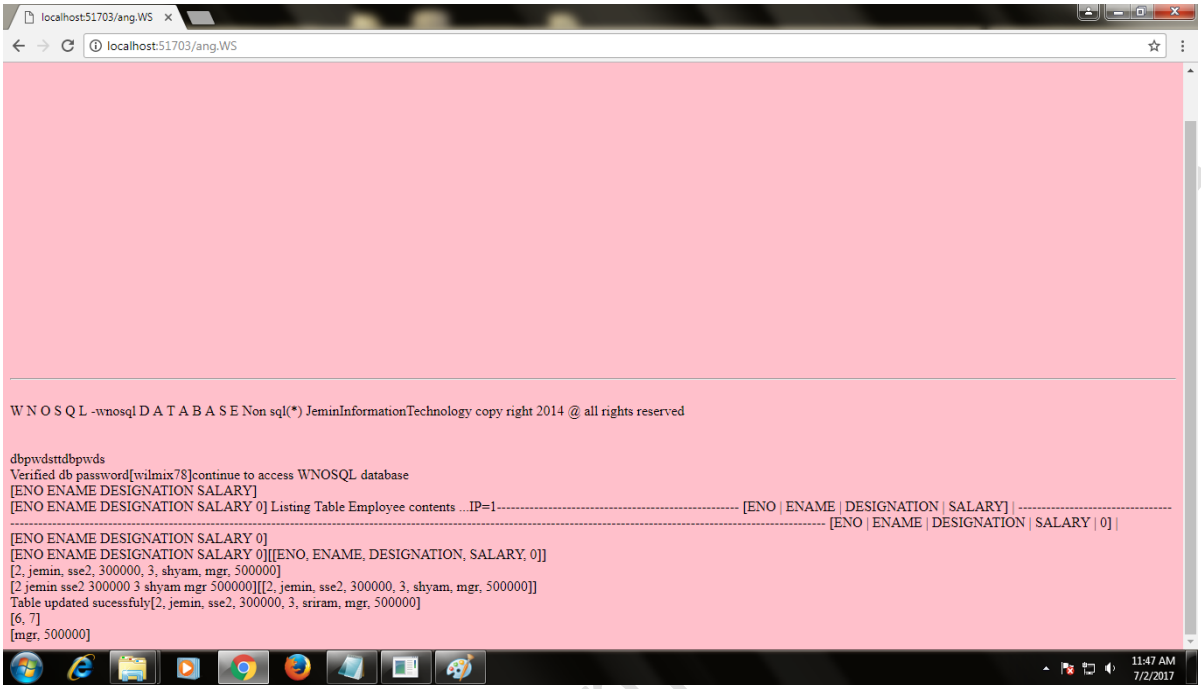
ang.Web : WEB1.0 with WNOSQL

==========

```
<WEB>

<WPACK>

<%


PUBLIC CLASS ANG

{
```

```
    PUBLIC VOID    WEB-MAIN( ) THROWS <EXE>

{

RUNTIMEEXEC.CALLEXE("EMPLOYEE");//   CALL   WNOSQL.EXE    IE)
EMPLOYEE.EXE   USING   RUNTIMEEXEC.CALLEXE

//   THIS    ABOVE   STATEMENT   WILL    PRINT   IT   IN   BROWSER

 }

}

%>

</WEB>
```

Output



==========

displayurl.Web : This is used to display the contents of google url..

==========

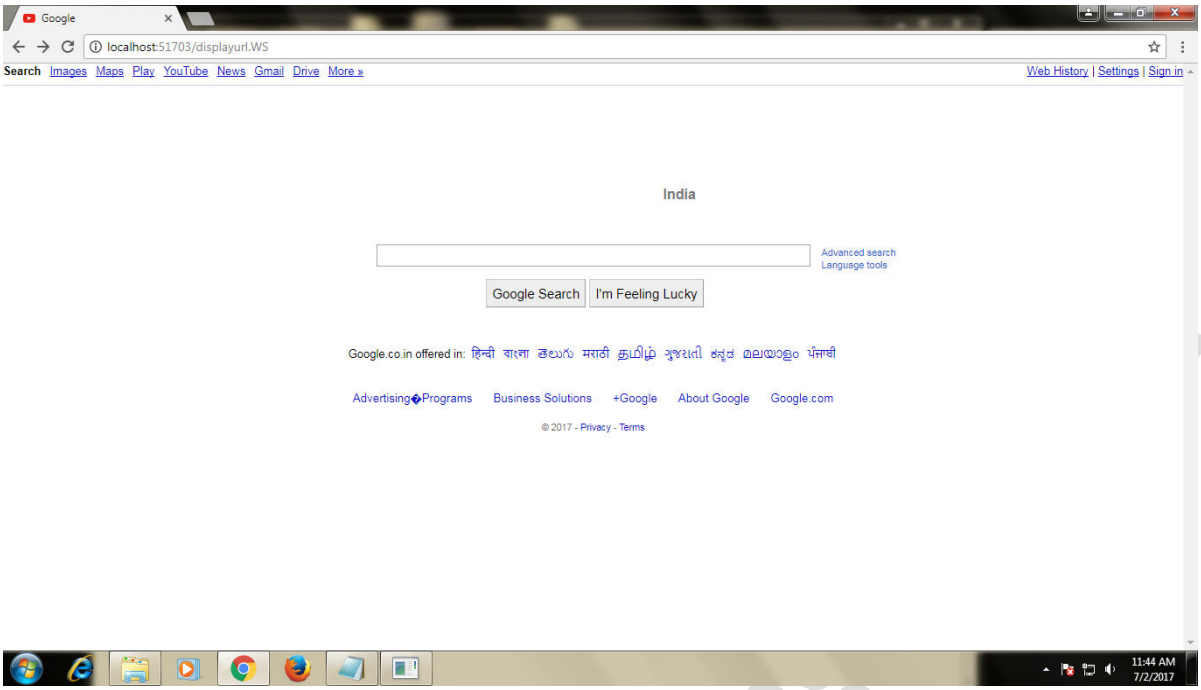
<WEB>

<WPACK>

```
<%

PUBLIC CLASS DISPLAYURL

{

    PUBLIC VOID    WEB-MAIN( ) THROWS <EXE>

{

WEB.WRITELN(HTML.URLCONTENTS("HTTPS://WWW.GOOGLE.CO.IN"));

// DISPLAY    THE    CONTENTS    OF    URL
```

```
    }

  }

%>

</WEB>
```

Output:



=> famous search engine google is displayed in WEB1.0 ....

==========

```
json.Web : Display the JSON in browser
======
```

<WEB>

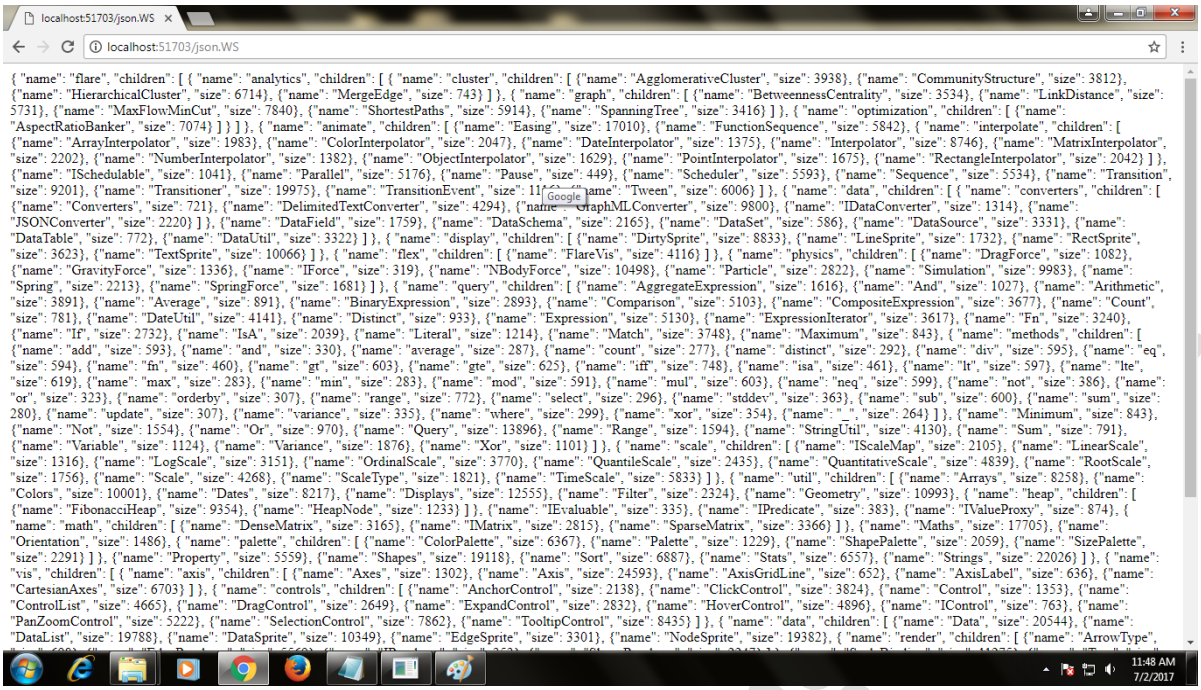
<WPACK>

<%

```
public class json
{
```

```
    public void    WEB-Main( ) throws <EXE>
{

HTML.displayhtml("flare.json");



 }


}
%>

</WEB>
```

Output:



UNIT -7: WEB1.0 with cdollar module

WEB1.0 with cdollar module

All professionals know about cdollar concepts

here we had to apply cdollar concepts

and it will generate .exe file for futhure

use with WEB1.0 server.

Here we had to use CDollarutils packages...

UNIT-8:

=======

WEB1.0 MOCK EXERCISES

WEB1.0 MOCK And Practise EXERCISES:

*(1 *100 =100 marks)*

*a) Write a JSTAR Program for Electricity online Bill using WEB1.0 stylesheet? (1*5 = 5 marks)*

c) write a JSTAR program with JQUERY to build a tree structure in JSTAR webpage

using Web1.0 JSON format.

*(1*10 = 10 marks)*

d) Write a JSTAR Program to build a remotewebapplication to enter all

student details in a form and store it using wnosql database.

after that update it ,retrieve it and print the webpage and you had

to use WEB1.0 style sheets.

*(1*20=20 marks)*

e) Write a JSTAR program using WEB1.0 with JQUERY or bootstrap to list the contents

*from wnosql database and print it in table format. (1*5= 5 marks)*

*f) Write a JSTAR MVC program using WEB1.0 (1*20 =30 marks)*

to check whether the student name present or not from student form with wnosql

and create fields using wnosql db with name,course,dateofjoin,dateoffinish, and status.

and perform logic in model class

like

if (course=="java")

amt="2000"

else

if (course=="c/c++")

amt="10000"

else

if (course=="dotnet")

amt="15000"

else

if (course=="php")

amt="5000"

else

if (course=="mgt")

amt="25000"

if the student did not payed the fees mark the status as "unpaid" otherwise mark the status "paid".

after that list all paid and unpaid people in a seperate webpage.

g) Write a Web1.0 Program to print any url contents in the webpage itself (1 10 = 10 marks)*

h) Write a WML program to print the form using web1.0 . and print the form data in table format (1 10 = 10 marks)*

*i) What are the advantages of using WEB1.0 with JStar Programming Language. Why Web1.0 is followed? (1*10 = 10 marks)*

WEB1.0 Tutorial

kindly go thru given tutorial url for more details....

WEB1.0 P.L Version 1.0 Professional Edition

Opensource-GIT

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This Book Will help You Do:

- New Features of WEB1.0 P.L
- WEB1.0 Fundamentals
- How to Work with Windows Platform.
- Remote WebService
- Support WebEncryption Webservice.
- Used with DOTNET and PHP,and,JSTAR, and other Programming Languages.
- Mock Excercises