Abstract
This poster presents a Learning Object XML Mark-up Language (LOML) based on object-oriented model of inheritance. Based on Wiley’s definition, a learning object is defined as a combination of smaller knowledge bits, such as text, image, and clips, which are integrated together to explain or describe a minimal concept in a course.

1. LOML Elements
In LOML the root element is LearningObject. Other elements are organized into seven different categories described below (also see figure 1.):
- **Title** – The title of the learning object.
- **Definition** – The definition of the core concept on which the learning object focuses.
- **Description** – The detailed description of the core concept.
- **Example** – Some examples about the core concept.
- **Conclusion** – The conclusion about the core concept.
- **Exercise** – Evaluates learner’s progress.
- **Test** – Evaluates learning outcomes.

The inheritance attribute indicates from which learning object the current learning object inherits instructional content. If the attribute is not empty, the XML file indicated by the attribute will be loaded and combine with the tagged contents in this learning object to describe the core concept. For each of the 7 sub-elements of root element, a unique id is assigned, which can be used as a reference to this element. Each element may also have reference attribute and status attribute. The following lists the available actions:
- If the status is substitution. It means that the content in the current element should substitute the content in the parent element, which is indicated by the reference attribute;
- If the status is integration. It means that the content in the current element should integrate with the content in the parent element, and then combine together to form a single content;
- If the status is connection. It means that the current element and its content should be inserted behind the parent element.

2. Conclusion
To evaluate LOML a tutorial course on the concept of stack in computer science was divided into a repository of learning objects and then the objects were to form a dynamic course.

Reference