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Soggetti	Java (Computer program language) Web site development
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Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: Introduction to Tapestry; Why is Tapestry Special?; Tapestry HTML Templates are Free from Obtrusive Instrumentation; Custom Components are Very Easy to Create; AJAX and DHTML, but No JavaScript Coding; User Input Validation Works Like Magic; Built-In Internationalization Support; Inversion of Control Made Easy; Is Tapestry the Savior in the World of Java Web Development?; The Journey of Tapestry from 3 to 5; Summary; Chapter 2: Creating Your Working Environment; Install a JDK; Configuring the Environment for Windows Configuring environment for Mac OS X Install Maven; Create a Skeleton Tapestry project; Install NetBeans; Debugging in NetBeans; Installing Eclipse; Installing Tomcat; Configuring the Project in Eclipse; Debugging in Eclipse; Summary; Chapter 3: The Foundations of Tapestry; Tapestry Application is a Set of Interactive Pages; Page Template and Page Class; Using Expansions; Using Components; Passing a Value Between Pages; What Can be Returned From an Event Handler; Tapestry Pages are Pooled; Making a Page Field Persistent; Using Page Activation Context; Different Ways of Defining Components Structuring the Application Creating and Using an Application State Object; Was an ASO Already Instantiated?; Summary; Chapter 4: Simple

Components; Celebrity Collector Project; The Auxiliary Classes; TextField, PasswordField and PageLink; Limiting Access to a Page; Loop, Output and DirectLink; Another Use of PageLink Component; Radio and RadioGroup; Using Enumerations for Radio Component Values; Prefixes: prop and literal; The If and Checkbox Components; Submit Component; More Than One Submit Button; Select Component; Configuring an Application State Object; Summary

Chapter 5: Advanced ComponentsGrid Component; Tweaking the Grid; Changing the Column Titles; Using GridDataSource; BeanEditForm Component; Tweaking BeanEditForm; DateField Component; Changing the Styles of Grid and BeanEditForm; FCKEditor Component; Summary;

Chapter 6: User Input Validation; Adding Validation to Components; Validators; Providing Custom Error Messages; Handling Validation-Related Form Events; Cross-Form Validation; BeanEditForm Validation; Summary;

Chapter 7: Internationalization and Localization; Internationalization on the Java Platform; Internationalization in Tapestry

Creating and Using Message CatalogsProviding a German Message Catalog; Switching Locale; Internationalization of Images; Using Localized Templates; Other Examples of Internationalization; Summary;

Chapter 8: Creating Custom Components; How to Create a Tapestry 5 Component; Creating the Border Component; Adding a Navigation Menu; Using a Parameter; Unleashing the Power of Select Component; Creating an OptionModel; Creating a SelectModel; Creating a ValueEncoder; Selecting a Celebrity; DateInput Component; Making DateInput a Field; Adding Simple Validation; Creating a Universal Locale Switcher

Creating a Custom Service

Sommario/riassunto

A step-by-step guide to Java Web development with the developer-friendly Apache Tapestry framework
