Contents

Preface xv
Acknowledgments xix
About the Author xxi

1 Developing Your Application 1
Rich Internet Applications 1
Web 2.0 2
Cloud Computing 3
The “Death of the Desktop” 4
Advantages of GWT 4
HTML Ubiquity and Browser Differences 4
JavaScript Deficiencies 5
Software Methodologies to Apply 5
Classic Development Problems 5
Agile Methodologies 7
Forever Beta? 7
Summary 8

2 Getting Started with GWT 2 9
Why Use GWT? 9
Why Java? 10
Some Actual Disadvantages 10
The GWT Components 12
Compiler 12
JRE Emulation Library 14
UI Library 17
Setting Up GWT 17
Writing Code 17
Version Control Management 19
Testing 19
Running and Deploying 19
Summary 20
3 Understanding Projects and Development 21
  Creating a Project 21
    Using the Google Plugin for Eclipse 21
    Using the GWT Shell Script 22
  Project Structure 23
  Running Your Application: Development Mode 27
Summary 30

4 Working with Browsers 31
  The Back Button Problem 31
    Setting Up Your HTML Page 32
  The History Class 33
    Starting Your Application 34
    Showing Forms in Pop-Ups 37
    Passing Parameters 38
    Creating a Menu 41
  Detecting the User’s Browser 43
    The Classic Way 43
    The Deferred Binding Way 44
    Recognizing Older Explorers 52
    No JavaScript? 53
Summary 53

5 Programming the User Interface 55
  Thinking About UI Patterns 55
    MVC: A Classic Pattern 56
    MVP: A More Suitable Pattern 57
  Implementing MVP 59
    Callbacks Galore 59
    Implementation Details 60
  Some Extensions 67
  Declarative UI 69
    A Basic UiBinder Example 70
    More Complex Examples 73
Summary 76
6 Communicating with Your Server 77
   Introduction to RPC 77
   Implementation 78
   Serialization 79
   Direct Evaluation RPC 83
RPC Patterns of Usage 84
   The World Cities Service 84
   Code Sharing 86
   Coding the Server Side Services 88
   Database-Related Widgets and MVP 94
   A Look at MVP 100
   A Country/State Cities Browser 101
   Live Suggestions 108
   Data Prevalidation 112
   Enterprise Java Beans 116
Summary 118

7 Communicating with Other Servers 119
   The Same Origin Policy (SOP) Restriction 119
   Our City Update Application 121
   Receiving and Processing XML 125
      Using Ajax Directly 127
      Going Through a Proxy 129
   Producing and Sending XML 131
      Creating XML with Strings 132
      Creating XML Through the DOM 133
      Sending the XML Data 135
      Sending XML Through Ajax 136
      Sending XML Through a Proxy 136
Summary 137

8 Mixing in JavaScript 139
   JSNI 139
      Basic JSNI Usage 140
      Hashing with JavaScript 142
      Animations Beyond GWT 143
      A Steampunk Display Widget 143