

Exercises: GWT Programming Basics

1. Make a new GWT app called “BasicsExercises” or some such. (Note that my solution project is called GwtBasicsExercises, so don’t use that name.)
2. This app won’t use server side code, so delete all extraneous files accordingly. In particular:

- Delete all Java classes and packages except src/yourpackage.client.MainAppName. Delete almost everything inside that class, resulting in this:

```
public class Blah implements EntryPoint {
    @Override
    public void onModuleLoad() {

    }
}
```

- Edit war/WEB-INF/web.xml and, if needed, remove the servlet and servlet-mapping entries at the top of the file that refer to the servlet that you just deleted.
- Remove everything from the main HTML file (war/MainAppName.html) except for the script tag in the head (and optionally the style sheet). Result:

```
<!doctype html>
<html>
<head>
<link type="text/css" rel="stylesheet" href="Blah.css">
<title>Blah</title>
<script type="text/javascript" language="javascript" src="blah/
blah.nocache.js"></script>
</head>
<body>
</body>
</html>
```

3. Make a push button (GWT class: Button) that, when pressed, inserts the current date/time into the page. You can base this code on the example in the GwtApp1 project. If you still have the previous project running, go to the “Development Mode” tab and click on the square red stop button. Run the new app in development mode.
4. Make two textfields (GWT class: TextBox) that contain numbers. Make a push button, that when pressed, reads the values from the two textfields, adds them together, and inserts the sum into the page. Run the app in development mode.
5. Run the app in production mode.
6. If you have a Java server that you know how to use, deploy and run the app there.