

# Exercises: UiBinder 1

- 1.** Create an HTML-based UiBinder GUI that defines a bulleted (<ul>) list with placeholders for exactly three list items. Your corresponding Java class (i.e., the one that extends UIObject) should supply random numbers as the text for each the three items. Put two of these bulleted lists into the page.
- 2.** Create a Widget-based UiBinder GUI that displays two buttons next to each other. Your corresponding Java class (i.e., the one that extends Composite) should supply the labels of each of the buttons. Put two of these button pairs into the page. Note that, for now, the buttons have no behavior when pressed.
- 3.** Add event handlers so that when the first button is pressed, it pops up an alert saying “Button 1 was pressed” and when the second button is pressed, it pops up an alert saying “Button 2 was pressed”. Add the event handlers the normal way, with addClickListener.
- 4.** Make a new version of your DoubleButton UiBinder GUI. But, this time, use the @UiHandler shortcut to assign the event handlers to the two buttons.