PrimeFaces Exercises:
Intro and Setup

1. Make a new PrimeFaces project. You can either start with a normal JSF2 project and copy the PrimeFaces JAR from my primefaces-intro project, or you can just copy and rename the primefaces-intro project.

2. Make a form with a spinner (p:spinner) and two PrimeFaces push buttons (p:commandButton). Label one of the buttons "Send" and one of them "Cancel". Don't put in any server functionality or Java code of any kind. Deploy the app and verify that the spinner functions properly and that the buttons have the look and feel of the PrimeFaces theme.

3. Attach the spinner to a bean property of type int. Give behavior to the buttons so that "Send" gives a page that says "You sent *x* dollars" (where x is the spinner value), and "Cancel" gives a page that says "Your transaction was cancelled". You could start off by using **h**:commandButton as you always have. But, eventually you want to try **p**:commandButton so that the visual look is more consistent with the theme. However, when you change h:commandButton to p:commandButton when using normal page navigation, you also have to add ajax="false":
<**p**:commandButton value="Click Me" action="#{normalJsfCode}" **ajax="false"**/>

In several situations, failing to add ajax="false" stops the button from working the same way as a normal, non-Ajaxified h:commandButton.

4. Visit the PrimeFaces showcase at http://www.primefaces.org/showcase/. Try out some of the rich components by clicking on a category on the left, then choosing a specific component, then interacting with the example on the right. Some of the more interesting categories are Input, Overlay, Multimedia, Charts, Data, and Ajax.