

# PrimeFaces: Dialogs and Other Overlays

1. Make a button that, when pressed, pops up a dialog box that says “Hi”.
2. Make a second dialog box, but this time the dialog box should contain a random number. The number will stay the same if you close and reopen the dialog box.
3. Make a third dialog box, but this time the random number should change every time you open the dialog. Also, make this dialog modal.
4. Make a form for a bid on an ebay-like auction item. Ask the user for the item ID and the bid amount in dollars. Enforce that the bid ID is not missing. Enforce that the bid amount is not missing, is a legal double, and is at least \$5.00. Use p:messages to display any error messages to the user. If the data is OK, display a simple confirmation page.

In case you are a little bit rusty on validation, use f:validateDoubleRange for the last case. If you are *very* rusty on validation, peek at my exercise solutions and steal the two p:inputText elements.

5. Copy the page with the form, and in the copy, change p:messages to p:growl.
6. Copy the page with the form again. This time, add a tooltip to the second textfield, informing the user that the input must be a number in dollars that is greater than 5.00.
7. Copy the page with the form again. Change the app to use a dialog box instead of a separate page to show the confirmation.