

ZK Framework

Course Code: 5 days



IT HR Development

What you will learn:

This training is especially for those who are interested in Ajax but don't want to learn to use JavaScript, CSS, and DOM, and who prefer not to deal with the incapability among browsers.

Students who can benefit from this course

- Java Developers who create Web Applications
- Web Application Developers familiar with other object-oriented languages

Required Prerequisites

- Basic knowledge of Java
- Basic knowledge of HTML
- Write a simple web page

Course Topics

What Is the ZK Ajax Framework?

- ZK Ajax Framework
- Ajax: Behind-the-Scenes Technology
- A Presentation Layer
- A Server-centric Event-Driven Framework
- A Component-Based GUI Toolkit

Getting Started with ZK

- Installing the Java Runtime Environment
- Installing the Java Servlet Container
- Deploying and Testing zkdemo-all.war
- Relative Libraries
- Configuring web.xml
- Configuring zk.xml

Building Your First ZK Application

- Your First ZK Application: Hello World!
- The First ZK Component: Window
- Injecting Ajax to Your ZK Application

Introducing the Versatile ZK Components

- Components, Pages, and Desktops
- The Component Life Cycle
- The Life Cycle of a ZUML Page
- Component Garbage Collection
- Using Component Attributes
- ZUML and XML Namespaces
- Creating a Real Modal Dialog
- Implementing Macro Components

Setting Up the Development Environment

- Installing the Java SE (JDK)

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- Installing Tomcat
- Installing the Eclipse IDE SDK/Netbeans
- Configuring ZK to Work with Eclipse/Netbeans
- Creating a Dynamic Web Project
- Importing ZK Source Code into Eclipse/Netbeans
- Integrating the zul.xsd XML Schema
- Creating a Page Using the zul.xsd XML Schema

Creating a Real WebApplication

- Introducing Java Pet Store 2.0
- Creating the ZK Pet Shop Application
- Creating the Home Page of ZK Pet Shop
- Building a Fish-Eye List with Dojo
- Requirements for the ZK Pet Shop Application
- Publishing Information About Pets
- Browsing Pet Information and Photos
- Searching for a Pet's Location with Google Maps

Linking the GUI to a Database

- Preparing the Database Environment
- Making ZK Work with Hibernate
- The ZK Pet Shop Data Model with Annotations
- Implementing the CatalogFacade Class with Hibernate

Binding Data Automatically

- Getting Rid of The Plumbing Code
- Using the ZUML Annotations Class
- Adding Data Binding to the ZK Pet Shop GUI