

Component Development Kit Guide

Developing custom components for use in RichFaces 4 (*draft*) projects

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1. Introduction	1
2. Configuration	3
3. Creating a new component	5
3.1. Creating a project	5
3.2. Building a component skeleton	5
3.3. Creating the UI	5
3.4. Registering resources	5
3.5. Extending the UIInput Class	5
3.6. Configuring the component	5
3.7. Tags and descriptors	5
4. Using components in projects	7
5. Developer sample	9
6. Unit testing	11
7. Creating components in other environments	13
A. Naming conventions	15
B. Template tags reference	17
C. Revision History	19

Introduction

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Configuration

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Creating a new component

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3.1. Creating a project

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3.2. Building a component skeleton

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Test of a section

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Test of a section

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Test of a section

Using components in projects

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Developer sample

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Unit testing

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Creating components in other environments

Creating components in other environments



Appendix A. Naming conventions

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Appendix B. Template tags reference

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Appendix C. Revision History

Revision History
Revision 1.0

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