



**SIMPLY RICH**

**ZK™**

# **The Quick Start Guide**

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**Potix Corporation**

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# Before You Start

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## New to the Servlet Container (aka., Java Web Server)

Before developing Web applications in Java (and running ZK demo in your machine), you have to install a Servlet container first. Apache Tomcat is one of the most popular Servlet containers. It is easy to install and use.

Download      Installer for Windows:  
                    [apache-tomcat-5.5.20.exe](#)

                    A list of all available versions:  
                    <http://tomcat.apache.org/download-55.cgi>

Documentation    <http://tomcat.apache.org/tomcat-5.5-doc/index.html>

## New to Java Language

You don't need to know Java to use ZK, since all rich user interface can be implemented in HTML-like markup language called ZUML. However, to complete a Web application, you or teammate need some basic knowledge about Java. Here are some good tutorial.

Language Basic    <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/index.html>

Class and Object   <http://java.sun.com/docs/books/tutorial/java/concepts/index.html>  
                          <http://java.sun.com/docs/books/tutorial/java/javaOO/index.html>  
                          <http://java.sun.com/docs/books/tutorial/java/IandI/index.html>

## New to Java Integrated Development Environment (IDE)

Eclipse is one of the most popular Java IDEs. With IDE, it is easier to develop and debug your Web applications. Moreover, you can understand ZK better by debugging through ZK's source codes.

The step-by-step setup guide can be found in one of our small talks:

<http://www.zkoss.org/smalltalks/eclipse/ek.html>

# 1. What to Download

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File	Description
zk-2.4.1.tar.gz zk-2.4.1.zip	<p>The binary distribution of ZK, including ZK libraries and the third-party libraries.</p> <p>It is all you need to enrich your Web applications with ZK.</p>
zk-demo-2.4.1.zip	<p>Standalone <code>zkdemo</code> application in WAR and EAR format, and the source codes of <code>zkdemo</code>.</p> <p>It is the fastest way to test drive the features of ZK without configuring your Web server.</p>
zk-javadoc-2.4.1.zip	The Java API document of ZK framework.
zk-src-2.4.1.tar.gz	The source codes of ZK framework, including the third-party libraries to build the source codes.

## 2. Run the Demo

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The simplest way to run the demo is to download `zk-demo-2.4.1.zip` from [http://sourceforge.net/project/showfiles.php?group\\_id=152762](http://sourceforge.net/project/showfiles.php?group_id=152762). After uncompress the file, you can deploy `zkdemo-all.war` or `zkdemo-all.ear` to your Web or application server. Most Web or application servers have a management console that allows you to deploy an application painlessly. Consult the corresponding manuals, or you can visit [http://en.wikibooks.org/wiki/ZK/How-Tos#Installation\\_and\\_Configuration](http://en.wikibooks.org/wiki/ZK/How-Tos#Installation_and_Configuration), where the ZK community maintains the installation guides for many Web or application servers.

For Tomcat server, you can copy it directly to the `$TOMCAT_DIR/webapps` directory, and then Tomcat will start the deployment automatically.

After `zkdemo-all.war` is deployed you can visit it at, say, `http://localhost:8080/zkdemo-all/userguide`. The port number depends on how you installed your Web or application servers.

Some application servers can deploy only the EAR file. Then, you have to deploy `zkdemo-all.ear` instead.

## 3. Installation

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ZK consists of a set of libraries. There are two ways to install them to Tomcat Web server. First, copy them to the shared directory (for Tomcat, it is `shared/lib`), so all Web applications can use them. Second, copy them to the `WEB-INF/lib` directory of the Web application, such that you can deploy your Web application to any Web server you want.

Here we illustrate first how to install ZK libraries to the shared directory. It varies from one Web server to another.

### Install ZK on Tomcat

1. Download Tomcat from <http://tomcat.apache.org> and install it, if you haven't installed it yet.
2. Stop Tomcat.
3. Uncompress `zk-2.4.1.zip` or `zk-2.4.1.tar.gz`
4. Copy `dist/lib/*.jar` to `$TOMCAT_HOME1/shared/lib`
5. Copy `dist/lib/ext/*.jar` to `$TOMCAT_HOME/shared/lib`
6. [Optional] Copy `dist/lib/zkforge/*.jar` to `$TOMCAT_HOME2/shared/lib`  
It depends whether you need components from ZK Forge<sup>3</sup>, such as FCKeditor (<http://www.fckeditor.net>) and DOJO (<http://dojotoolkit.org/>).
7. Re-start Tomcat.
8. Deploy `demo/bin/zkdemo.war` to Tomcat. It can be done by use of the Tomcat manager, or by copying it to `$TOMCAT_HOME/webapps` directly. If you prefer copying directly, you have to stop Tomcat first.
9. Browse to `http://localhost/zkdemo/userguide` or `http://localhost:8080/zkdemo/userguide`, depending on your configuration.

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<sup>1</sup> `$TOMCAT_HOME` is where you installed Tomcat.

<sup>2</sup> `$TOMCAT_HOME` is where you installed Tomcat.

<sup>3</sup> ZK Forge (<http://zkforge.sourceforge.net>) is a collection of components from the community collaboration.

## Install ZK on Jetty

1. Download Jetty from <http://www.mortbay.org/jetty/index.html> and install it<sup>4</sup>, if you haven't installed it yet.
2. Stop Jetty.
3. Uncompress `zk-2.4.1.zip` or `zk-2.4.1.tar.gz`
4. Copy `dist/lib/*.jar` to `$JETTY_HOME5/ext`
5. Copy `dist/lib/ext/*.jar` to `$JETTY_HOME/ext`
6. [Optional] Copy `dist/lib/zkforge/*.jar` to `$JETTY_HOME/ext`  
It depends whether you need component from ZK Forge.
7. Deploy `demo/bin/zkdemo.war` to Jetty by copying it to `$JETTY_HOME/webapps` directly.
8. Start Jetty.
9. Browse to `http://localhost/zkdemo/userguide` or  
`http://localhost:8080/zkdemo/userguide`, depending on your configuration.

## Deploy your Application as a WAR file or an EAR file

In additions to installing ZK libraries to the Web server, you can put them into your Web application such that you can deploy your Web application to any Web server.

### To bundle ZK libraries with the WAR file

Copy `dist/lib/*.jar`, `dist/zkforge/*.jar`, and `dist/lib/ext/*.jar` from `zk-2.4.1.zip` to the `/WEB-INF/lib` directory in your WAR file.

### To bundle ZK libraries with the EAR file

Copy `dist/lib/*.jar`, `dist/zkforge/*.jar`, and `dist/lib/ext/*.jar` from `zk-2.4.1.zip` to the root directory of your EAR file, such that all your Web applications (in the same EAR file) can share them.

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<sup>4</sup> Refer to <http://www.mortbay.org/jetty/tut/GettingStarted.html>

<sup>5</sup> `$JETTY_HOME` is where you installed Jetty.



## Working with MySQL<sup>6</sup>

To open the connection under zscript, you have to put MySQL JDBC driver (mysql-connector-\*.jar) under the `$TOMCAT_DIR/common/lib` directory.

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<sup>6</sup> <http://www.mysql.com>

## 4. The Content of Binary Distribution

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This chapter describes the content of zk-2.4.1.zip.

### **/doc**

This directory holds the documents including copyrights and release notes.

### **/dist/lib**

This directory holds the binary libraries required to run ZK.

### **/dist/lib/zkforge**

This directory holds the components from ZK Forge, such as FCKeditor and Dojo. It is optional depending on whether you need them.

File	Description
dojoz.jar	Required if you want to use ZK DOJO components.
fckez.jar	Required if you want to use ZK FCKeditor components.
gmapsz.jar	Required if you want to use ZK Google Maps components.
timelinez.jar json_simple.jar	Required if you want to use ZK Timeline components.

### **/dist/lib/ext**

This directory holds the external libraries required to run ZK. Since these libraries are common, you might have installed them in your container.

Here are optional jar files. You can choose whether to copy depending on your requirements.

File	Description
commons-fileupload.jar commons-io.jar	Required if you want to upload files with them.  Version: Commons Fileupload 1.2 and Commons IO 1.3.1
commons-el.jar	Required if you want to evaluate EL expression with it.  Version: Commons EL 1.0
jcommon.jar jfreechar.jar	Required if you want to use ZUL's chart component.

File	Description
	Version: JFreeChart 1.0.5 and JCommon 1.0.9
bsh.jar	Required if you want scripting in Java interpreter (BeanShell). Version: BeanShell 2.0b4
js.jar	Required if you want scripting in JavaScript (Rhino). Version: Rhino 1.6R5
groovy.jar	Required if you want scripting in Groovy. Version: Groovy 1.0 (groovy-all)
jruby.jar	Required if you want scripting in Ruby (JRuby). Version: JRuby 1.0.0RC3 (jruby-complete)
Filters.jar	Required if you want to use the <code>captcha</code> component. Version: JH Labs Java Image Filters

## **/dist/src**

This directory holds the source codes in JAR format. These JAR files are used for debugging in IDE, such as Eclipse. You cannot build the binary libraries from these. Rather, download and uncompress `zk-src-2.4.1.tar.gz`.

## **/dist/WEB-INF**

This directory holds the TLD and XSD files that might be useful to develop ZK applications.

## 5. The Content of Demo Distribution

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This chapter describes the content of zk-demo-2.4.1.zip.

**/**

This directory holds the executable: `zkdemo.war`, `zkdemo-all.war`, `zkdemos.ear` and `zkdemos-all.ear`. Refer to the **Installation** chapter for details.

**/zkdemo**

This directory holds the source codes of the live demo.

**/MyApp**

This directory holds an empty Web application which you can start your new Web application from.

## 6. My First ZK Application

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### Prepare WEB-INF/web.xml

Copy or merge the following content to the `web.xml` in the `WEB-INF` directory in your application. This step must be done once each time you created a new Web applications. Then, what you need to do is to copy files with `.zul` or `.zhtml` extension to the proper directories in your Web applications.

```
<web-app version="2.4" xmlns="http://java.sun.com/xml/ns/j2ee"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:schemaLocation="http://java.sun.com/xml/ns/j2ee
http://java.sun.com/xml/ns/j2ee/web-app_2_4.xsd">

    <!-- //// -->
    <!-- ZK -->
    <listener>
        <description>Used to cleanup when a session is
destroyed</description>
        <display-name>ZK Session Cleaner</display-name>
        <listener-
class>org.zkoss.zk.ui.http.HttpSessionListener</listener-class>
    </listener>
    <servlet>
        <description>ZK loader for evaluating ZK pages</description>
        <servlet-name>zkLoader</servlet-name>
        <servlet-class>org.zkoss.zk.ui.http.DHtmlLayoutServlet</servlet-
class>

        <!-- Must. Specifies URI of the update engine
(DHtmlUpdateServlet). -->
        <init-param>
            <param-name>update-uri</param-name>
            <param-value>/zkau</param-value>
        </init-param>
        <load-on-startup>1</load-on-startup><!-- MUST -->
    </servlet>
    <servlet-mapping>
        <servlet-name>zkLoader</servlet-name>
        <url-pattern>*.zul</url-pattern>
    </servlet-mapping>
    <servlet-mapping>
        <servlet-name>zkLoader</servlet-name>
        <url-pattern>*.zhtml</url-pattern>
    </servlet-mapping>
```

```

<servlet>
    <description>The asynchronous update engine for ZK</description>
    <servlet-name>auEngine</servlet-name>
    <servlet-class>org.zkoss.zk.au.http.DHtmlUpdateServlet</servlet-
class>
</servlet>
<servlet-mapping>
    <servlet-name>auEngine</servlet-name>
    <url-pattern>/zkau/*</url-pattern>
</servlet-mapping>
<!-- //// -->

<!-- MIME mapping -->
<mime-mapping>
    <extension>gif</extension>
    <mime-type>image/gif</mime-type>
</mime-mapping>
<mime-mapping>
    <extension>html</extension>
    <mime-type>text/html</mime-type>
</mime-mapping>
<mime-mapping>
    <extension>htm</extension>
    <mime-type>text/html</mime-type>
</mime-mapping>
<mime-mapping>
    <extension>jad</extension>
    <mime-type>text/vnd.sun.j2me.app-descriptor</mime-type>
</mime-mapping>
<mime-mapping>
    <extension>jpeg</extension>
    <mime-type>image/jpeg</mime-type>
</mime-mapping>
<mime-mapping>
    <extension>jpg</extension>
    <mime-type>image/jpeg</mime-type>
</mime-mapping>
<mime-mapping>
    <extension>js</extension>
    <mime-type>application/x-javascript</mime-type>
</mime-mapping>
<mime-mapping>
    <extension>png</extension>
    <mime-type>image/png</mime-type>
</mime-mapping>
<mime-mapping>
    <extension>txt</extension>
    <mime-type>text/plain</mime-type>
</mime-mapping>

```

```

<mime-mapping>
  <extension>xml</extension>
  <mime-type>text/xml</mime-type>
</mime-mapping>
<mime-mapping>
  <extension>zhtml</extension>
  <mime-type>text/html</mime-type>
</mime-mapping>
<mime-mapping>
  <extension>zul</extension>
  <mime-type>text/html</mime-type>
</mime-mapping>

<welcome-file-list>
  <welcome-file>index.zul</welcome-file>
  <welcome-file>index.zhtml</welcome-file>
  <welcome-file>index.html</welcome-file>
  <welcome-file>index.htm</welcome-file>
</welcome-file-list>
</web-app>

```

## My First Hello World

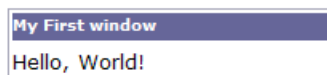
Create a file called `hello.zul` with the following content. Then, you could use the browser to see the result, say `http://localhost:8080/zkdemo/hello.zul`.

```

<window title="My First window" border="normal" width="200px">
  Hello, World!
</window>

```

Then, the result is depicted as follow.



Notice that, though the content of `hello.zul` is very similar to XUL<sup>7</sup>, it is actually written in ZUML. ZK Loader parses it into a valid HTML page which can be interpreted correctly by a regular browser, such as Internet Explorer and Mozilla Firefox. Refer to the Developer's Guide for more details.

<sup>7</sup> <http://xul.sourceforge.net/mozilla.html>