DevExtreme Documentation

# 1. Introduction to DevExtreme

DevExtreme is a set of UI components and data visualization tools developed by DevExpress. It provides high-performance, customizable, and feature-rich components that can be used in web development, including data grids, charts, forms, and more. DevExtreme supports popular frameworks like jQuery, Angular, React, and Vue.js. It allows developers to create responsive and modern web applications with ease.

# 2. Installation – NuGet Package

To install DevExtreme in a .NET project, you can use the NuGet Package Manager. Follow these steps:  
1. Open Visual Studio.  
2. Go to Tools > NuGet Package Manager > Package Manager Console.  
3. Run the following command to install DevExtreme:  
 Install-Package DevExtreme.AspNet.Core  
  
Alternatively, you can install it through the NuGet package manager in Visual Studio by searching for 'DevExtreme.AspNet.Core'.

# 3. Widget Basics - jQuery

DevExtreme widgets are created using jQuery (in case of jQuery version). The widgets are enhanced HTML elements with advanced features, such as sorting, filtering, and other UI-related functionalities. A basic widget can be initialized using the following example:

```javascript  
$(function() {  
 $("#widget").dxButton({  
 text: "Click Me"  
 });  
});  
```

# 4. Create and Configure a Widget

To create and configure a widget, you need to initialize it by specifying the options you need. Here’s an example of creating a DevExtreme Button widget with additional configurations:

```javascript  
$(function() {  
 $("#button").dxButton({  
 text: "Save",  
 icon: "save",  
 onClick: function() {  
 alert("Button Clicked");  
 }  
 });  
});  
```

# 5. Get a Widget Instance

To get the instance of a widget, you can use the `.dxButton("instance")` method. Here is an example:

```javascript  
var buttonInstance = $("#button").dxButton("instance");  
```

# 6. Get and Set Options

Once you have a widget instance, you can retrieve or set the options of the widget.

To get an option:

```javascript  
var text = buttonInstance.option("text");  
```

To set an option:

```javascript  
buttonInstance.option("text", "Updated Text");  
```

# 7. Call Methods

DevExtreme widgets expose methods that you can call to change the behavior or appearance of the widget. For example, you can call the `disable()` method to disable a button:

```javascript  
buttonInstance.disable();  
```

# 8. Handle Events

DevExtreme widgets support various events like `onClick`, `onValueChanged`, etc. You can handle these events as shown below:

```javascript  
$("#button").dxButton({  
 text: "Click Me",  
 onClick: function(e) {  
 alert("Button was clicked");  
 }  
});  
```

# 9. Destroy a Widget

To destroy a widget and remove it from the DOM, you can call the `dispose()` method. Example:

```javascript  
buttonInstance.dispose();  
```