Exercises

Exercise 1: Creating your first Spring Boot application

We will start from scratch by going to http://start.spring.io/.

Select Spring 1.5.x, and add 'Vaadin' to the dependencies list on the right side. Click on 'generate project', extract the zip, and import the project into your IDE.

The application can be started with the maven command

        mvn spring-boot:run

And can be found at

        http://localhost:8080/

Helpful links to Vaadin documentation

• Spring Add-on documentation

Exercise 2: Creating menu abstraction

- Create MainMenuBean that implements MainMenu interface
- MainMenu interface should allow adding and removing menu items
- Encapsulate your menu abstraction with IsComponent interface
- Declare MainMenuBean as Spring managed Bean in UI scope
- Use MainMenu inside your UI and add some test menu items to it

Helpful links to Vaadin documentation

- Spring Add-on documentation

Exercise 3: Creating menu configuration

• Create new class with @Configuration annotation
• Make a method that return MainMenu
• Declare the method as @Bean in UI scope
• Access current request headers and check if 'user-agent' contains 'Mobile'
• If so, return main menu intended for mobile use, otherwise return MainMenuBean

Helpful links to Vaadin documentation

• [Spring Add-on documentation](#)

Exercise 4: Connecting the Navigator to Spring

• Create your self ViewDisplay implementation
• Annotate the implementation with @SpringViewDisplay
• Make couple views by implementing View and annotating with@SpringView
• In your MainMenu implement Navigator usage with @Autowired Navigator

Helpful links to Vaadin documentation

• [Spring Add-on documentation](#)