1. Basics of Devextreme

1.1 Introduction to DevExtreme

- DevExtreme is a paid JavaScript library that provides pre-made web components for creating responsive web applications. It includes over 70 UI components, integrated development templates, and tools for Angular, React, Vue, and jQuery. These components can be used to create apps for :

  CRM and ERP applications
  Analytics and BI dashboards
  Project and task management
  HR management
  Admin dashboards
  SaaS applications
- DevExtreme includes four product suites: DevExtreme Angular, DevExtreme React, DevExtreme Vue, and DevExtreme jQuery.
- DevExtreme components can be integrated into applications written in jQuery, Angular, Vue, or React, or directly implemented in a web page within a script. The library has detailed documentation, so users can work with it without having to study the functionality of each component.

1.2 Installation – NuGet Package

- DevExtreme.Web NuGet package is required for using DevExtreme jQuery Components in Visual Studio 2022.
- Here I used DevExtreme.Web version 21.1.3

1.3 Widget Basics - jQuery

Create and Configure a Widget :

- For create and configuring a widget we need to specify HTML component and then it can be accessed in script and can be configured.
- It can’t create element at runtime.

Get a Widget Instance :

- We can store widget’s instance into variable.

- Example :

```
$(“#id”).dxButton();
Var buttonInstance = $(“#id”).dxButton(“instance”);
```

We can’t create instance directly without creating element,like :

```
Var buttonInstance = $(“#id”).dxButton(“instance”);
```

Get and Set Options :

- We can get single property,all properties and also we can set single proprety or several properties using option() method.
- Example :

```
// Gets single properties value
Var buttonText = buttonInstance.option(“text”);
// Get all properties value
Var buttonProperties = buttonInstance.option();
// Sets single properties value
buttonInstance.option(“text”,”Click”);
// Sets several properties
buttonInstance.option({
        text:”Click”,
        onClick:function();
})
```

Call Methods

- We can call different methods of a particular Widgets by applying delemeter and method_name on an instance.

Handle Events

- We can create handler for events like javaScript and set it on widgets’s properties also.

Destroy a Widget

- We can destroy widgets by disposing it using dispose() method.