# lick Framework v1.3 Cheat Sheet

### Page Processing

- no-args constructor used to create new Page
- · context, format, headers and path dependencies set
- request parameter values bound to matching named fields
- onSecurityCheck() called for security check
- called to complete initialization onInit()
- all the page controls are processed
- called for additional processing onGet/Post()
- called for pre-render processing onRender()
- page template and model is rendered
- called to clean up any resources onDestroy()

## **Template Model Includes**

- · any public Page fields by field name
- context the servlet context path
- the Format object format
- imports the PageImports object
- messages the MessagesMap object
- the path of the Page template path
- request the HttpServletRequest object
- response the HttpServletResponse object
- session the SessionMap object

#### Velocity Directives

- #if #elseif #else #end conditional statement
- #foreach list iterator
- defines Velocity macro #macro
- variable declaration #set
- #include include file directly without parsing
- parse and render the specified template
- stops the execution of template #stop

#### **Core Controls**

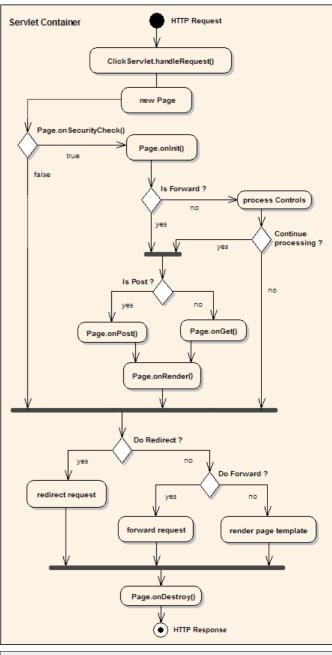
- ActionButton
- ActionLink
- Button
- Checkbox
- Column
- FieldSet
- HiddenField
- ImageSubmit
- Label

• Form

- Option
- OptionGroup
- PageLink
- Panel
- PasswordField
- Radio
- RadioGroup
- Reset
- Select
- Submit
- Table
- TextArea
- TextField

#### **Extras Controls**

- CayenneForm
- CheckList
- ColorPicker
- CreditCardField
- DateField
- DoubleField
- EmailField
- FieldColumn
- FormTable
- IntegerField
- LinkDecorator
- ListPanel
- LongField
- Menii
- NumberField
- PageSubmit
- PickList
- PropertySelect
- QuerySelect
- RegexField
- TabbedForm
- TabbedPanel
- TelephoneField



#### click.xml File

```
<?xml version="1.0" encoding="UTF-8"?>
<click-app charset="UTF-8" locale="de">
  <pages package="com.mycorp.page"/>
  <mode value="debug"/>
</click-app>
```

## Click App Modes

- production caching, warn logging
- profile - caching, info logging
- development info logging (default)
- debug logging debug
- trace logging • trace