©lick Framework v1.5 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
- onInit() called to complete initialization
- · all the page controls are processed
- onGet/Post() called for additional processing
- onRender () called for pre-render processing
- · page template and model is rendered
- onDestroy() called to clean up any resources

Template Model Includes

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

Velocity Directives

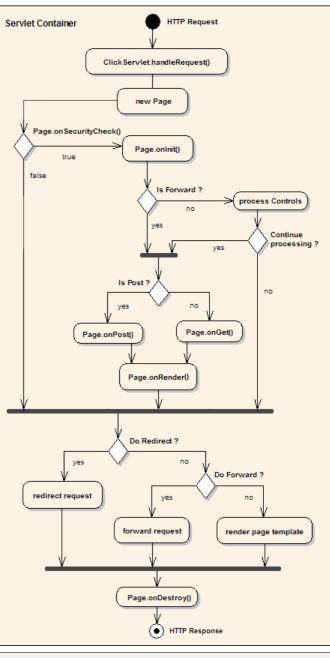
- #if #elseif #else #end conditional statement
- #foreach list iterator
- #macro defines Velocity macro
- #set variable declaration
- #include include file directly without parsing
- #parse parse and render the specified template
- #stop stops the execution of template

Core Controls

- ActionButton
- ActionLink
- Button
- Checkbox
- Column
- FieldSet
- Form
- HiddenField
- ImageSubmit
- Label
- Option
- OptionGroup
- PageLink
- Panel
- PasswordField
- Radio
- RadioGroup
- Reset
- Select
- Submit
- Table
- TextAreaTextField

Extras Controls

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



click.xml File

Click App Modes

- production caching, warn logging
- profile caching, info logging
- profite cacining, into logging
- development info logging (default)
- debug debug logging
- trace trace logging