

|  |
| --- |
| Hands-on Lab Title Here Arial 14pts in black  Martin Matula  Sr. Dev. Manager |

# Table of Contents

Table of Contents 2

Introduction 3

Exercise 1: Exposing RESTful API 4

Exercise 2: Adding Server-Sent Events 5

Exercise 3: Adding Web Sockets 6

Exercise 4: Writing a Simple Java Client 7

Summary 8

Appendix: Setting up the Lab Environment 9

# Introduction

We are going

* popsat o cem cely ten lab bude
* jaka cviceni
* architektura aplikace (font-end nad angularjs, na serveru grizzly, na nem websocket, jersey a moxy)

# Exercise 1: Exposing RESTful API

In this first exercise, we are going to create and expose a simple RESTful API for CRUD (create, retrieve update, delete) operations on top of drawings. To save time, instead of starting from scratch, there is an existing project in the <lab\_root>/exercise1 we are going to add this functionality to.

Let’s first look at what’s already in the project:

1. Start NetBeans and open the project **drawingboard** from **<lab\_root>/exercise1** directory.

* projit co v aplikaci je
  + ze je tam uz dependence na jersey
  + static content handler
  + javascripty
  + dataprovider
  + pojo pro drawings
* spustit – overit, ze to nefunguje
* dodelat drawingsresource a drawingresource
* dodelat inicializaci jersey handleru
* spustit, a overit, ze pres postman to funguje (rucni refresh puvodni stranky)

# Exercise 2: Adding Server-Sent Events

* popsat co jsou sse
* pridat broadcaster do dataprovidera
* pridat resource metodu pro poslouchani eventu
* pridat registraci channelu do providera
* ukazat jak se eventy poslouchaji v javascriptu
* spustit a hrat si s tim

# Exercise 3: Adding Web Sockets

* popsat WebSocket API (zhruba)
* k cemu web socket je
* pridat websocket endpoint
* pridat coding
* ukazat, jak se to dela v javascriptu
* spustit a hrat si

# Exercise 4: Writing a Simple Java Client

* napsat od piky jednoduchou klientskou aplikaci, ktera posloucha eventy a pouziva jax-rs client api
* rict, ze websocket client api neni v tuto chvili uplne ready

# Summary

Shrnuti, co se vsechno naucili a kde ziskat vice informaci

# Appendix: Setting up the Lab Environment

Popsat, co je potreba mit nainstalovane a jak to nainstalovat