

**Username:** David Cao **Book:** GWT in Action, Second Edition. No part of any chapter or book may be reproduced or transmitted in any form by any means without the prior written permission for reprints and excerpts from the publisher of the book or chapter. Redistribution or other use that violates the fair use privilege under U.S. copyright laws (see 17 USC107) or that otherwise violates these Terms of Service is strictly prohibited. Violators will be prosecuted to the full extent of U.S. Federal and Massachusetts laws.

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### 3.11. Summary

This has been quite a hike through GWT, and you should now have an understanding of the key parts of the client side. You've seen how to use widgets and panels and how to add those to the browser page. We covered layout panels, which we're sure will become a larger part of GWT going forward, particularly as we head to a world where standards mode in browsers is more common. We looked at wiring up events so that the user can interact with your application, and we showed how to handle the user clicking the Forward and Back buttons on the browser and getting expected behavior.

We were a little over the top with the use of various techniques in our discussion. Typically, a GWT application won't use every one of the approaches to styling or creating widgets. We've done so in the example application, but that's to make a point of showing the flexibility of GWT.

We've created the `BasicProject` and `historyhelper` applications as downloads so you can extend and play with them to your heart's content to get a better understanding of the fundamentals.

We're ready to move into the next section of the book and start taking the next steps with GWT. That includes creating new widgets, talking to the server, using GWT's declarative `UiBinder` approach, internationalization, and more. If you're wondering about how to interact with a server, you could check out [chapter 7](#), which covers GWT-RPC, and [chapter 10](#), which looks at classic Ajax interactions and forms.

The real journey starts in the next part with the GWT aspects that will take your application to the next steps.