

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.

3.10. Building on your understanding

In [chapter 2](#) we gave a couple of suggestions on how you could build on what we'd covered to that point. We'll do the same for this chapter because it can be useful, although we're sure by now you probably have lots of ideas yourself. To follow are our suggestions:

- Add some more named items in the HTML file (for example, `div` s or `SPAN` s or a `TD` in a `TABLE`), and in the code find them and add some widgets of your choice.
- Add some more content to the HTML like the contact/products content, pull it into a new tab in the tab panel, and link it into the history handling.
- Add some content into the HTML and use the DOM methods to retrieve it in the application, put it into a `Label` , put that `Label` into a `DialogBox` , and then enable animation on the `DialogBox` and show it on the screen (hint: check out the online Javadocs to see how to use `DialogBox`).
- Change the theme used in the application (hint: look in the application's module file).
- Add a `ClickHandler` to the application's green sidebar that displays a JavaScript alert (hints: remember that you had to wrap the sidebar in the `FocusPanel` to handle events, and you can find the alert in the `com.google.gwt.user.client.Window` package).
- Turn off the `SafeHtml` handling, and see the result on the tab panel content (hint: look at the `getContent` method in `BasicProject.java`).

We're sure you can think of more things to do to get comfortable with all these concepts. In the rest of this book we'll delve into the more complicated aspects of GWT—the techniques that will help you push the boundaries of web applications. We won't explicitly have this type of “building on your understanding” section in those chapters, but if you're like us, we know you'll be taking the examples and fiddling, extending, and learning more yourself.