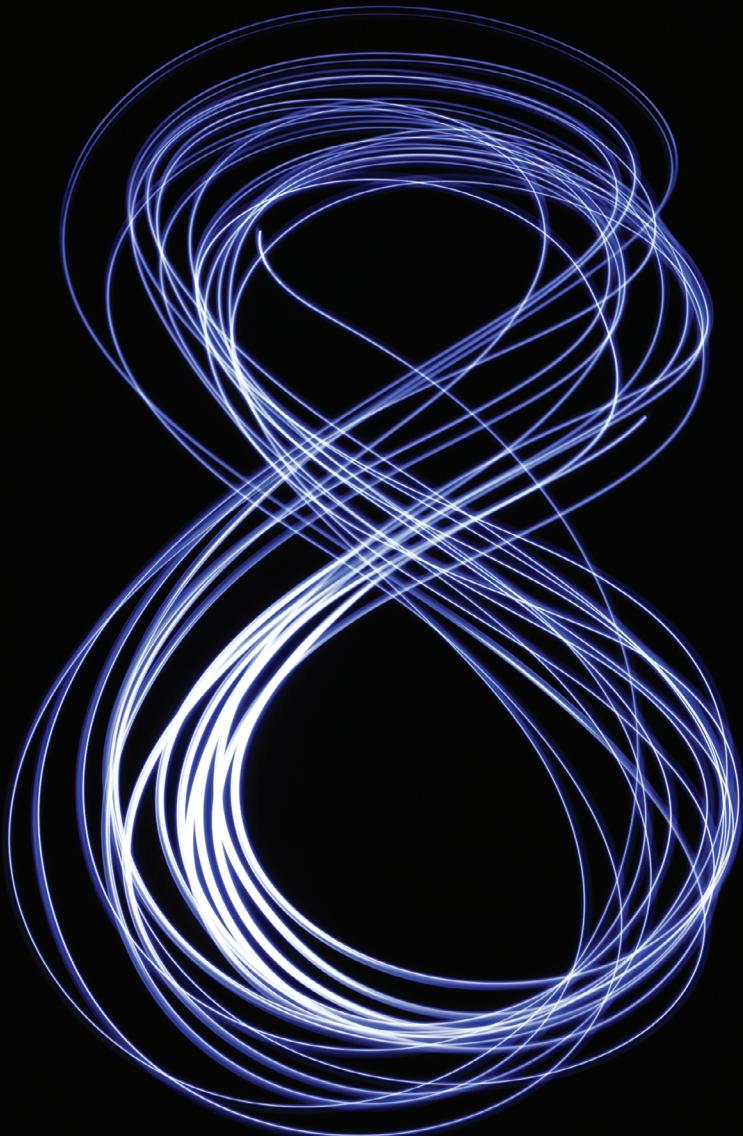


JavaServer™ Faces Web Apps: Part I

30



If any man will draw up his case, and put his name at the foot of the first page, I will give him an immediate reply. Where he compels me to turn over the sheet, he must wait my leisure.

—Lord Sandwich

*Rule One:
Our client is always right.
Rule Two: If you think our
client is wrong, see Rule One.*

—Anonymous

*A fair question should be
followed by a deed in silence.*

—Dante Alighieri

*You will come here and get
books that will open your eyes,
and your ears, and your
curiosity, and turn you inside
out or outside in.*

—Ralph Waldo Emerson

Objectives

In this chapter you'll learn:

- To create JavaServer Faces web apps.
- To create web apps consisting of multiple pages.
- To validate user input on a web page.
- To maintain user-specific state information throughout a web app with session tracking.

Outline

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30.1 Introduction

In this chapter, we introduce web app development in Java with JavaServer Faces (JSF). Web-based apps create content for web browser clients. This content includes eXtensible HyperText Markup Language (XHTML), JavaScript client-side scripting, Cascading Style Sheets (CSS), images and binary data. XHTML is an XML (eXtensible Markup Language) vocabulary that is based on HTML (HyperText Markup Language). We discuss only the features of these technologies that are required to understand the examples in this chapter. If you'd like more information on XHTML, XML, JavaScript and CSS, please visit our Resource Centers on each of these topics at

www.deitel.com/ResourceCenters.html

where you'll find links to introductions, tutorials and other valuable resources.

This chapter begins with an overview of how interactions between a web browser and web server work. We then present several web apps implemented with JSF. We continue this discussion in Chapter 31 with more advanced web applications.

Java multitier applications are typically implemented using Java Enterprise Edition (Java EE). The technologies we use to develop web apps here and in Chapter 31 are part of Java EE (<http://www.oracle.com/technetwork/java/javaee/overview/index.html>). After you study this chapter and the next, you can learn more about JavaServer Faces in Oracle's extensive Java EE tutorial at <http://docs.oracle.com/javaee/7/tutorial>.

We focus on the JavaServer Faces 2.0¹ subset of Java EE. JavaServer Faces is a **web-application framework** that enables you to build multitier web apps by extending the framework with your application-specific capabilities. The framework handles the details of receiving client requests and returning responses for you so that you can focus on your application's functionality.

Required Software for This Chapter

To work with and implement the examples in this chapter and Chapters 31–32, you must install the **NetBeans 8** IDE and the **GlassFish** open-source application server. Both are available in a bundle from <http://netbeans.org/downloads/index.html>. You're prob-

1. The JavaServer Faces Specification: <http://bit.ly/JSF20Spec>.

ably using a computer with the Windows, Linux or Max OS X operating system—installers are provided for each of these platforms. Download and execute the installer for the Java EE or All version—both include the required **Java Web and EE** and **Glassfish Server Open Source Edition** options. We assume you use the default installation options for your platform. Once you've installed NetBeans, run it. Then, use the **Help** menu's **Check for Updates** option to make sure you have the most up-to-date components.

30.2 HyperText Transfer Protocol (HTTP) Transactions

To learn how JSF web apps work, it's important to understand the basics of what occurs behind the scenes when a user requests a web page in a web browser. If you're already familiar with this and with multitier application architecture, you can skip to Section 30.4.

XHTML Documents

In its simplest form, a web page is nothing more than an XHTML document (also called an XHTML page) that describes content to display in a web browser. HTML documents normally contain *hyperlinks* that link to different pages or to other parts of the same page. When the user clicks a hyperlink, the requested web page loads into the user's web browser. Similarly, the user can type the address of a page into the browser's address field.

URLs

Computers that run **web-server** software make resources available, such as web pages, images, PDF documents and even objects that perform complex tasks such as database look-ups and web searches. The HyperText Transfer Protocol (HTTP) is used by web browsers to communicate with web servers, so they can exchange information in a uniform and reliable manner. URLs (Uniform Resource Locators) identify the locations on the Internet of resources, such as those mentioned above. If you know the URL of a publicly available web resource, you can access it through HTTP.

Parts of a URL

When you enter a URL into a web browser, the browser uses the information in the URL to locate the web server that contains the resource and to request that resource from the server. Let's examine the components of the URL

```
http://www.deitel.com/books/downloads.html
```

The `http://` indicates that the resource is to be obtained using the HTTP protocol. The next portion, `www.deitel.com`, is the server's fully qualified **hostname**—the name of the *server* on which the *resource* resides. The computer that houses and maintains resources is usually referred to as the **host**. The hostname `www.deitel.com` is translated into an **IP (Internet Protocol) address**—a unique numerical value that identifies the server, much as a telephone number uniquely defines a particular phone line. This translation is performed by a **domain-name system (DNS) server**—a computer that maintains a database of hostnames and their corresponding IP addresses—and the process is called a **DNS lookup**. To test web apps, you'll often use your computer as the host. This host is referred to using the reserved domain name `localhost`, which translates to the IP address `127.0.0.1`. The fully qualified hostname can be followed by a colon (`:`) and a port number. Web servers typically await requests on port 80 by default; however, many development web servers use a different port number, such as 8080—as you'll see in Section 30.4.3.

The remainder of the URL (i.e., `/books/downloads.html`) specifies both the name of the requested resource (the HTML document `downloads.html`) and its path, or location (`/books`), on the web server. The path could specify the location of an actual directory on the web server's file system. For security reasons, however, the path normally specifies the location of a **virtual directory**. The server translates the virtual directory into a real location on the server (or on another computer on the server's network), thus hiding the resource's true location. Some resources are created dynamically using other information, such as data from a database.

Making a Request and Receiving a Response

When given a URL, a web browser performs an HTTP transaction to retrieve and display the web page at that address. Figure 30.1 illustrates the transaction, showing the interaction between the web browser (the client) and the web server (the server).

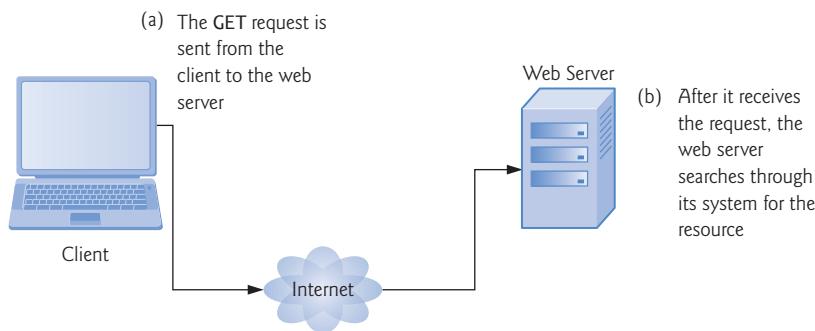


Fig. 30.1 | Client interacting with the web server. Step 1: The GET request.

In Fig. 30.1, the web browser sends an HTTP request to the server. Underneath the hood, the request (in its simplest form) is

```
GET /books/downloads.html HTTP/1.1
```

The word **GET** is an **HTTP method** indicating that the client wishes to obtain a resource from the server. The remainder of the request provides the path name of the resource (e.g., an HTML document) and the protocol's name and version number (HTTP/1.1). As part of the client request, the browser also sends other required and optional information, such as the **Host** (which identifies the server computer) or the **User-Agent** (which identifies the web browser type and version number).

Any server that understands HTTP (version 1.1) can translate this request and respond appropriately. Figure 30.2 depicts the server responding to a request.

The server first responds by sending a line of text that indicates the HTTP version, followed by a numeric code and a phrase describing the status of the transaction. For example,

```
HTTP/1.1 200 OK
```

indicates success, whereas

```
HTTP/1.1 404 Not found
```

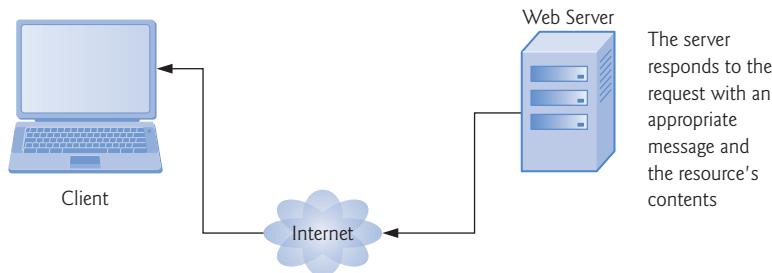


Fig. 30.2 | Client interacting with the web server. Step 2: The HTTP response.

informs the client that the web server could not locate the requested resource. On a successful request, the server appends the requested resource to the HTTP response. A complete list of numeric codes indicating the status of an HTTP transaction can be found at www.w3.org/Protocols/rfc2616/rfc2616-sec10.html.

HTTP Headers

The server then sends one or more **HTTP headers**, which provide additional information about the data that will be sent. If the server is sending an HTML text document, one HTTP header would read:

```
Content-type: text/html
```

The information provided in this header specifies the **Multipurpose Internet Mail Extensions (MIME)** type of the content that the server is transmitting to the browser. MIME is an Internet standard that specifies *data formats* so that programs can interpret data correctly. For example, the MIME type `text/plain` indicates that the sent information is text that can be displayed directly, without any interpretation of the content as HTML markup. Similarly, the MIME type `image/jpeg` indicates that the content is a JPEG image. When the browser receives this MIME type, it attempts to display the image. For a list of available MIME types, visit www.w3schools.com/media/media_mimeref.asp.

The header or set of headers is followed by a blank line, which indicates to the client browser that the server is finished sending HTTP headers. The server then sends the contents of the requested resource (such as, `downloads.html`). In the case of an HTML document, the web browser parses the HTML markup it receives and **renders** (or displays) the results.

HTTP GET and POST Requests

The two most common **HTTP request types** (also known as **request methods**) are **GET** and **POST**. A **GET** request typically asks for a resource on a server. Common uses of **GET** requests are to retrieve an HTML document or an image or to fetch search results from a search engine based on a user-submitted search term. A **POST** request typically sends data to a server. Common uses of **POST** requests are to send form data or documents to a server.

When a web page contains an HTML form in which the user can enter data, an HTTP request typically posts that data to a **server-side form handler** for processing. For example, when a user performs a search or participates in a web-based survey, the web server receives the information specified in the form as part of the request.

GET requests and POST requests can both send form data to a web server, yet each request type sends the information differently. A GET request sends information to the server in the URL, as in `www.google.com/search?q=deitel`. Here, `search` is the name of Google's server-side form handler, `q` is the name of a variable in Google's search form and `deitel` is the search term. A `?` separates the **query string** from the rest of the URL in a request. A *name/value* pair is passed to the server with the *name* and the *value* separated by an equals sign (`=`). If more than one *name/value* pair is submitted, each is separated from the next by an ampersand (`&`). The server uses data passed in a query string to retrieve an appropriate resource. The server then sends a **response** to the client. A GET request may be initiated by submitting an HTML form whose `method` attribute is set to "get", by typing the URL (possibly containing a query string) directly into the browser's address bar or through a hyperlink when the user clicks the link.

A POST request sends form data as part of the HTTP message, not as part of the URL. The specification for GET requests does not limit the query string's number of characters, but some web browsers do—for example, Internet Explorer restricts the length to 2083 characters), so it's often necessary to send large pieces of information using POST. Sometimes POST is preferred because it hides the submitted data from the user by embedding it in an HTTP message.



Software Engineering Observation 30.1

The data sent in a POST request is not part of the URL, and the user can't see the data by default. However, tools are available that expose this data, so you should not assume that the data is secure just because a POST request is used.

Client-Side Caching

Browsers often **cache** (save on disk) web pages for quick reloading. If there are no changes between the version stored in the cache and the current version on the web, the browser uses the cached copy to speed up your browsing experience. An HTTP response can indicate the length of time for which the content remains "fresh." If this amount of time has not been reached, the browser can avoid another request to the server. Otherwise, the browser requests the document from the server. Thus, the browser minimizes the amount of data that must be downloaded for you to view a web page. Browsers typically do not cache the server's response to a POST request, because the next POST might not return the same result. For example, in a survey, many users could visit the same web page and answer a question. The survey results could then be displayed for the user. Each new answer changes the survey results.

When you use a web-based search engine, the browser normally supplies the information you specify in an HTML form to the search engine with a GET request. The search engine performs the search, then returns the results to you as a web page. Such pages are sometimes cached by the browser in case you perform the same search again.

30.3 Multitier Application Architecture

Web apps are **multitier applications** (sometimes referred to as **n-tier applications**). Multitier applications divide functionality into separate **tiers** (i.e., logical groupings of functionality). Although tiers can be located on the same computer, the tiers of web apps often reside on separate computers. Figure 30.3 presents the basic structure of a three-tier web app.

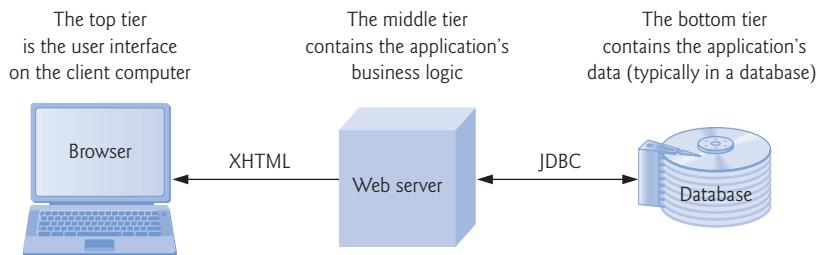


Fig. 30.3 | Three-tier architecture.

The **information tier** (also called the **data tier** or the **bottom tier**) maintains data pertaining to the application. This tier typically stores data in a *relational database management system (RDBMS)*. We discussed RDBMSs in Chapter 24. For example, a retail store might have a database for storing product information, such as descriptions, prices and quantities in stock. The same database also might contain customer information, such as user names, billing addresses and credit card numbers. This tier can contain multiple databases, which together comprise the data needed for our application.

The **middle tier** implements **business logic**, **controller logic** and **presentation logic** to control interactions between the application's clients and the application's data. The middle tier acts as an intermediary between data in the information tier and the application's clients. The middle-tier controller logic processes client requests (such as requests to view a product catalog) and retrieves data from the database. The middle-tier presentation logic then processes data from the information tier and presents the content to the client. Web apps typically present data to clients as HTML documents.

Business logic in the middle tier enforces **business rules** and ensures that data is reliable before the server application updates the database or presents the data to users. Business rules dictate how clients can and cannot access application data, and how applications process data. For example, a business rule in the middle tier of a retail store's web app might ensure that all product quantities remain positive. A client request to set a negative quantity in the bottom tier's product-information database would be rejected by the middle tier's business logic.

The **client tier**, or **top tier**, is the application's user interface, which gathers input and displays output. Users interact directly with the application through the user interface (typically viewed in a web browser), keyboard and mouse. In response to user actions (e.g., clicking a hyperlink), the client tier interacts with the middle tier to make requests and to retrieve data from the information tier. The client tier then displays the data retrieved from the middle tier to the user. The client tier never directly interacts with the information tier.

30.4 Your First JSF Web App

Let's begin with a simple example. Figure 30.4 shows the output of our *WebTime* app. When you invoke this app from a web browser, the browser requests the app's default JSF page. The web server receives this request and passes it to the **JSF web-application framework** for processing. This framework is available in any Java EE-compliant application server (such as the GlassFish application server used in this chapter) or any JavaServer

Faces-compliant container (such as Apache Tomcat). The framework includes the **Faces servlet**—a software component running on the server that processes each requested JSF page so that the server can eventually return a response to the client. In this example, the Faces servlet processes the JSF document in Fig. 30.5 and forms a response containing the text "Current time on the web server:" followed by the web server's local time. We demonstrate this chapter's examples on the GlassFish server that you installed with NetBeans locally on your computer.



Fig. 30.4 | Sample output of the *WebTime* app.

*Executing the *WebTime* App*

To run this example on your own computer, perform the following steps:

1. Open the NetBeans IDE.
2. Select **File > Open Project...** to display the **Open Project** dialog.
3. Navigate to the ch30 folder in the book's examples and select **WebTime**.
4. Click the **Open Project** button.
5. Right click the project's name in the **Projects** tab (in the upper-left corner of the IDE, below the toolbar) and select **Run** from the pop-up menu.

This launches the GlassFish application server (if it isn't already running), installs the web app onto the server, then opens your computer's default web browser which requests the *WebTime* app's default JSF page. The browser should display a web page similar to that in Fig. 30.4.

30.4.1 The Default `index.xhtml` Document: Introducing Facelets

This app contains a single web page and consists of two related files—a JSF document named `index.xhtml` (Fig. 30.5) and a supporting Java source-code file (Fig. 30.6), which we discuss in Section 30.4.2. First we discuss the markup in `index.xhtml` and the supporting source code, then we provide step-by-step instructions for creating this web app in Section 30.4.3. Most of the markup in Fig. 30.5 was generated by NetBeans. We've reformatted the generated code to match our coding conventions used throughout the book.

```

1  <?xml version='1.0' encoding='UTF-8' ?>
2
3  <!-- index.xhtml -->
4  <!-- JSF page that displays the current time on the web server -->
```

Fig. 30.5 | JSF page that displays the current time on the web server. (Part I of 2.)

```
5  <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
6    "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
7  <html xmlns="http://www.w3.org/1999/xhtml"
8    xmlns:h="http://java.sun.com/jsf/html">
9    <h:head>
10      <title>WebTime: A Simple Example</title>
11      <meta http-equiv="refresh" content="60"/>
12    </h:head>
13    <h:body>
14      <h1>Current time on the web server: #{webTimeBean.time}</h1>
15    </h:body>
16  </html>
```

Fig. 30.5 | JSF page that displays the current time on the web server. (Part 2 of 2.)

Facelets: XHTML and JSF Markup

You present your web app's content in JSF using **Facelets**—a combination of XHTML markup and JSF markup. **XHTML**—the **Extensible HyperText Markup Language**—specifies the content of a web page that is displayed in a web browser. XHTML separates the **presentation** of a document (that is, the document's appearance when rendered by a browser) from the **structure** of the document's data. A document's presentation might specify where the browser should place an element in a web page or what fonts and colors should be used to display an element. The XHTML 1.0 Strict Recommendation allows only a document's structure to appear in a valid XHTML document, and not its presentation. Presentation is specified with Cascading Style Sheets (CSS). JSF uses the XHTML 1.0 Transitional Recommendation by default. Transitional markup may include some non-CSS formatting, but this is not recommended.

XML Declaration, Comments and the DOCTYPE Declaration

With the exception of lines 3–4, 10–11 and 14, the code shown in Fig. 30.5 was generated by NetBeans. Line 1 is an XML declaration, indicating that the JSF document is expressed in XML 1.0 syntax. Lines 3–4 are comments that we added to the document to indicate its filename and purpose. Lines 5–6 are a DOCTYPE declaration indicating the version of XHTML used in the markup. This can be used by a web browser to validate the syntax of the document.

Specifying the XML Namespaces Used in the Document

Line 7 begins the document's root **html** element, which spans lines 7–16. Each element typically consists of a starting and ending tag. The starting **<html>** tag (lines 7–8) may contain one or more **xmlns** attributes. Each **xmlns** attribute has a **name** and a **value** separated by an equal sign (=), and specifies an XML namespace of elements that are used in the document. Just as Java packages can be used to differentiate class names, XML namespaces can be used to differentiate sets of elements. When there's a naming conflict, fully qualified tag names can be used to resolve the conflict.

Line 7 specifies a required **xmlns** attribute and its value (<http://www.w3.org/1999/xhtml>) for the **html** element. This indicates that the **html** element and any other unqualified element names are part of the default XML namespace that's used in this document.

The `xmlns:h` attribute (line 8) specifies a prefix and a URL for JSF's **HTML Tag Library**, allowing the document to use JSF's elements from that library. A tag library defines a set of elements that can be inserted into the XHTML markup. The elements in the HTML Tag Library generate XHTML elements. Based on line 7, each element we use from the HTML Tag Library must be preceded by the `h:` prefix. This tag library is one of several supported by JSF that can be used to create Facelets pages. We'll discuss others as we use them. For a complete list of JSF tag libraries and their elements and attributes, visit

```
javaserverfaces.java.net/nonav/docs/2.0/pdldocs/facelets/
```

The h:head and h:body Elements

The `h:head` element (lines 9–12) defines the XHTML page's head element. In this example the head contains an HTML `title` element and a `meta` element. The document's `title` (line 10) typically appears in the browser window's title bar, or a browser tab if you have multiple web pages open in the browser at once. The `title` is also used when search engines index your web pages. The `meta` element (line 11) tells the browser to refresh the page every 60 seconds. This forces the browser to re-request the page once per minute.

The `h:body` element (lines 13–15) represents the page's content. In this example, it contains a XHTML `h1` header element (line 14) that represents the text to display when this document is rendered in the web browser. The `h1` element contains some literal text (`Current time on the web server:`) that's simply placed into the response to the client and a **JSF Expression Language (EL)** expression that obtains a value dynamically and inserts it into the response. The expression

```
#{{webTimeBean.time}}
```

indicates that the web app has an object named `webTimeBean` which contains a property named `time`. The property's value replaces the expression in the response that's sent to the client. We'll discuss this EL expression in more detail shortly.

30.4.2 Examining the WebTimeBean Class

JSF documents typically interact with one or more Java objects to perform the app's tasks. As you saw, this example obtains the time on the server and sends it as part of the response.

JavaBeans

JavaBeans objects are instances of classes that follow certain conventions for class design. Each JavaBean class typically contains data and methods. A JavaBean exposes its data to a JSF document as **properties**. Depending on their use, these properties can be read/write, read-only or write-only. To define a read/write property, a JavaBean class provides `set` and `get` methods for that property. For example, to create a `String` property `firstName`, the class would provide methods with the following first lines:

```
public String getFirstName()
public void setFirstName(String name)
```

The fact that both method names contain "FirstName" with an uppercase "F" indicates that the class exposes a `firstName` property with a lowercase "F." This naming convention is part of the JavaBeans Specification (available at bit.ly/JavaBeansSpecification). A

read-only property would have only a *get* method and a write-only property only a *set* method. The JavaBeans used in JSF are also **POJOs (plain old Java objects)**, meaning that—unlike prior versions of JSF—you do *not* need to extend a special class to create the beans used in JSF applications. Instead various annotations are used to “inject” functionality into your beans so they can be used easily in JSF applications. The JSF framework is responsible for creating and managing objects of your JavaBean classes for you—you’ll see how to enable this momentarily.

Class WebTimeBean

Figure 30.6 presents the `WebTimeBean` class that allows the JSF document to obtain the web server’s time. You can name your bean classes like any other class. We chose to end the class name with “Bean” to indicate that the class represents a JavaBean. The class contains just a `getTime` method (lines 13–17), which defines the read-only `time` property of the class. Recall that we access this property at line 14 of Fig. 30.5. Lines 15–16 create a `Date` object, then format and return the time as a `String`.

```

1 // WebTimeBean.java
2 // Bean that enables the JSF page to retrieve the time from the server
3 package webtime;
4
5 import java.text.DateFormat;
6 import java.util.Date;
7 import javax.faces.bean.ManagedBean;
8
9 @ManagedBean(name="webTimeBean")
10 public class WebTimeBean
11 {
12     // return the time on the server at which the request was received
13     public String getTime()
14     {
15         return DateFormat.getTimeInstance(DateFormat.LONG).format(
16             new Date());
17     }
18 }
```

Fig. 30.6 | Bean that enables the JSF page to retrieve the time from the server.

The @ManagedBean Annotation

Line 9 uses the **@ManagedBean annotation** (from the package `javax.faces.bean`) to indicate that the JSF framework should create and manage the `WebTimeBean` object(s) used in the application. The parentheses following the annotation contain the optional **name attribute**—in this case, indicating that the bean object created by the JSF framework should be called `webTimeBean`. If you specify the annotation without the parentheses and the `name` attribute, the JSF framework will use the class name with a lowercase first letter (that is, `webTimeBean`) as the default bean name.

Processing the EL Expression

When the Faces servlet encounters an EL expression that accesses a bean property, it automatically invokes the property’s *set* or *get* method based on the context in which the

property is used. In line 14 of Fig. 30.5, accessing the property `webTimeBean.time` results in a call to the bean's `getTime` method, which returns the web server's time. If this bean object does not yet exist, the JSF framework instantiates it, then calls the `getTime` method on the bean object. The framework can also discard beans that are no longer being used. We discuss only the EL expressions that we use in this chapter. For more EL details, see Chapter 9 of the Java EE 7 tutorial at

<http://docs.oracle.com/javaee/7/tutorial/>

and Chapter 5 of the JSF 2.0 specification, which you can download from

http://download.oracle.com/otndocs/jcp/jsf-2_2-fr-spec/index.html

30.4.3 Building the WebTime JSF Web App in NetBeans

We'll now build the WebTime app from scratch using NetBeans.

Creating the JSF Web Application Project

Begin by opening the NetBeans IDE and performing the following steps:

1. Select **File > New Project...** to display the **New Project** dialog. Select **Java Web** in the **Categories** pane, **Web Application** in the **Projects** pane and click **Next >**.
2. In the dialog's **Name and Location** step, specify **WebTime** as the **Project Name**. In the **Project Location** field, specify where you'd like to store the project (or keep the default location). These settings will create a **WebTime** directory to store the project's files in the parent directory you specified. Keep the other default settings and click **Next >**.
3. In the dialog's **Server and Settings** step, specify **GlassFish Server 4.1** as the **Server** and **Java EE 7 Web** as the **Java EE Version** (these may be the default). Keep the default **Context Path** and click **Next >**.
4. In the dialog's **Frameworks** step, select **JavaServer Faces**, then click **Finish** to create the web application project.

Examining the NetBeans Projects Window

Figure 30.7 displays the **Projects** window, which appears in the upper-left corner of the IDE. This window displays the contents of the project. The app's XHTML documents are placed in the **Web Pages** node. NetBeans supplies the default web page `index.xhtml` that will be displayed when a user requests this web app from a browser. When you add Java source code to the project, it will be placed in the **Source Packages** node.

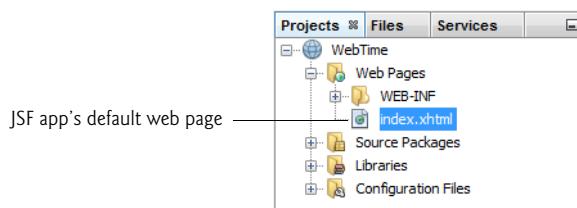


Fig. 30.7 | Projects window for the WebTime project.

Examining the Default index.xhtml Page

Figure 30.8 displays `index.xhtml`—the default page that will be displayed when a user requests this web app. We reformatted the code to match our coding conventions. When this file is first created, it contains elements for setting up the page, including linking to the page's style sheet and declaring the JSF libraries that will be used. By default, NetBeans does not show line numbers in the source-code editor. To view the line numbers, select **View > Show Line Numbers**.

```

<?xml version='1.0' encoding='UTF-8' ?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
  "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml"
  xmlns:h="http://xmlns.jcp.org/jsf/html">
  <h:head>
    <title>Facelet Title</title>
  </h:head>
  <h:body>
    Hello from Facelets
  </h:body>
</html>

```

Fig. 30.8 | Default `index.xhtml` page generated by NetBeans for the web app.

Editing the h:head Element's Contents

Modify line 7 of Fig. 30.8 by changing the `title` element's content from "Facelet Title" to "Web Time: A Simple Example". After the closing `</title>` tag, press *Enter*, then insert the `meta` element

```
<meta http-equiv="refresh" content="60"/>
```

which will cause the browser to refresh this page once per minute. As you type, notice that NetBeans provides a code-completion window to help you write your code. For example, after typing "`<meta`" and a space, the IDE displays the code-completion window in Fig. 30.9, which shows the list of valid attributes for the starting tag of a `meta` element. You can then double click an item in the list to insert it into your code. Code-completion support is provided for XHTML elements, JSF elements and Java code.

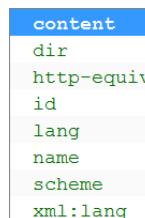


Fig. 30.9 | NetBeans code-completion window.

Editing the h:body Element's Contents

In the h:body element, replace "Hello from Facelets" with the h1 header element

```
<h1>Current time on the web server: </h1>
```

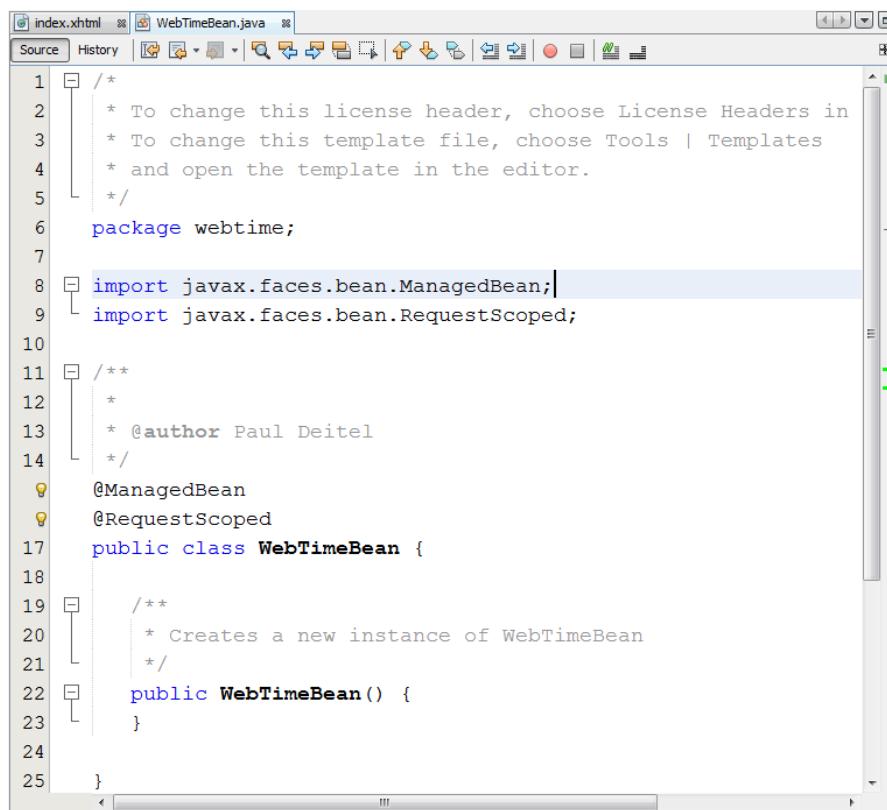
Don't insert the expression #{webTimeBean.time} yet. After we define the WebTimeBean class, we'll come back to this file and insert this expression to demonstrate that the IDE provides code-completion support for the Java classes you define in your project.

Defining the Page's Logic: Class WebTimeBean

We'll now create the WebTimeBean class—the @ManagedBean class that will allow the JSF page to obtain the web server's time. To create the class, perform the following steps:

1. In the NetBeans Projects tab, right click the WebTime project's **Source Packages** node and select New > Other... to display the **New File** dialog.
2. In the **Categories** list, select **JavaServer Faces**, then in the **File Types** list select **JSF Managed Bean**. Click **Next >**.
3. In the **Name and Location** step, specify **WebTimeBean** as the **Class Name** and **webtime** as the **Package**, then click **Finish**.

NetBeans creates the **WebTimeBean.java** file and places it within the **webtime** package in the project's **Source Packages** node. Figure 30.10 shows this file's default source code displayed in the IDE. At line 16, notice that NetBeans added the **@RequestScoped annotation** to the class—this indicates that an object of this class exists only for the duration of the request that's being processed. (We'll discuss **@RequestScoped** and other bean scopes in more detail in Section 30.8.) We did not include this annotation in Fig. 30.6, because all JSF beans are request scoped by default. Replace the code in Fig. 30.10 with the code in Fig. 30.6.



```

1  /*
2  * To change this license header, choose License Headers in
3  * Project Properties. To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package webtime;
7
8  import javax.faces.bean.ManagedBean;
9  import javax.faces.bean.RequestScoped;
10
11 /**
12 *
13 * @author Paul Deitel
14 */
15 @ManagedBean
16 @RequestScoped
17 public class WebTimeBean {
18
19 /**
20 * Creates a new instance of WebTimeBean
21 */
22 public WebTimeBean() {
23 }
24
25 }

```

Fig. 30.10 | Default source code for the `WebTimeBean` class.

Adding the EL Expression to the `index.xhtml` Page

Now that you've created the `WebTimeBean`, let's go back to the `index.xhtml` file and add the EL expression that will obtain the time. In the `index.xhtml` file, modify the line

```
<h1>Current time on the web server: </h1>
```

by inserting the expression `#{webTimeBean.time}` before the `h1` element's closing tag. After you type the characters `#` and `{`, the IDE automatically inserts the closing `}`, inserts the cursor between the braces and displays the code-completion window. This shows various items that could be placed in the braces of the EL expression, including the `webTimeBean` object (of type `WebTimeBean`). To insert `webTimeBean` in the code, you can type the object's name or double click it in the code-completion window. As you type, the list of items in the code-completion window is filtered by what you've typed so far.

Running the Application

You've now completed the `WebTime` app. To test it, right click the project's name in the **Projects** tab and select **Run** from the pop-up menu. The IDE will compile the code and deploy (that is, install) the `WebTime` app on the GlassFish application server running on your local machine. Then, the IDE will launch your default web browser and request the

WebTime app's default web page (`index.xhtml`). Because GlassFish is installed on your local computer, the URL displayed in the browser's address bar will be

```
http://localhost:8080/WebTime/
```

where 8080 is the port number on which the GlassFish server runs by default. Depending on your web browser, the `http://` may not be displayed (Fig. 30.5).

Debugging the Application

If there's a problem with your web app's logic, you can press `<Ctrl> F5` (`⌘ F5` on Mac OS X) to build the application and run it in debug mode—the NetBeans built-in debugger can help you troubleshoot applications. If you press `F6`, the program executes without debugging enabled.

Testing the Application from Other Web Browsers

After deploying your project, you can test it from another web browser on your computer by entering the app's URL into the other browser's address field. Since your application resides on the local file system, GlassFish must be running. If you've already executed the application using one of the techniques above and have not closed NetBeans, GlassFish will still be running. Otherwise, you can start the server from the IDE. To do so, open the **Services** tab (located in the same panel as the **Projects**), expand the **Servers** node, right click **GlassFish Server 4.1** (or whichever version you have installed) and select **Start**. Then you can type the URL in the browser to execute the application.

30.5 Model-View-Controller Architecture of JSF Apps

JSF applications adhere to the **Model-View-Controller (MVC)** architecture, which separates an application's data (contained in the **model**) from the graphical presentation (the **view**) and the processing logic (the **controller**). Figure 30.11 shows the relationships between components in MVC.



Fig. 30.11 | Model-View-Controller architecture.

In JSF, the controller is the JSF framework and is responsible for coordinating interactions between the view and the model. The model contains the application's data (typically in a database), and the view presents the data stored in the model (typically as web pages). When a user interacts with a JSF web app's view, the framework interacts with the model to store and/or retrieve data. When the model changes, the view is updated with the changed data.

30.6 Common JSF Components

As mentioned in Section 30.4, JSF supports several tag libraries. In this section, we introduce several of the JSF HTML Tag Library's elements and one element from the **JSF Core Tag Library**. Figure 30.12 summarizes elements discussed in this section.

JSF component	Description
<code>h:form</code>	Inserts an XHTML <code>form</code> element into a page.
<code>h:commandButton</code>	Displays a button that triggers an event when clicked. Typically, such a button is used to submit a form's user input to the server for processing.
<code>h:graphicImage</code>	Displays an image (e.g., GIF and JPG).
<code>h:inputText</code>	Displays a text box in which the user can enter input.
<code>h:outputLink</code>	Displays a hyperlink.
<code>h:panelGrid</code>	Displays an XHTML <code>table</code> element.
<code>h:selectOneMenu</code>	Displays a drop-down list of choices from which the user can make a selection.
<code>h:selectOneRadio</code>	Displays a set of radio buttons.
<code>f:selectItem</code>	Specifies an item in an <code>h:selectOneMenu</code> or <code>h:selectOneRadio</code> (and other similar components).

Fig. 30.12 | Commonly used JSF components.

All of these elements are mapped by JSF framework to a combination of XHTML elements and JavaScript code that enables the browser to render the page. JavaScript is a scripting language that's interpreted in all of today's popular web browsers. It can be used to perform tasks that manipulate web-page elements in a web browser and provide interactivity with the user. You can learn more about JavaScript in our JavaScript Resource Center at www.deitel.com/JavaScript/.

Figure 30.13 displays a form for gathering user input. [Note: To create this application from scratch, review the steps in Section 30.4.3 and name the application `WebComponents`.] The `h:form` element (lines 14–55) contains the components with which a user interacts to provide data, such as registration or login information, to a JSF app. This example uses the components summarized in Fig. 30.12. This example does not perform a task when the user clicks the `Register` button. Later, we demonstrate how to add functionality to many of these components.

```

1 <?xml version='1.0' encoding='UTF-8' ?>
2
3 <!-- index.xhtml -->
4 <!-- Registration form that demonstrates various JSF components -->
5 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
6 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

Fig. 30.13 | Registration form that demonstrates various JSF components. (Part I of 3.)

```
7 <html xmlns="http://www.w3.org/1999/xhtml"
8   xmlns:h="http://java.sun.com/jsf/html"
9   xmlns:f="http://java.sun.com/jsf/core">
10 <h:head>
11   <title>Sample Registration Form</title>
12 </h:head>
13 <h:body>
14   <h:form>
15     <h1>Registration Form</h1>
16     <p>Please fill in all fields and click Register</p>
17     <h:panelGrid columns="4" style="height: 96px; width:456px;">
18       <h:graphicImage name="fname.png" library="images"/>
19       <h:inputText id="firstNameInputText"/>
20       <h:graphicImage name="lname.png" library="images"/>
21       <h:inputText id="lastNameInputText"/>
22       <h:graphicImage name="email.png" library="images"/>
23       <h:inputText id="emailInputText"/>
24       <h:graphicImage name="phone.png" library="images"/>
25       <h:inputText id="phoneInputText"/>
26     </h:panelGrid>
27     <p><h:graphicImage name="publications.png" library="images"/>
28       <br/>Which book would you like information about?</p>
29     <h:selectOneMenu id="booksSelectOneMenu">
30       <f:selectItem itemValue="CHTP"
31         itemLabel="C How to Program" />
32       <f:selectItem itemValue="CPPHTTP"
33         itemLabel="C++ How to Program" />
34       <f:selectItem itemValue="IW3HTP"
35         itemLabel="Internet & World Wide Web How to Program" />
36       <f:selectItem itemValue="JHTP"
37         itemLabel="Java How to Program" />
38       <f:selectItem itemValue="VBHTP"
39         itemLabel="Visual Basic How to Program" />
40       <f:selectItem itemValue="VCSHTP"
41         itemLabel="Visual C# How to Program" />
42     </h:selectOneMenu>
43     <p><h:outputLink value="http://www.deitel.com">
44       Click here to learn more about our books
45     </h:outputLink></p>
46     <h:graphicImage name="os.png" library="images"/>
47     <h:selectOneRadio id="osSelectOneRadio">
48       <f:selectItem itemValue="WinVista" itemLabel="Windows Vista"/>
49       <f:selectItem itemValue="Win7" itemLabel="Windows 7"/>
50       <f:selectItem itemValue="OSX" itemLabel="Mac OS X"/>
51       <f:selectItem itemValue="Linux" itemLabel="Linux"/>
52       <f:selectItem itemValue="Other" itemLabel="Other"/>
53     </h:selectOneRadio>
54     <h:commandButton value="Register"/>
55   </h:form>
56 </h:body>
57 </html>
```

Fig. 30.13 | Registration form that demonstrates various JSF components. (Part 2 of 3.)

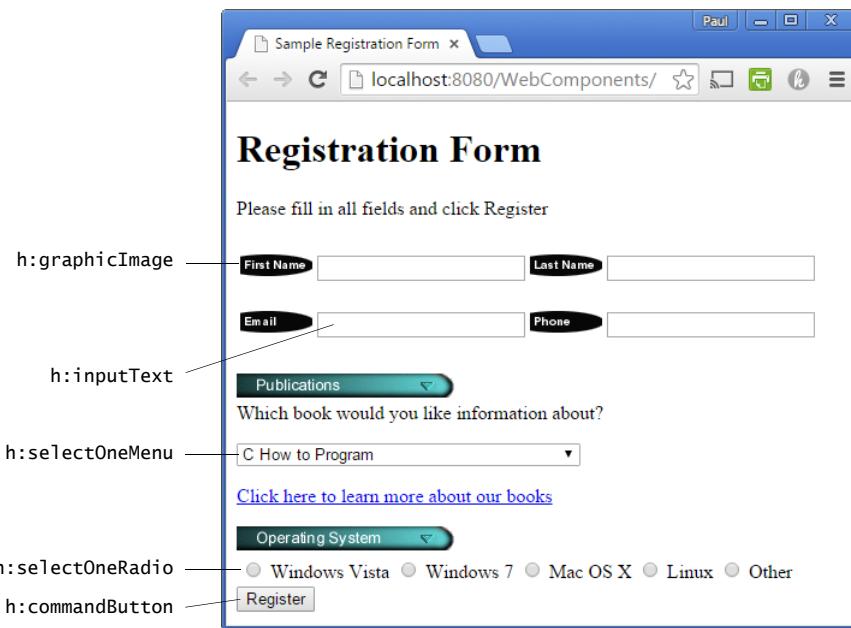


Fig. 30.13 | Registration form that demonstrates various JSF components. (Part 3 of 3.)

h:panelGrid Element

Lines 17–26 define an `h:panelGrid` element for organizing elements in the page. This element inserts an XHTML table in the page. The `h:` prefix indicates that `panelGrid` is from the JSF HTML Tag Library. The **columns** attribute specifies the number of columns in the `table`. The elements between the `h:panelGrid`'s start tag (line 17) and end tag (line 26) are automatically placed into the `table`'s columns from left to right in the order they appear in the JSF page. When the number of elements in a row exceeds the number of columns, the `h:panelGrid` creates a new row. We use the `h:panelGrid` to control the positions of the `h:graphicImage` and `h:inputText` elements in the user information section of the page. In this case, there are eight elements in the `h:panelGrid`, so the first four (lines 18–21) are placed in the table's first row and the last four are placed in the second row. The `h:panelGrid`'s **style** attribute specifies the CSS formatting for the `table`. We use the CSS attributes `width` and `height` to specify the width and height of the table in pixels (px). The `h:panelGrid` contains pairs of `h:graphicImage` and `h:inputText` elements.

h:graphicImage Element and Resource Libraries

Each `h:graphicImage` displays an image in the page. For example, line 18 inserts the image `fname.png`—as specified by the **name** attribute. You add resources that are used throughout your app—such as images, CSS files, JavaScript files—to your web apps by placing them in the app's **resources** folder within your project's **Web Pages** node. Each subfolder of **resources** represents a **resource library**. Typically, images are placed in an **images** library and CSS files in a **css** library. In line 18, we specify that the image is located in the **images** library with the **library** attribute. JSF knows that the value of this attribute represents a folder within the **resources** folder.

You can create any library you like in the `resources` folder. To create this folder:

1. Expand your app's node in the NetBeans **Projects** tab.
2. Right click the **Web Pages** node and select **New > Folder...** to display the **New Folder** dialog. [Note: If the **Folder...** option is not available in the popup menu, select **Other...**, then in the **Categories** pane select **Other** and in the **File Types** pane select **Folder** and click **Next >**.]
3. Specify `resources` as the *Folder Name* and press *Finish*.

Next, right click the `resources` folder you just created and create an `images` subfolder. You can then drag the images from your file system onto the `images` folder to add them as resources. The images in this example are located in the `images` directory with the chapter's examples.

The `h:graphicImage` in line 18 is a so-called **empty element**—an element that does not have content between its start and end tags. In such an element, data is typically specified as attributes in the start tag, such as the `name` and `library` attributes in line 18. You can close an empty element either by placing a slash immediately preceding the start tag's right angle bracket, as shown in line 18, or by explicitly writing an end tag.

h:inputText Element

Line 19 defines an ***h:inputText element*** in which the user can enter text or the app can display text. For any element that might be accessed by other elements of the page or that might be used in server-side code, you should specify an ***id attribute***. We specified these attributes in this example, even though the app does not provide any functionality. We'll use the `id` attribute starting with the next example.

h:selectOneMenu Element

Lines 29–42 define an ***h:selectOneMenu element***, which is typically rendered in a web page as a drop-down list. When a user clicks the drop-down list, it expands and displays a list from which the user can make a selection. Each item to display appears between the start and end tags of this element as an ***f:selectItem element*** (lines 30–41). This element is part of the JSF Core Tag Library. The XML namespace for this tag library is specified in the `html` element's start tag at line 9. Each `f:selectItem` has `itemValue` and `itemLabel` attributes. The `itemLabel` is the string that the user will see in the browser, and the `itemValue` is the value that's returned when you programmatically retrieve the user's selection from the drop-down list (as you'll see in a later example).

h:outputLink Element

The ***h:outputLink element*** (lines 43–45) inserts a hyperlink in a web page. Its ***value attribute*** specifies the resource (`http://www.deitel.com` in this case) that's requested when a user clicks the hyperlink. By default, `h:outputLink` elements cause pages to open in the same browser window, but you can set the element's `target` attribute to change this behavior.

h:selectOneRadio Element

Lines 47–53 define an ***h:selectOneRadio element***, which provides a series of radio buttons from which the user can select only one. Like an `h:selectOneMenu`, an `h:selectOneRadio` displays items that are specified with `f:selectItem` elements.

h:commandButton Element

Lines 54 defines an **h:commandButton** element that triggers an action when clicked—in this example, we don't specify the action to trigger, so the default action occurs (re-requesting the same page from the server) when the user clicks this button. An **h:commandButton** typically maps to an XHTML **input** element with its type attribute set to "submit". Such elements are often used to submit a form's user input values to the server for processing.

30.7 Validation Using JSF Standard Validators

Validating input is an important step in collecting information from users. **Validation** helps prevent processing errors due to incomplete, incorrect or improperly formatted user input. For example, you may perform validation to ensure that all required fields contain data or that a zip-code field has the correct number of digits. The JSF Core Tag Library provides several standard validator components and allows you to create your own custom validators. Multiple validators can be specified for each input element. The validators are:

- **f:validateLength**—determines whether a field contains an acceptable number of characters.
- **f:validateDoubleRange** and **f:validateLongRange**—determine whether numeric input falls within acceptable ranges of **double** or **long** values, respectively.
- **f:validateRequired**—determines whether a field contains a value.
- **f:validateRegex**—determines whether a field contains a string that matches a specified regular expression pattern.
- **f:validateBean**—allows you to invoke a bean method that performs custom validation.

Validating Form Data in a Web Application

[Note: To create this application from scratch, review the steps in Section 30.4.3 and name the application **Validation**.] The example in this section prompts the user to enter a name, e-mail address and phone number in a form. When the user enters any data and presses the **Submit** button to submit the form's contents to the web server, validation ensures that the user entered a value in each field, that the entered name does not exceed 30 characters, and that the e-mail address and phone-number values are in an acceptable format. In this example, (555) 123-4567, 555-123-4567 and 123-4567 are all considered valid phone numbers. Once valid data is submitted, the JSF framework stores the submitted values in a bean object of class **ValidationBean** (Fig. 30.14), then sends a response back to the web browser. We simply display the validated data in the page to demonstrate that the server received the data. A real business application would typically store the submitted data in a database or in a file on the server.

Class ValidationBean

Class **ValidationBean** (Fig. 30.14) provides the read/write properties **name**, **email** and **phone**, and the read-only property **result**. Each read/write property has an instance variable (lines 11–13) and corresponding **set/get** methods (lines 16–25, 28–37 and 40–49) for manipulating the instance variables. The read-only property **response** has only a **get-**

Result method (lines 52–60), which returns a paragraph (*p*) element containing the validated data. (You can create the ValidationBean managed bean class by using the steps presented in Fig. 30.4.3.)

```
1 // ValidationBean.java
2 // Validating user input.
3 package validation;
4
5 import java.io.Serializable;
6 import javax.faces.bean.ManagedBean;
7
8 @ManagedBean(name="validationBean")
9 public class ValidationBean implements Serializable
10 {
11     private String name;
12     private String email;
13     private String phone;
14
15     // return the name String
16     public String getName()
17     {
18         return name;
19     }
20
21     // set the name String
22     public void setName(String name)
23     {
24         this.name = name;
25     }
26
27     // return the email String
28     public String getEmail()
29     {
30         return email;
31     }
32
33     // set the email String
34     public void setEmail(String email)
35     {
36         this.email = email;
37     }
38
39     // return the phone String
40     public String getPhone()
41     {
42         return phone;
43     }
44
45     // set the phone String
46     public void setPhone(String phone)
47     {
```

Fig. 30.14 | ValidationBean stores the validated data, which is then used as part of the response to the client. (Part I of 2.)

```

48     this.phone = phone;
49 }
50
51 // returns result for rendering on the client
52 public String getResult()
53 {
54     if (name != null && email != null && phone != null)
55         return "<p style=\"background-color:yellow;width:200px;" +
56             "padding:5px\">Name: " + getName() + "<br/>E-Mail: " +
57             getEmail() + "<br/>Phone: " + getPhone() + "</p>";
58     else
59         return ""; // request has not yet been made
60 }
61 }
```

Fig. 30.14 | ValidationBean stores the validated data, which is then used as part of the response to the client. (Part 2 of 2.)

index.xhtml

Figure 30.15 shows this app’s *index.xhtml* file. The initial request to this web app displays the page shown in Fig. 30.15(a). When this app is initially requested, the beginning of the **JSF application lifecycle** uses this *index.xhtml* document to build the app’s facelets view and sends it as the response to the client browser, which displays the form for user input. During this initial request, the EL expressions (lines 22, 30, 39 and 49) are evaluated to obtain the values that should be displayed in various parts of the page. Nothing is displayed initially as a result of these four EL expressions being evaluated, because no default values are specified for the bean’s properties. The page’s **h:form** element contains an **h:panelGrid** (lines 18–45) with three columns and an **h:commandButton** (line 46), which by default submits the contents of the form’s fields to the server.

```

1  <?xml version='1.0' encoding='UTF-8' ?>
2
3  <!-- index.xhtml -->
4  <!-- Validating user input -->
5  <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
6   "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
7  <html xmlns="http://www.w3.org/1999/xhtml"
8   xmlns:h="http://java.sun.com/jsf/html"
9   xmlns:f="http://java.sun.com/jsf/core">
10 <h:head>
11   <title>Validating Form Data</title>
12   <h:outputStylesheet name="style.css" library="css"/>
13 </h:head>
14 <h:body>
15   <h:form>
16     <h1>Please fill out the following form:</h1>
17     <p>All fields are required and must contain valid information</p>
```

Fig. 30.15 | Form to demonstrate validating user input. (Part 1 of 3.)

```

18      <h:panelGrid columns="3">
19          <h:outputText value="Name:"/>
20          <h:inputText id="nameInputText" required="true"
21              requiredMessage="Please enter your name"
22              value="#{validationBean.name}"
23              validatorMessage="Name must be fewer than 30 characters">
24                  <f:validateLength maximum="30" />
25          </h:inputText>
26          <h:message for="nameInputText" styleClass="error"/>
27          <h:outputText value="E-mail:"/>
28          <h:inputText id="emailInputText" required="true"
29              requiredMessage="Please enter a valid e-mail address"
30              value="#{validationBean.email}"
31              validatorMessage="Invalid e-mail address format">
32                  <f:validateRegex pattern=
33                      "\w+([-.']\w+)*@\w+([.-]\w+)*\.\w+([.-]\w+)*" />
34          </h:inputText>
35          <h:message for="emailInputText" styleClass="error"/>
36          <h:outputText value="Phone:"/>
37          <h:inputText id="phoneInputText" required="true"
38              requiredMessage="Please enter a valid phone number"
39              value="#{validationBean.phone}"
40              validatorMessage="Invalid phone number format">
41                  <f:validateRegex pattern=
42                      "((\(\d{3}\)\s)?|(\d{3}-))?\d{3}-\d{4}" />
43          </h:inputText>
44          <h:message for="phoneInputText" styleClass="error"/>
45      </h:panelGrid>
46      <h:commandButton value="Submit"/>
47      <h:outputText escape="false" value="#{validationBean.response}"/>
48  </h:form>
49 </h:body>
50 </html>

```

a) Submitting the form before entering any information

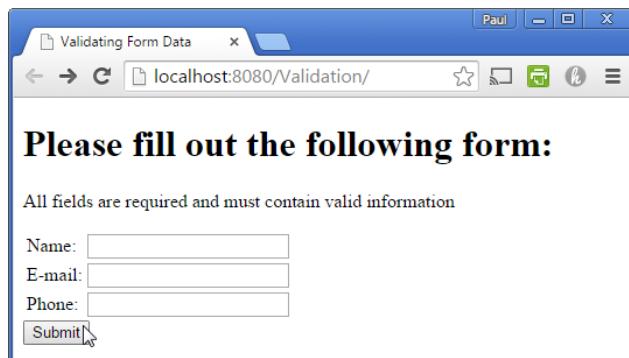


Fig. 30.15 | Form to demonstrate validating user input. (Part 2 of 3.)

b) Error messages displayed after submitting the empty form

The screenshot shows a web browser window titled "Validating Form Data". The URL is "localhost:8080/Validation/faces/index". The page content is:

Please fill out the following form:

All fields are required and must contain valid information

Name: Please enter your name

E-mail: Please enter a valid e-mail address

Phone: Please enter a valid phone number

c) Error messages displayed after submitting invalid information

The screenshot shows a web browser window titled "Validating Form Data". The URL is "localhost:8080/Validation/faces/index". The page content is:

Please fill out the following form:

All fields are required and must contain valid information

Name: Paul plus a bunch of other st Name must be fewer than 30 characters

E-mail: not a valid email address Invalid e-mail address format

Phone: 55-1234 Invalid phone number format

d) Successfully submitted form

The screenshot shows a web browser window titled "Validating Form Data". The URL is "localhost:8080/Validation/faces/index". The page content is:

Please fill out the following form:

All fields are required and must contain valid information

Name:

E-mail:

Phone:

**Name: Paul
E-Mail: paul@bug2bug.com
Phone: (555) 555-5555**

Fig. 30.15 | Form to demonstrate validating user input. (Part 3 of 3.)

First Row of the h:panelGrid

In this application, we demonstrate several new elements and attributes. The first new element is the **h:outputText** element (line 19; from the JSF HTML Tag Library), which inserts text in the page. In this case, we insert a literal string ("Name:") that is specified with the element's **value** attribute.

The **h:inputText** element (lines 20–25) displays a text box in which the user can enter a name. We've specified several attributes for this element:

- **id**—This enables other elements or server-side code to reference this element.
- **required**—Ensuring that the user has made a selection or entered some text in a required input element is a basic type of validation. When set to "true", this attribute specifies that the element *must* contain a value.
- **requiredMessage**—This specifies the message that should be displayed if the user submits the form without first providing a value for this required element.
- **value**—This specifies the value to display in the field or to be saved into a bean on the server. In this case, the EL expression indicates the bean property that's associated with this field.
- **validatorMessage**—This specifies the message to display if a validator is associated with this **h:inputText** and the data the user enters is invalid.

The messages specified by the **requiredMessage** and **validatorMessage** attributes are displayed in an associated **h:message** element (line 26) when validation fails. The element's **for** attribute specifies the id of the specific element for which messages will be displayed (`nameInputText`), and the **styleClass** attribute specifies the name of a CSS style class that will format the message. For this example, we defined a CSS style sheet, which was inserted into the document's head element at line 12 using the **h:outputStylesheet** element. We placed the style sheet in the `css` library within the `resources` folder. The style sheet contains the following CSS rule:

```
.error
{
    color:red;
}
```

which creates a style class named `error` (the dot indicates that it's a style class) and specifies that any text to which this is applied, such as the error messages, should be red. We use this CSS style for all the **h:message** elements in this example.

Validating the nameInputText Element's Contents

If the user submits the form without a value in the `nameInputText`, the **requiredMessage** "Please enter your name" is displayed in the corresponding **h:message** element. If the user specifies a value for the `nameInputText`, the JSF framework executes the **f:validateLength** validator that's nested in the **h:inputText** element. Here, we check that the name contains no more than 30 characters—as specified by the validator's **maximum** attribute. This might be useful to ensure that a value will fit within a particular database field.

Users can type as much text in the `nameInputText` as they wish. If the name is too long, the **validatorMessage** is displayed in the **h:message** element after the user submits the form. It's also possible to limit the length of user input in an **h:inputText** without

using validation by setting its **maxLength** attribute, in which case the element's cursor will not advance beyond the maximum allowable number of characters. This would prevent the user from submitting data that exceeds the length limit.

Second and Third Rows of the h:panelGrid

The next two rows of the **h:panelGrid** have elements similar to those in the first row. In addition to being required elements, the **h:inputText** elements at lines 28–34 and 37–43 are each validated by **h:validateRegex** validators as described next.

Validating the e-Mail Address

The **h:validateRegex** element at lines 32–33 uses the regular expression

```
\w+([-+.']\w+)*@\w+([-.\w+)*\.\w+([-.\w+)*]
```

which indicates that an e-mail address is valid if the part before the @ symbol contains one or more word characters (that is, alphanumeric characters or underscores), followed by zero or more strings comprised of a hyphen, plus sign, period or apostrophe and additional word characters. After the @ symbol, a valid e-mail address must contain one or more groups of word characters potentially separated by hyphens or periods, followed by a required period and another group of one or more word characters potentially separated by hyphens or periods. For example, bob's-personal.email@white.email.com, bob-white@my-email.com and bob.white@email.com are all valid e-mail addresses. If the address the user enters has an invalid format, the **validatorMessage** (line 31) will be displayed in the corresponding **h:message** element (line 35).

Validating the Phone Number

The **h:validateRegex** element at lines 41–42 uses the regular expression

```
(((\d{3}\)) ?|(\d{3}-))?\d{3}-\d{4}
```

which indicates that a phone number can contain a three-digit area code either in parentheses and followed by an optional space or without parentheses and followed by a required hyphen. After an optional area code, a phone number must contain three digits, a hyphen and another four digits. For example, (555) 123-4567, 555-123-4567 and 123-4567 are all valid phone numbers. If the phone number the user enters has an invalid format, the **validatorMessage** (line 40) will be displayed in the corresponding **h:message** element (line 44).

Submitting the Form—More Details of the JSF Lifecycle

As we mentioned earlier in this section, when the app receives the initial request, it returns the page shown in Fig. 30.15(a). When a request does not contain any request values, such as those the user enters in a form, the JSF framework simply creates the view and returns it as the response.

The user submits the form to the server by pressing the **Submit** **h:commandButton** (defined at line 46). Since we did not specify an **action** attribute for this **h:commandButton**, the **action** is configured by default to perform a **postback**—the browser re-requests the page **index.xhtml** and sends the values of the form's fields to the server for processing. Next, the JSF framework performs the validations of all the form elements. If any of the elements is invalid, the framework renders the appropriate error message as part of the response.

If the values of all the elements are valid, the framework uses the values of the elements to set the properties of the `validateBean`—as specified in the EL expressions in lines 22, 30 and 39. Each property's `set` method is invoked, passing the value of the corresponding element as an argument. The framework then formulates the response to the client. In the response, the form elements are populated with the values of the `validateBean`'s properties (by calling their `get` methods), and the `h:outputText` element at line 47 is populated with the value of the read-only `result` property. The value of this property is determined by the `getResult` method (lines 52–60 of Fig. 30.14), which uses the submitted form data in the string that it returns.

When you execute this app, try submitting the form with no data (Fig. 30.15(b)), with invalid data (Fig. 30.15(c)) and with valid data (Fig. 30.15(d)).

30.8 Session Tracking

Originally, critics accused the Internet and e-business of failing to provide the customized service typically experienced in “brick-and-mortar” stores. To address this problem, businesses established mechanisms by which they could *personalize* users’ browsing experiences, tailoring content to individual users. They tracked each customer’s movement through the Internet and combined the collected data with information the consumer provided, including billing information, personal preferences, interests and hobbies.

Personalization

Personalization enables businesses to communicate effectively with their customers and also helps users locate desired products and services. Companies that provide content of particular interest to users can establish relationships with customers and build on those relationships over time. Furthermore, by targeting consumers with personal offers, recommendations, advertisements, promotions and services, businesses create customer loyalty. Websites can use sophisticated technology to allow visitors to customize home pages to suit their individual needs and preferences. Similarly, online shopping sites often store personal information for customers, tailoring notifications and special offers to their interests. Such services encourage customers to visit sites more frequently and make purchases more regularly.

Privacy

A trade-off exists between personalized business service and protection of privacy. Some consumers embrace tailored content, but others fear the possible adverse consequences if the info they provide to businesses is released or collected by tracking technologies. Consumers and privacy advocates ask: What if the business to which we give personal data sells or gives that information to another organization without our knowledge? What if we do not want our actions on the Internet—a supposedly anonymous medium—to be tracked and recorded by unknown parties? What if unauthorized parties gain access to sensitive private data, such as credit-card numbers or medical history? These are questions that must be addressed by programmers, consumers, businesses and lawmakers alike.

Recognizing Clients

To provide personalized services, businesses must be able to recognize clients when they request information from a site. As we have discussed, the request/response system on

which the web operates is facilitated by HTTP. Unfortunately, HTTP is a *stateless protocol*—it *does not* provide information that would enable web servers to maintain state information regarding particular clients. This means that web servers cannot determine whether a request comes from a particular client or whether the same or different clients generate a series of requests.

To circumvent this problem, sites can provide mechanisms by which they identify individual clients. A session represents a unique client on a website. If the client leaves a site and then returns later, the client will still be recognized as the same user. When the user closes the browser, the session typically ends. To help the server distinguish among clients, each client must identify itself to the server. Tracking individual clients is known as **session tracking**. One popular session-tracking technique uses cookies (discussed in Section 30.8.1); another uses beans that are marked with the `@SessionScoped annotation` (used in Section 30.8.2). Additional session-tracking techniques are beyond this book's scope.

30.8.1 Cookies

Cookies provide you with a tool for personalizing web pages. A cookie is a piece of data stored by web browsers in a small text file on the user's computer. A cookie maintains information about the client during and between browser sessions. The first time a user visits the website, the user's computer might receive a cookie from the server; this cookie is then reactivated each time the user revisits that site. The collected information is intended to be an anonymous record containing data that is used to personalize the user's future visits to the site. For example, cookies in a shopping application might store unique identifiers for users. When a user adds items to an online shopping cart or performs another task resulting in a request to the web server, the server receives a cookie containing the user's unique identifier. The server then uses the unique identifier to locate the shopping cart and perform any necessary processing.

In addition to identifying users, cookies also can indicate users' shopping preferences. When a Web Form receives a request from a client, the Web Form can examine the cookie(s) it sent to the client during previous communications, identify the user's preferences and immediately display products of interest to the client.

Every HTTP-based interaction between a client and a server includes a header containing information either about the request (when the communication is from the client to the server) or about the response (when the communication is from the server to the client). When a Web Form receives a request, the header includes information such as the request type and any cookies that have been sent previously from the server to be stored on the client machine. When the server formulates its response, the header information contains any cookies the server wants to store on the client computer and other information, such as the MIME type of the response.

The **expiration date** of a cookie determines how long the cookie remains on the client's computer. If you do not set an expiration date for a cookie, the web browser maintains the cookie for the duration of the browsing session. Otherwise, the web browser maintains the cookie until the expiration date occurs. Cookies are deleted by the web browser when they **expire**.



Portability Tip 30.1

Users may disable cookies in their web browsers to help ensure their privacy. Such users will experience difficulty using web applications that depend on cookies to maintain state information.

30.8.2 Session Tracking with @SessionScoped Beans

The previous web applications used `@RequestScoped` beans by default—the beans existed only for the duration of each request. In the next application, we use a `@SessionScoped` bean to maintain selections throughout the user's session. Such a bean is created when a session begins and exists throughout the entire session. A `@SessionScoped` bean can be accessed by all of the app's pages during the session, and the app server maintains a separate `@SessionScoped` bean for each user. By default a session expires after 30 minutes of inactivity or when the user closes the browser that was used to begin the session. When the session expires, the server discards the bean associated with that session.



Software Engineering Observation 30.2

@SessionScoped beans should implement the `Serializable` interface. Websites with heavy traffic often use groups of servers (sometimes hundreds or thousands of them) to respond to requests. Such groups are known as server farms. Server farms often balance the number of requests being handled on each server by moving some sessions to other servers. Making a bean `Serializable` enables the session to be moved properly among servers.

Test-Driving the App

This example consists of a `SelectionsBean` class that is `@SessionScoped` and two pages (`index.xhtml` and `recommendations.xhtml`) that store data in and retrieve data from a `SelectionsBean` object. To understand how these pieces fit together, let's walk through a sample execution of the app. When you first execute the app, the `index.xhtml` page is displayed. The user selects a topic from a group of radio buttons and submits the form (Fig. 30.16).

Fig. 30.16 | `index.xhtml` after the user has made a selection and is about to submit the form for the first time.

When the form is submitted, the JSF framework creates a `SelectionsBean` object that is specific to this user, stores the selected topic in the bean and returns the `index.xhtml` page. The page now shows how many selections have been made (1) and allows the user to make another selection (Fig. 30.17).

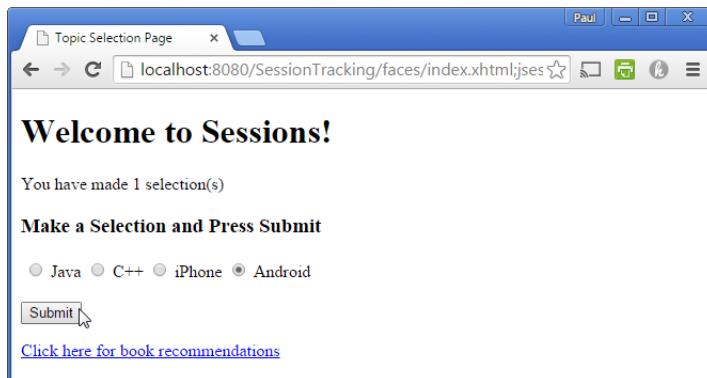


Fig. 30.17 | `index.xhtml` after the user has submitted the form the first time, made another selection and is about to submit the form again.

The user makes a second topic selection and submits the form again. The app stores the selection in this user's existing `SelectionsBean` object and returns the `index.xhtml` page (Fig. 30.18), which shows how many selections have been made so far (2).

At any time, the user can click the link at the bottom of the `index.xhtml` page to open `recommendations.xhtml`, which obtains the information from this user's `SelectionsBean` object and creates a recommended books list (Fig. 30.19) for the user's selected topics.

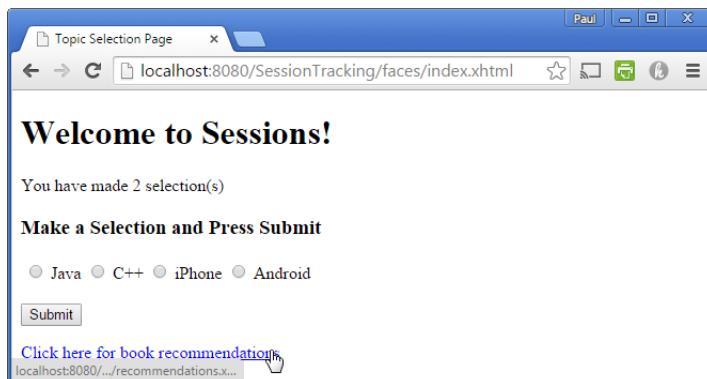


Fig. 30.18 | `index.xhtml` after the user has submitted the form the second time and is about to click the link to the `recommendations.xhtml` page.

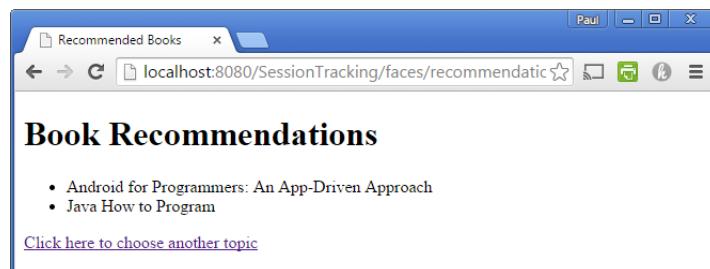


Fig. 30.19 | recommendations.xhtml showing book recommendations for the topic selections made by the user in Figs. 30.17 and 30.18.

@SessionScoped Class SelectionsBean

Class SelectionsBean (Fig. 30.20) uses the @SessionScoped annotation (line 13) to indicate that the server should maintain separate instances of this class for each user session. The class maintains a static HashMap (created at lines 17–18) of topics and their corresponding book titles. We made this object static, because its values can be shared among all SelectionsBean objects. The static initializer block (lines 23–28) specifies the HashMap's key/value pairs. Class SelectionsBean maintains each user's selections in a Set<String> (line 32), which allows only unique keys, so selecting the same topic multiple times does not increase the number of selections.

```

1 // SelectionsBean.java
2 // Manages a user's topic selections
3 package sessiontracking;
4
5 import java.io.Serializable;
6 import java.util.HashMap;
7 import java.util.Set;
8 import java.util.TreeSet;
9 import javax.faces.bean.ManagedBean;
10 import javax.faces.bean.SessionScoped;
11
12 @ManagedBean(name="selectionsBean")
13 @SessionScoped
14 public class SelectionsBean implements Serializable
15 {
16     // map of topics to book titles
17     private static final HashMap< String, String > booksMap =
18         new HashMap< String, String >();
19
20     // initialize booksMap
21     static
22     {
23         booksMap.put("java", "Java How to Program");
24         booksMap.put("cpp", "C++ How to Program");

```

Fig. 30.20 | @SessionScoped SelectionsBean class. (Part I of 2.)

```

25     booksMap.put("iphone",
26         "iPhone for Programmers: An App-Driven Approach");
27     booksMap.put("android",
28         "Android for Programmers: An App-Driven Approach");
29 }
30
31 // stores individual user's selections
32 private Set< String > selections = new TreeSet< String >();
33 private String selection; // stores the current selection
34
35 // return number of selections
36 public int getNumberOfSelections()
37 {
38     return selections.size();
39 }
40
41 // returns the current selection
42 public String getSelection()
43 {
44     return selection;
45 }
46
47 // store user's selection
48 public void setSelection(String topic)
49 {
50     selection = booksMap.get(topic);
51     selections.add(selection);
52 }
53
54 // return the Set of selections
55 public String[] getSelections()
56 {
57     return selections.toArray(new String[selections.size()]);
58 }
59 }
```

Fig. 30.20 | @SessionScoped SelectionsBean class. (Part 2 of 2.)

Methods of Class SelectionsBean

Method `getNumberOfSelections` (lines 36–39) returns the number of topics the user has selected and represents the read-only property `numberOfSelections`. We use this property in the `index.xhtml` document to display the number of selections the user has made so far.

Methods `getSelection` (lines 42–45) and `setSelection` (lines 48–52) represent the read/write `selection` property. When a user makes a selection in `index.xhtml` and submits the form, method `setSelection` looks up the corresponding book title in the `booksMap` (line 50), then stores that title in `selections` (line 51).

Method `getSelections` (lines 55–58) represents the read-only property `selections`, which returns an array of `Strings` containing the book titles for the topics selected by the user so far. When the `recommendations.xhtml` page is requested, it uses the `selections` property to get the list of book titles and display them in the page.

index.xhtml

The `index.xhtml` document (Fig. 30.21) contains an `h:selectOneRadio` element (lines 19–26) with the options **Java**, **C++**, **iPhone** and **Android**. The user selects a topic by clicking a radio button, then pressing **Submit** to send the selection. As the user makes each selection and submits the form, the `selectionsBean` object's `selection` property is updated and this document is returned. The EL expression at line 15 inserts the number of selections that have been made so far into the page. When the user clicks the `h:outputLink` (lines 29–31) the `recommendations.xhtml` page is requested. The `value` attribute specifies only `recommendations.xhtml`, so the browser assumes that this page is on the same server and at the same location as `index.xhtml`.

```

1  <?xml version='1.0' encoding='UTF-8' ?>
2
3  <!-- index.xhtml -->
4  <!-- Allow the user to select a topic -->
5  <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
6      "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
7  <html xmlns="http://www.w3.org/1999/xhtml"
8      xmlns:h="http://java.sun.com/jsf/html"
9      xmlns:f="http://java.sun.com/jsf/core">
10 <h:head>
11     <title>Topic Selection Page</title>
12 </h:head>
13 <h:body>
14     <h1>Welcome to Sessions!</h1>
15     <p>You have made #{selectionsBean.numberOfSelections} selection(s)
16     </p>
17     <h3>Make a Selection and Press Submit</h3>
18     <h:form>
19         <h:selectOneRadio id="topicSelectOneRadio" required="true"
20             requiredMessage="Please choose a topic, then press Submit"
21             value="#{selectionsBean.selection}">
22             <f:selectItem itemValue="java" itemLabel="Java"/>
23             <f:selectItem itemValue="cpp" itemLabel="C++"/>
24             <f:selectItem itemValue="iphone" itemLabel="iPhone"/>
25             <f:selectItem itemValue="android" itemLabel="Android"/>
26         </h:selectOneRadio>
27         <p><h:commandButton value="Submit"/></p>
28     </h:form>
29     <p><h:outputLink value="recommendations.xhtml">
30         Click here for book recommendations
31     </h:outputLink></p>
32     </h:body>
33 </html>
```

Fig. 30.21 | `index.xhtml` allows the user to select a topic.

recommendations.xhtml

When the user clicks the `h:outputLink` in the `index.xhtml` page, the browser requests the `recommendations.xhtml` (Fig. 30.22), which displays book recommendations in an XHTML unordered (bulleted) list (lines 15–19). The `h:outputLink` (lines 20–22) allows the user to return to `index.xhtml` to select additional topics.

```

1 <?xml version='1.0' encoding='UTF-8' ?>
2
3 <!-- recommendations.xhtml -->
4 <!-- Display recommended books based on the user's selected topics -->
5 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
6   "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
7 <html xmlns="http://www.w3.org/1999/xhtml"
8   xmlns:h="http://java.sun.com/jsf/html"
9   xmlns:ui="http://java.sun.com/jsf/facelets">
10 <h:head>
11   <title>Recommended Books</title>
12 </h:head>
13 <h:body>
14   <h1>Book Recommendations</h1>
15   <ul>
16     <ui:repeat value="#{selectionsBean.selections}" var="book">
17       <li>#{book}</li>
18     </ui:repeat>
19   </ul>
20   <p><h:outputLink value="index.xhtml">
21     Click here to choose another topic
22   </h:outputLink></p>
23 </h:body>
24 </html>

```

Fig. 30.22 | recommendations.xhtml displays book recommendations based on the user's selections.

Iterating Through the List of Books

Line 9 enables us to use elements from the **JSF Facelets Tag Library**. This library includes the **ui:repeat element** (lines 16–18), which can be thought of as an enhanced **for** loop that iterates through collections JSF Expression Language. The element inserts its nested element(s) once for each element in a collection. The collection is specified by the **value attribute**'s EL expression, which *must* return an array, a **List**, a **java.sql.ResultSet** or an **Object**. If the EL expression does not return an array, a **List** or a **ResultSet**, the **ui:repeat** element inserts its nested element(s) only once for the returned **Object**. In this example, the **ui:repeat** element renders the items returned by the **selectionsBean**'s **selections** property.

The **ui:repeat** element's **var attribute** creates a variable named **book** to which each item in the collection is assigned in sequence. You can use this variable in EL expressions in the nested elements. For example, the expression `#{book}` in line 17 inserts between the `` and `` tags the **String** representation of one item in the collection. You can also use the variable to invoke methods on, or access properties of, the referenced object.

30.9 Wrap-Up

In this chapter, we introduced web application development using JavaServer Faces in NetBeans. We began by discussing the simple HTTP transactions that take place when you request and receive a web page through a web browser. We then discussed the three

tiers (i.e., the client or top tier, the business logic or middle tier and the information or bottom tier) that comprise most web applications.

You learned how to use NetBeans and the GlassFish Application Server to create, compile and execute web applications. We demonstrated several common JSF components. We also showed how to use validators to ensure that user input satisfies the requirements of an application.

We discussed the benefits of maintaining user information across multiple pages of a website. We then demonstrated how you can include such functionality in a web application using `@SessionScoped` beans.

In Chapter 31, we continue our discussion of Java web application development with more advanced concepts. You'll learn how to access a database from a JSF web application and how to use AJAX to help web-based applications provide the interactivity and responsiveness that users typically expect of *desktop* applications.

Summary

Section 30.1 Introduction

- Web-based apps create content for web browser clients. This content includes eXtensible HyperText Markup Language (XHTML), JavaScript client-side scripting, Cascading Style Sheets (CSS), images and binary data.
- XHTML is an XML (eXtensible Markup Language) vocabulary that is based on HTML (HyperText Markup Language).
- Java multitier applications are typically implemented using the features of Java Enterprise Edition (Java EE).
- The JavaServer Faces subset of Java EE is a web-application framework (p. 2) for building multitier web apps by extending the framework with your application-specific capabilities. The framework handles the details of receiving client requests and returning responses for you.

Section 30.2 HyperText Transfer Protocol (HTTP) Transactions

- In its simplest form, a web page is nothing more than an XHTML document that describes to a web browser how to display and format the document's information.
- XHTML documents normally contain hyperlinks that link to different pages or to other parts of the same page. When the user clicks a hyperlink, the requested web page loads into the browser.
- Computers that run web-server software (p. 3) make resources available, such as web pages, images, PDF documents and even objects that perform complex tasks.
- The HTTP protocol allows clients and servers to interact and exchange information.
- HTTP uses URLs (Uniform Resource Locators) to locate resources on the Internet.
- A URL contains information that directs a browser to the resource that the user wishes to access.
- The computer that houses and maintains resources is usually referred to as the host (p. 3).
- Host names are translated into IP addresses by domain-name system (DNS) servers (p. 3).
- The path in a URL typically specifies a virtual directory on the server. The server translates this into a real location, thus hiding a resource's true location.

- When given a URL, a web browser performs an HTTP transaction to retrieve and display the web page at that address.
- HTTP headers (p. 5) provide additional information about the data that will be sent.
- Multipurpose Internet Mail Extensions (MIME; p. 5) is an Internet standard that specifies data formats so that programs can interpret data correctly.
- The two most common HTTP request types are GET and POST (p. 5). A GET request typically asks for a specific resource on a server. A POST request typically posts (or sends) data to a server.
- GET requests and POST requests can both be used to send form data to a web server, yet each request type sends the information differently. A GET request sends information to the server in the URL's query string (p. 6). A POST request sends form data as part of the HTTP message.
- Browsers often cache (p. 6) web pages for quick reloading. If there are no changes between the cached version and the current version on the web, this speeds up your browsing experience.
- An HTTP response can indicate the length of time for which the content remains “fresh.” If this amount of time has not been reached, the browser can avoid another request to the server.
- Browsers typically do not cache the server’s response to a POST request, because the next POST might not return the same result.

Section 30.3 Multitier Application Architecture

- Web-based applications are multitier (*n*-tier) applications (p. 6) that divide functionality into separate tiers (i.e., logical groupings of functionality). Although tiers can be located on the same computer, the tiers of web-based applications often reside on separate computers.
- The information tier (p. 7) maintains data pertaining to the application.
- The middle tier (p. 7) implements business logic, controller logic and presentation logic to control interactions between the application’s clients and the application’s data. Business logic in the middle tier enforces business rules and ensures that data is reliable before the server application updates the database or presents the data to users. Business rules dictate how clients can and cannot access application data, and how applications process data.
- The client tier (p. 7) is the application’s user interface, which gathers input and displays output. Users interact directly with the application through the user interface. In response to user actions (e.g., clicking a hyperlink), the client tier interacts with the middle tier to make requests and to retrieve data from the information tier.

Section 30.4 Your First JSF Web App

- The JSF web-application framework’s Faces servlet (p. 8) processes each requested JSF page so that the server can eventually return a response to the client.

Section 30.4.1 The Default index.xhtml Document: Introducing Facelets

- You present your web app’s content in JSF using Facelets (p. 9)—a combination of XHTML markup and JSF markup.
- XHTML (p. 9) specifies the content of a web page that is displayed in a web browser. XHTML separates the presentation of a document from the structure of the document’s data.
- Presentation is specified with Cascading Style Sheets (CSS).
- JSF uses the XHTML 1.0 Transitional Recommendation by default. Transitional markup may include some non-CSS formatting, but this is not recommended.
- The starting `<html>` tag may contain one or more `xmlns` attributes (p. 9). Each has a name and a value separated by an equal sign (=), and specifies an XML namespace of elements that are used in the document.

- The attribute `xmlns:h="http://java.sun.com/jsf/html"` specifies a prefix and a URL for JSF's HTML Tag Library (p. 10), allowing the document to use JSF's elements from that library.
- A tag library defines a set of elements that can be inserted into the XHTML markup.
- The elements in the HTML Tag Library generate XHTML elements.
- The `h:head` element (p. 10) defines the XHTML page's head element.
- The document's `title` typically appears in the browser window's title bar, or a browser tab if you have multiple web pages open in the browser at once.
- The `h:body` (p. 10) element represents the page's content.
- A JSF Expression Language (EL; p. 10) expression can interact with a JavaBean to obtain data.

Section 30.4.2 Examining the WebTimeBean Class

- JSF documents typically interact with one or more Java objects to perform the app's tasks.
- JavaBeans objects (p. 10) are instances of classes that follow certain conventions for class design. A JavaBean exposes its data as properties (p. 10). Properties can be read/write, read-only or write-only. To define a read/write property, a JavaBean class provides `set` and `get` methods for that property. A read-only property would have only a `get` method and a write-only property only a `set` method.
- The JavaBeans used in JSF are also POJOs (plain old Java objects; p. 11)
- The JSF framework creates and manages objects of your JavaBean classes for you.
- The `@ManagedBean` annotation (from the package `javax.faces.bean`; p. 11) indicates that the JSF framework should create and manage instances of the class. The parentheses following the annotation contain the optional `name` attribute. If you specify the annotation without the parentheses and the `name` attribute, the JSF framework will use the class name with a lowercase first letter as the default bean name.
- When the Faces servlet encounters an EL expression that accesses a bean property, it automatically invokes the property's `set` or `get` method based on the context in which the property is used.

Section 30.5 Model-View-Controller Architecture of JSF Apps

- JSF applications adhere to the Model-View-Controller (MVC; p. 16) architecture, which separates an application's data (contained in the model) from the graphical presentation (the view) and the processing logic (the controller).
- In JSF, the controller is the JSF framework and is responsible for coordinating interactions between the view and the model. The model contains the application's data (typically in a database), and the view presents the data stored in the model (typically as web pages).

Section 30.6 Common JSF Components

- Elements from the JSF HTML Tag Library are mapped by the JSF framework to a combination of XHTML elements and JavaScript code that enables the browser to render the page.
- The `h:form` element (p. 17) contains the components with which a user interacts to provide data, such as registration or login information, to a JSF app.
- An `h:panelGrid` element (p. 19) organizes elements in an XHTML table. The `columns` attribute specifies the number of columns in the table. The `style` attribute specifies the CSS formatting for the table.
- A `h:graphicImage` (p. 19) displays an image (specified by the `name` attribute) in the page.

- As of JSF 2.0, you add resources (p. 19) that are used throughout your app—such as images, CSS files, JavaScript files—to your web apps by placing them in the app’s **resources** folder within your project’s **Web Pages** node. Each subfolder of resources represents a resource library (p. 19).
- An empty element (p. 20) does not have content between its start and end tags. In such an element, data can be specified as attributes in the start tag. You can close an empty element either by placing a slash immediately preceding the start tag’s right angle bracket or by explicitly writing an end tag.
- An **h:selectOneMenu** element (p. 20) is typically rendered in a web page as a drop-down list. Each item to display appears between the start and end tags of this element as an **f:selectItem** element (from the JSF Core Tag Library; p. 20). An **f:selectItem**’s **itemLabel** is the string that the user will see in the browser, and its **itemValue** is the value that’s returned when you programmatically retrieve the user’s selection from the drop-down list.
- An **h:outputLink** element (p. 20) inserts a hyperlink in a web page. Its **value** attribute specifies the resource that’s requested when a user clicks the hyperlink.
- An **h:selectOneRadio** element (p. 20) provides a series of radio buttons from which the user can select only one.
- An **h:commandButton** element (p. 21) triggers an action when clicked. An **h:commandButton** typically maps to an XHTML **input** element with its **type** attribute set to "submit". Such elements are often used to submit a form’s user input values to the server for processing.

Section 30.7 Validation Using JSF Standard Validators

- Form validation (p. 21) helps prevent processing errors due to incomplete or improperly formatted user input.
- An **f:validateLength** validator (p. 21) determines whether a field contains an acceptable number of characters.
- **f:validateDoubleRange** and **f:validateLongRange** validators (p. 21) determine whether numeric input falls within acceptable ranges.
- An **f:validateRequired** validator (p. 21) determines whether a field contains a value.
- An **f:validateRegex** validator (p. 21) determines whether a field contains a string that matches a specified regular expression pattern.
- An **f:validateBean** validator (p. 21) invokes a bean method that performs custom validation.
- An **h:outputText** element (p. 26) inserts text in a page.
- An input element’s **required** attribute (when set to "true"; p. 26) ensures that the user has made a selection or entered some text in a required input element is a basic type of validation.
- An input element’s **requiredMessage** attribute (p. 26) specifies the message that should be displayed if the user submits the form without first providing a value for the required element.
- An input element’s **validatorMessage** attribute (p. 26) specifies the message to display if a validator is associated with the element and the data the user enters is invalid.
- The messages specified by the **requiredMessage** and **validatorMessage** attributes are displayed in an associated **h:message** element (p. 26) when validation fails.
- To limit the length of user input in an **h:inputText**, set its **maxlength** attribute (p. 27)—the element’s cursor will not advance beyond the maximum allowable number of characters.
- In a postback (p. 27), the browser re-requests the page and sends the values of the form’s fields to the server for processing.

Section 30.8 Session Tracking

- Personalization (p. 28) makes it possible for e-businesses to communicate effectively with their customers and also improves the user's ability to locate desired products and services.
- A trade-off exists between personalized e-business service and protection of privacy. Some consumers embrace the idea of tailored content, but others fear the possible adverse consequences if the information they provide to e-businesses is released or collected by tracking technologies.
- HTTP is a stateless protocol—it does not provide information that would enable web servers to maintain state information regarding particular clients.
- To help the server distinguish among clients, each client must identify itself to the server. Tracking individual clients, known as session tracking, can be achieved in a number of ways. One popular technique uses cookies; another uses the `@SessionScoped` annotation.

Section 30.8.1 Cookies

- A cookie (p. 29) is a piece of data stored in a small text file on the user's computer. A cookie maintains information about the client during and between browser sessions.
- The expiration date (p. 29) of a cookie determines how long the cookie remains on the client's computer. If you do not set an expiration date for a cookie, the web browser maintains the cookie for the duration of the browsing session.

Section 30.8.2 Session Tracking with `@SessionScoped` Beans

- A `@SessionScoped` bean (p. 30) can maintain a user's selections throughout the user's session. Such a bean is created when a session begins and exists throughout the entire session.
- A `@SessionScoped` bean can be accessed by all of the app's pages, and the app server maintains a separate `@SessionScoped` bean for each user.
- By default a session expires after 30 minutes of inactivity or when the user closes the browser that was used to begin the session. When the session expires, the server discards the bean that was associated with that session.
- The `ui:repeat` element (from the JSF Facelets Tag Library; p. 35) inserts its nested element(s) once for each element in a collection. The collection is specified by the `value` attribute's EL expression, which must return an array, a `List`, a `java.sql.ResultSet` or an `Object`.
- The `ui:repeat` element's `var` attribute creates a variable named `book` to which each item in the collection is assigned in sequence.

Self-Review Exercises

- 30.1** State whether each of the following is *true* or *false*. If *false*, explain why.
- A URL contains information that directs a browser to the resource that the user wishes to access.
 - Host names are translated into IP addresses by web servers.
 - The path in a URL typically specifies a resource's exact location on the server.
 - GET requests and POST requests can both be used to send form data to a web server.
 - Browsers typically cache the server's response to a POST request.
 - A tag library defines a set of elements that can be inserted into the XHTML markup.
 - You must create and manage the JavaBean objects that are used in your JSF web applications.
 - When the Faces servlet encounters an EL expression that accesses a bean property, it automatically invokes the property's *set* or *get* method based on the context in which the property is used.

- i) An `h:panelGrid` element organizes elements in an XHTML table.
- j) An `h:selectOneMenu` element is typically rendered in a web page as a set of radio buttons.
- k) The messages specified by an element's `requiredMessage` and `validatorMessage` attributes are displayed in an associated `h:message` element when validation fails.
- l) The HTTP protocol provides information that enables web servers to maintain state information regarding particular clients.
- m) The `ui:repeat` element inserts its nested element(s) once for each element in a collection. The collection can be any `IEnumerable` type.

30.2 Fill in the blanks in each of the following statements:

- a) Java multitier applications are typically implemented using the features of _____.
- b) Computers that run _____ software make resources available, such as web pages, images, PDF documents and even objects that perform complex tasks.
- c) The JSF web-application framework's _____ processes each requested JSF page.
- d) A(n) _____ exposes its data as read/write, read-only or write-only properties.
- e) The _____ annotation indicates that the JSF framework should create and manage instances of the class.
- f) A(n) _____ element contains the components with which a user interacts to provide data, such as registration or login information, to a JSF app.
- g) A(n) _____ element triggers an action when clicked.
- h) A(n) _____ validator determines whether a field contains an acceptable number of characters.
- i) A(n) _____ validator determines whether a field contains a string that matches a specified regular expression pattern.
- j) In a(n) _____, the browser re-requests the page and sends the values of the form's fields to the server for processing.
- k) A(n) _____ bean is created when a session begins and exists throughout the entire session.

Answers to Self-Review Exercises

30.1 a) True. b) False. Host names are translated into IP addresses by DNS servers. c) False. The server translates a virtual directory into a real location, thus hiding a resource's true location. d) True. e) False. Browsers typically do not cache the server's response to a POST request, because the next POST might not return the same result. f) True. g) False. The JSF framework creates and manages objects of your JavaBean classes for you. h) True. i) True. j) False. An `h:selectOneRadio` element is rendered as a set of radio buttons. An `h:selectOneMenu` is rendered as a drop-down list. k) True. l) False. HTTP is a stateless protocol that does not provide information that enables web servers to maintain state information regarding particular clients—a separate tracking technology must be used. m) False. A `ui:repeat` element can iterate over only arrays, Lists and ResultSets. For any other object, the elements in a `ui:repeat` element will be inserted once.

30.2 a) Java Enterprise Edition (Java EE). b) web-server. c) Faces servlet. d) JavaBean. e) `@ManagedBean`. f) `h:form`. g) `h:commandButton`. h) `f:validateLength`. i) `f:validateRegex`. j) postback. k) `@SessionScoped`.

Exercises

30.3 (*Registration Form Modification*) Modify the WebComponents application to add functionality to the `Register` button. When the user clicks `Register`, validate all input fields to make sure the user has filled out the form completely and entered a valid email address and phone number. Then,

display a message indicating successful registration and show the user's registration information at the bottom of the page. (This is similar to the example in Section 30.7.) You'll need to create an appropriate bean class to store the user's registration information.

30.4 (Shopping Cart Application) Using the techniques you learned in Section 30.8.2, create a simple shopping cart application. Display a list of books as an `h:selectOneRadio` element. When the user submits the form, store the user's selection in a `@SessionScoped` managed bean. Allow the user to return to the list of books and make additional selections. Provide a link to view the shopping cart. On the shopping cart page, display the list of selections the user made, the price of each book and the total of all books in the cart.

30.5 (Guestbook Application) In Section 30.8.2, you used an `@SessionScoped` managed bean to maintain an individual user's selections. JSF also provides the `@ApplicationScoped` annotation for managed beans that should be shared among all users of a JSF app. For this exercise, create an `@ApplicationScoped` `GuestbookBean` that maintains a `List` of `GuestbookEntry` objects. The application should provide a form, similar to the one in Fig. 30.15 that enables a user to enter a name, an email address and a message. When the user submits the form, the `GuestbookBean` should create a `GuestbookEntry` object containing the submitted values and insert it at the beginning of the `List` of `GuestbookEntry` objects—this places the most recent entry first. The `GuestbookBean` should also provide a read-only property that returns the `List` of `GuestbookEntry` objects. The page should use a `ui:repeat` element to display all of the items in the `List` so the user can see all the guestbook entries so far. [Note: In the next chapter, you'll implement a similar exercise that stores this information in a database.]