Sydny Caldwell

Large Scale Programming

Lab 8 & 9 GWT Write Up

Building a web application using GWT

So after securing the proper software ([Eclipse](http://eclipse.org/downloads/), Java 1.5 or higher, [GWT Designer (Full stand-alone version)](https://developers.google.com/web-toolkit/tools/download-gwtdesigner), and the [GWT SDK](https://developers.google.com/web-toolkit/versions) or [Google Plugin for Eclipse (includes GWT SDK)](https://developers.google.com/eclipse/docs/download)), before you actually begin the project, make sure that the correct SDK path is linked. It seems best that you start the project by forming the basic UI format, so that the very basics of the application can be laid out and encoded. After getting the fundamentals set up, you should probably do a quick test run of the app to make sure that the basic functions are all working properly before getting into more complicated functionality. After completing a successful test run, you may begin adding the event handlers and other functionality to your application. Also, make sure that the client code, or the code that functions based off of user-interaction, is also entered and functional. Finally, once you have completed the necessary structure and functionality coding of your application, only decoration and styling are left, both which rely completely upon the purpose of your application and how you want it to be viewed by the user. Outside of any other possible tweaks here and there, congrats, you’ve built a web application with GWT!