Dialogs, Tabs, and Other Wizardry

SPECIALTY CONTROLS THAT SHINE



Glen Smith
AUSSIE STUNT PROGRAMMER

@glen_a_smith blogs.bytecode.com.au/glen



What You'll Learn



Working with Tabs



Creating Dynamic Tabs



Challenge:

Making tabs date-aware, not just day-aware



Handling Tab Changes



Challenge:

How could we handle weeks?



Working with Dialogs



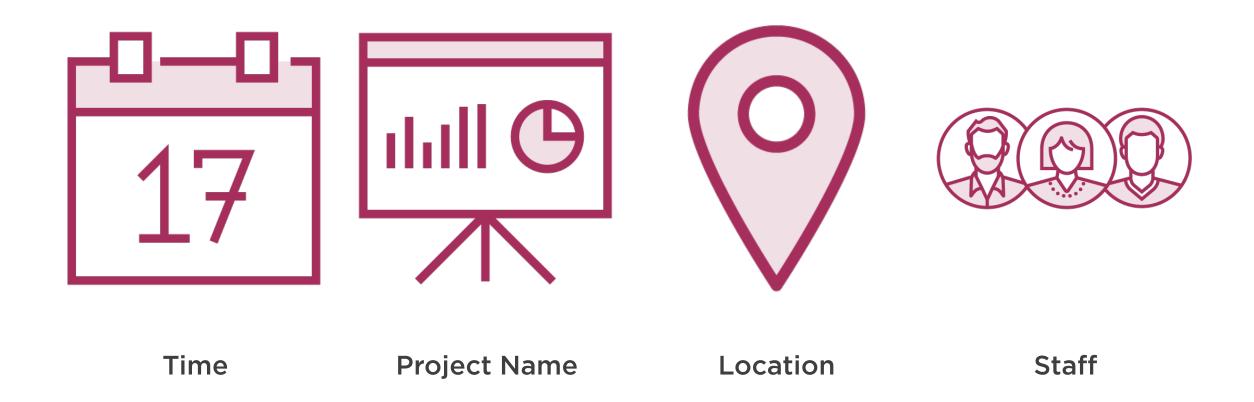
Dialog Headers and Footers



Implementing Wizard Steps



Entering a Project



Switching Step Panes



Adding a Schedule

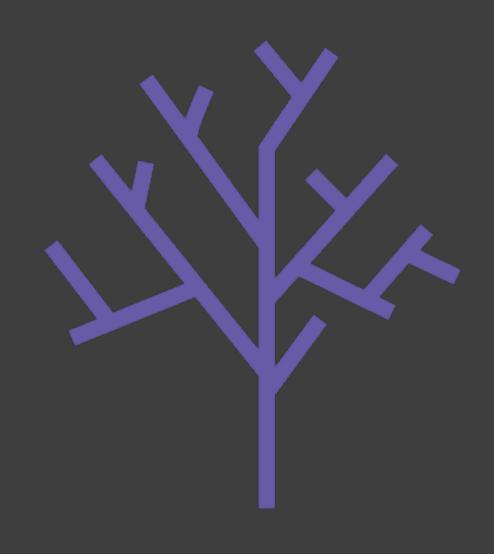


Tree Controls



```
export interface TreeNode {
  label?: string;
  data?: any;
  icon?: any;
  expandedIcon?: any;
  collapsedIcon?: any;
  children?: TreeNode[];
  leaf?: boolean;
  expanded?: boolean;
  type?: string;
 parent?: TreeNode;
 partialSelected?: boolean;
  styleClass?: string;
  draggable?: boolean;
  droppable?: boolean;
  selectable?: boolean;
```

The Wonders of TreeNode





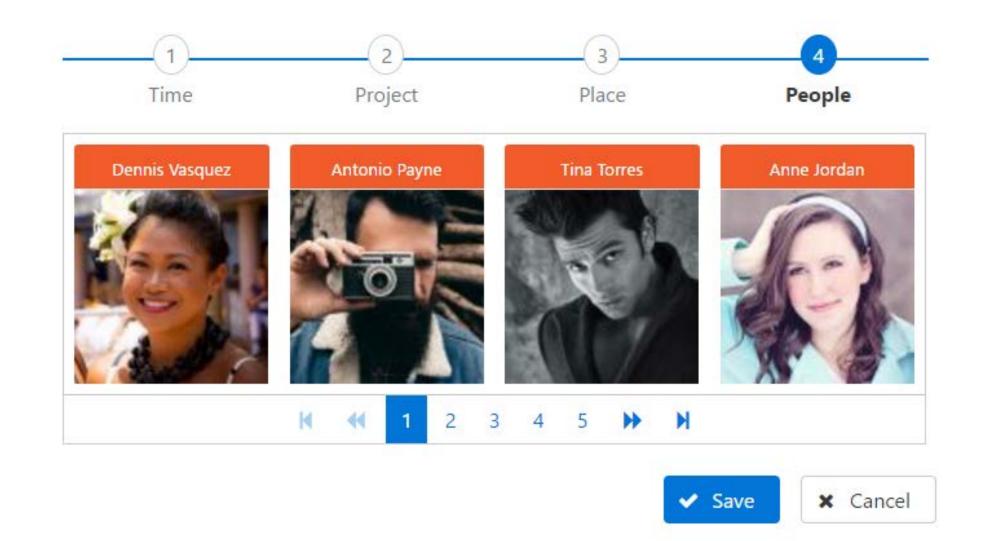
Working with Maps



DataGrids



What We'd Like



Tooltips



Tooltip Markup

```
<img [src]="person.avatar" [pTooltip]="person.email"
tooltipPosition="bottom"/>
```



Confirmation Dialogs



Confirmation Dialogs



Toasting Growls



Working with Messages

```
export interface Message {
   severity?: string;
   summary?: string;
   detail?: string;
}
```



Summary



Summary



Creating Static & Dynamic Tabs

Launching Custom Dialogs

Applying Schedule, Tree & Map Controls

Customising Datagrids & Tooltips

Re-using Confirmation Dialogs

Using Growls for Feedback

Up Next: Advanced Topics

