

Tapestry5HowToEclipseCodeTemplates

To help in everyday writing of code I've made more than few code templates. You can import them all by going to Window->Preferences->Java->Editor->Templates and import this xml file:

- for eclipse 3.4.M2 and later use this: [t5_eclipse_code_templates3.xml](#)

(I use \${:import ...} to add proper imports along with templates)

- for eclipse before 3.4 M2 use: [t5_eclipse_code_templates_before_E3.4.M2.xml](#)

To use them just type t5 and press CTRL+SPACE

I took some time to make them usable (they add imports automatically). They are named by numbers so it is easier to access a group of templates, and then by reading description selecting desired one.

For more info on code in these templates:

- [Form Events](#),
- [Page Life Cycle](#),
- [Page Rendering](#)

Page lifecycle methods and render phase methods are both named by convention and marked with the according annotation. So for example if you choose t5page1 (PageLoaded) you'll get:

```
/**Tapestry page lifecycle method. Called when the page is instantiated and added to the page pool.
 * Initialize components, and resources that are not request specific.*/
@PageLoaded
public void pageLoaded() {

}
```

you can either remove the annotation or rename method to something meaningful. !Notice: org.apache.tapestry.annotations.PageLoaded will be added to imports automatically.

The mentioned template looks like this:

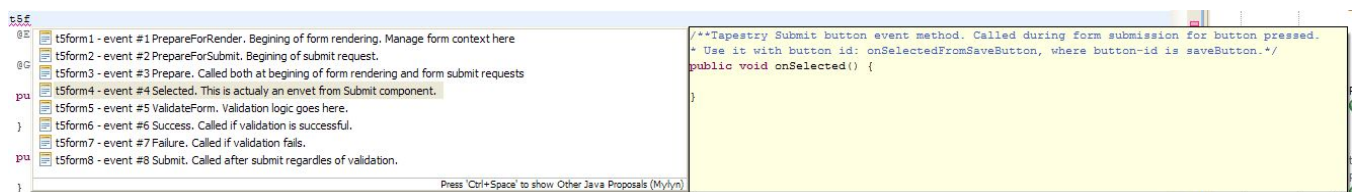
```
/**Tapestry page lifecycle method. Called when the page is instantiated and added to the page pool.
 * Initialize components, and resources that are not request specific.*/
@PageLoaded public void pageLoaded(){
    ${cursor}
}
${:import(org.apache.tapestry.annotations.PageLoaded)}
```

After you import the templates, you can modify them to suit your needs.

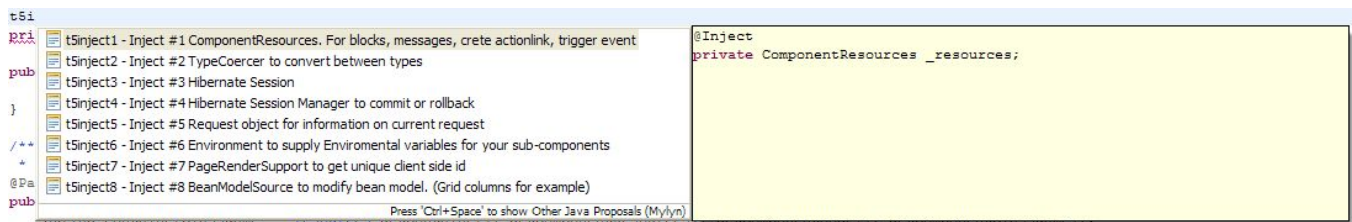
here are screenshots to see it in action

t5 - all templates [t5_code_tpl_screen_all.jpg](#)

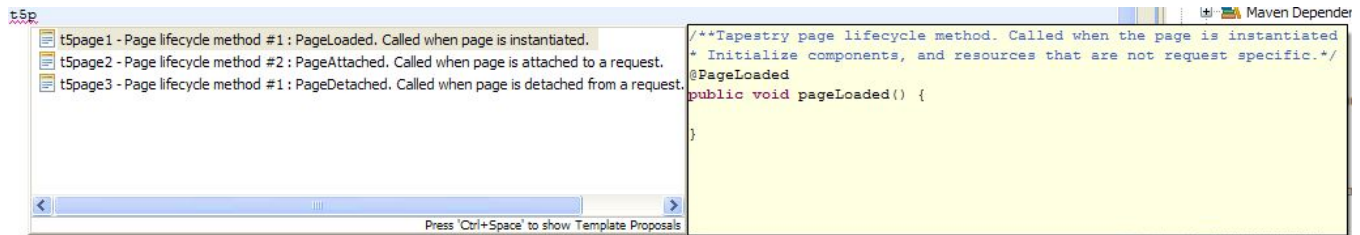
t5f - form event templates (for more info [click here](#))



t5i - inject templates



t5p - page lifecycle templates. (for more info [click here](#))



t5r - render phase method templates. (for more info [click here](#))

