## 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 meaningfull. !Notice: org.apache.tapestry.annotations.PageLoaded will be added to imports automaticaly.

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)}
```

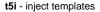
After you import the templates, you can modify them to suit your needs.

## 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)

FOT.		
ΘE	🔄 t5form1 - event #1 PrepareForRender. Begining of form rendering. Manage form context here	/**Tapestry Submit button event method. Called during form submission for button pressed.
۵G	📰 t5form2 - event #2 PrepareForSubmit. Begining of submit request.	* Use it with button id: onSelectedFromSaveButton, where button-id is saveButton.*/ public void onSelected() {
(d G	t5form3 - event #3 Prepare. Called both at begining of form rendering and form submit requests	public vold bhsetecced() {
pu	t5form4 - event #4 Selected. This is actualy an envet from Submit component.	3
	t5form5 - event #5 ValidateForm. Validation logic goes here.	
}	E t5form6 - event #6 Success. Called if validation is successful.	
	E t5form7 - event #7 Failure. Called if validation fails.	
pu	t5form8 - event #8 Submit. Called after submit regardles of validation.	
}	Press 'Ctrl+Space' to show Other Java Proposals (Mylyn)	



....

t5i		
pri	🔄 t5inject1 - Inject #1 ComponentResources. For blocks, messages, crete actionlink, trigger event	@Inject
	E t5inject2 - Inject #2 TypeCoercer to convert between types	private ComponentResources _resources;
pub	📰 t5inject3 - Inject #3 Hibernate Session	
3	t5inject4 - Inject #4 Hibernate Session Manager to commit or rollback	
	t5inject5 - Inject #5 Request object for information on current request	
/**	t5inject6 - Inject #6 Environment to supply Environmental variables for your sub-components	
*	📰 t5inject7 - Inject #7 PageRenderSupport to get unique client side id	
@Pa	t5inject8 - Inject #8 BeanModelSource to modify bean model. (Grid columns for example)	
pub	Press "Otrl+Space" to show Other Java Proposals (Mylyn)	

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

= t5page3 - Page literarcle method #1 · PageDetached Called when page is detached from a request	<pre>/**Tapestry page lifecycle method. Called when the page is instantiated * Initialize components, and resources that are not request specific.*/ @PageLoaded public void pageLoaded() { }</pre>
Press 'Ctrl+Space' to show Template Proposals	

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

	🕀 📑 🖬 Maven Dependencies
<ul> <li>t5render 1 - Render phase method #1 : SetupRender. initialize temporary instance variabless here</li> <li>t5render 2 - Render phase method #2 : BeginRender. Start a tag here.</li> <li>t5render 3 - Render phase method #3 : BeforeRenderTemplate. Called before component template is rendered.</li> <li>t5render 5 - Render phase method #3 : BeforeRenderTemplate. Called before component body is rendered.</li> <li>t5render 5 - Render phase method #4 : AfterRenderBody. Called after component body is rendered.</li> <li>t5render 5 - Render phase method #4 : AfterRenderBody. Called after component template is rendered.</li> <li>t5render 6 - Render phase method #4 : AfterRenderTemplate. Called after component template is rendered.</li> <li>t5render 7 - Render phase method #4 : AfterRenderTemplate. Called after component template is rendered.</li> <li>t5render 7 - Render phase method #3 : BeforeRenderTemplate. Called after component template is rendered.</li> <li>t5render 8 - Render phase method #4 : AfterRenderTemplate. Called after component template is rendered.</li> <li>t5render 8 - Render phase method #8 : CleanupRender. End a tag here.</li> <li>t5render 8 - Render phase method #8 : CleanupRender. deanup temporary variabless here.</li> <li>t5r() void - Method stub</li> </ul>	<pre>/** Tapestry render phase method. Initialize temporary instance variables here @SetupRender public void setupRender() { }</pre>