

Apache Wicket – An Introduction



IndyJUG Presentation by Brad Fritz <brad@fewerhassles.com>

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What is Wicket?

- Component-based web framework (like JSF, Tapestry and Click)
- Started in April 2004 by Jonathan Locke
- Top-level Apache project since June 2007
- Stateful (not action-based like Struts or Spring MVC)
- Strict separation between templates and logic
- Active development with frequent point releases
- Helpful mailing list and strong community

Agenda

- **More code, demos and questions than bullets!**
- Anatomy of a Simple Wicket Application
 - Project Structure
 - Templates
 - Components
 - Models
 - Testing
 - ...and more

What's to like?

- Logic-free HTML templates make it easy for designers and developers to work together.
- Idioms are comfortable for experienced Java developers.
- Components are easy to write and reuse.
- Core is small and fairly stable.
(I'm looking at you, Tapestry.)

What's not to like?

- Models and serialization can be tricky—expect a moderately steep learning curve.
- API and lifecycle somewhat complex. Often more than one way to accomplish a task and the “right” way is not immediately clear.
- Documentation and component libraries not well organized.

References

- Official Site
<http://wicket.apache.org/>
- Wikipedia Page
http://en.wikipedia.org/wiki/Apache_Wicket
- Wicket in Action by Martin Dashorst
<http://wicketinaction.com/>
- Wicket Stuff components
<http://wicketstuff.org/>

Discussion

Questions?

Wicket topics you would like to discuss further?

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for slides and [GitHub link to code](#)

About Me

Who am I?

Brad Fritz <brad@fewerhassles.com>

<http://bradfritz.net/>

bfritz on Twitter and GitHub

What do I do?

independent developer and consultant
custom VoIP system design and installation

Interests?

open source, {motor,bi}cycles, camping, hiking