

**Component Development Kit Guide**

# **Developing custom components for use in RichFaces 4 (*draft*) projects**

by Sean Rogers (Red Hat)

---

DRAFT

---

<b>1. Introduction</b>	1
<b>2. Configuration</b>	3
<b>3. Creating a new component</b>	5
3.1. Creating a project	5
3.2. Building a component skeleton	5
3.3. Creating the UI	5
3.4. Registering resources	5
3.5. Extending the UIInput Class	5
3.6. Configuring the component	5
3.7. Tags and descriptors	5
<b>4. Using components in projects</b>	7
<b>5. Developer sample</b>	9
<b>6. Unit testing</b>	11
<b>7. Creating components in other environments</b>	13
A. Naming conventions	15
B. Template tags reference	17



# Introduction

This is a test paragraph

DRAFT



# Configuration

This is a test paragraph

DRAFT





# Creating a new component

This is a test paragraph

## 3.1. Creating a project

Test of a section

## 3.2. Building a component skeleton

Test of a section

## 3.3. Creating the UI

Test of a section

## 3.4. Registering resources

Test of a section

## 3.5. Extending the UIInput Class

Test of a section

## 3.6. Configuring the component

Test of a section

## 3.7. Tags and descriptors

Test of a section



# Using components in projects

This is a test paragraph





# Developer sample

This is a test paragraph





# Unit testing

This is a test paragraph

DRAFT





# Creating components in other environments

Creating components in other environments





# Appendix A. Naming conventions

This is a test paragraph

DRAFT



## Appendix B. Template tags reference

This is a test paragraph



