

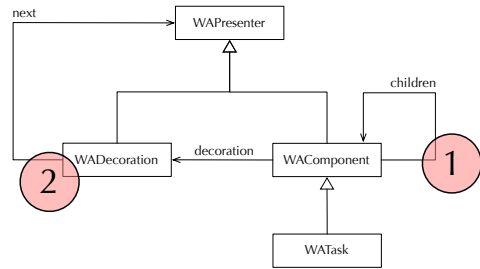


# Presenters

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# Overview



# Subcomponents

- ✧ It is common for a component to display instances of other components.
- ✧ Components can be nested into each other using the composite pattern.
- ✧ A subcomponent is displayed using the method `#render:` in `WAHtmlRenderer`.

# Initialize Children

- ✧ Subcomponents are usually stored within instance variables of the parent component.
- ✧ Subcomponents are commonly created lazily or as part of the components `#initialize` method.

```

SomeComponent>>initialize
  super initialize.
  myCounter := WACounter new.
  
```

# Enable Children

- ✧ Parent components **must** implement a `#children` method that returns a collection of all of the subcomponents that it might display!
- ✧ If you fail to specify `#children` correctly, Seaside will raise an exception: *"Components not found while processing callbacks"*.

```

SomeComponent>>children
  ^ Array with: myCounter.
  
```

# Render Children

- ✧ Children are rendered by sending the message `#render:` to the renderer.
- ✧ Never directly send `#renderContentOn:` to the subcomponent.

```

SomeComponent>>renderContentOn: html
  html heading: 'My Counter' level: 3.
  html render: myCounter.
  
```

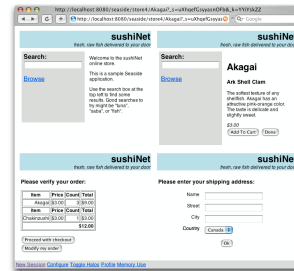
## Replace Children

- ✧ Replace the subcomponent with a different instance of a component.
- ✧ Always register component for backtracking holding children that get replaced.

```
SomeComponent>>reset  
myCounter := WACounter new.
```

## Multiple Control Flow

<http://www.iam.unibe.ch/~scg/Archive/Papers/Duca04eSeaside.pdf>



## Decorations

- ✧ Decorations can be added to any component by calling `#addDecoration:`.
- ✧ Decorations are used to change the *behaviour* or the *look* of the decorated component.

## Visual Decorations

- ✧ `WAMessageDecoration`  
Renders a heading above the component.
- ✧ `WAFormDecoration`  
Renders a form with buttons below the component.
- ✧ `WAWindowDecoration`  
Renders a border with a close button around the component.

## Behavioral Decorations

- ✧ `WAValidationDecoration`  
Allows the validation of the answer-argument and display an eventually raised errors.
- ✧ `WABasicAuthentication`  
Protects a component with basic authentication.
- ✧ `WASessionProtector`  
Prevents the session being hijacked from another computer.

## Internal Decorations

- ✧ `WATransaction`  
Used to implement `#isolate:`
- ✧ `WADelegation`  
Used to implement `#call:`
- ✧ `WAAnswerHandler`  
Used to handle `#answer:`

# Interception

- ✧ `#renderContentOn`: to emit XHTML around the decorated component. Call `#renderOwnerOn`: to let the owners emit their output.
- ✧ `#processChildCallbacks`: to intercept the callback processing of the owners.
- ✧ `#handleAnswer`: to intercept the answer processing.

# Examples

- ✧ `AlignDecoration` – Align a component visually to the left, the center or the right.
- ✧ `PerformanceDecoration` – Measure the rendering- and callback-performance of a component.

```
SomeComponent>>initialize  
super initialize.  
self addDecoration: AlignDecoration new.  
self addDecoration: PerformanceDecoration new.
```

# Align Decoration

```
AlignDecoration>>initialize  
super initialize.  
self beCentered.  
  
AlignDecoration>>beOnTheLeft  
self align: 'left'.  
  
AlignDecoration>>beCentered  
self align: 'center'.  
  
AlignDecoration>>beOnTheRight  
self align: 'right'.  
  
AlignDecoration>>renderContentOn: html  
html attributeAt: 'align' put: self align.  
html div: [ self renderOwnerOn: html ].
```

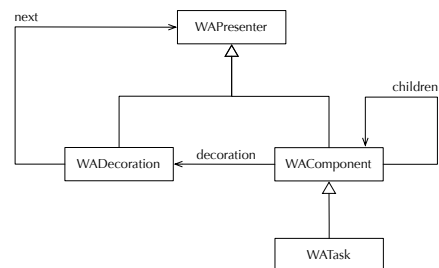
# Performance Decoration

```
PerformanceDecoration>>renderContentOn: html  
| timing |  
timing := [ self renderOwnerOn: html ] timeToRun.  
self  
  logRequest: html request  
  response: WAResponse new  
  kind: #render  
  time: timing.
```

# Performance Decoration

```
PerformanceDecoration>>processCallbackStream: aStream  
| timing continuation |  
timing := Time millisecondClockValue.  
continuation := self session escapeContinuation.  
self session escapeContinuation: [ :response |  
  self  
    logRequest: self session currentRequest  
    response: response  
    kind: #callback  
    time: Time millisecondClockValue - timing.  
    continuation value: response ].  
^ super processCallbackStream: aStream.
```

# Summary



## Further Reading

- ✧ David Shaffer, A Seaside Tutorial
  - ✧ Embedding Components: <http://www.shaffer-consulting.com/david/Seaside/>
- ✧ Lukas Renggli, Seaside Tutorial:
  - ✧ Exercise: 30 – 31, 34