



- CYU – Check Your Understanding
- LOTW – Learning On The Walls
- PPR – Participant Progress Report
- PTS – Post Training Support (Web)

EXT JS

Duration: 5 Days

GETTING STARTED WITH EXT JS 4

- ❖ Loading the Library
- ❖ Ext 3 Compatibility

FUNDAMENTAL CLASSES

- ❖ Ext.Element
- ❖ Ext.CompositeElement
- ❖ Ext.DomHelper
- ❖ Ext.DomQuery

EVENT HANDLING

- ❖ Events in Ext & DOM Events
- ❖ Observable classes
- ❖ Custom Events
- ❖ Event Handlers & Delegated Event Handling

COMPONENT MODEL

- ❖ Component Manager
- ❖ Deferred Rendering
- ❖ Component vs. Element
- ❖ Component configuration

LAYING OUT YOUR GUI

- ❖ Defining Panels
- ❖ Docking
- ❖ Headers
- ❖ Tools
- ❖ Resizing Panels
- ❖ Defining Toolbars
- ❖ Defining Layouts
- ❖ HBOX
- ❖ VBOX
- ❖ Splitter
- ❖ Tabs

COMMON COMPONENTS

- ❖ Viewport
- ❖ TabPanel
- ❖ GridPanel
- ❖ FormPanel

WORKING WITH DATA

- ❖ Defining Models
- ❖ Validating your Data
- ❖ Defining Associations
- ❖ Defining Proxies
- ❖ Defining Stores
- ❖ Working with Forms
- ❖ Understanding Form Layout
- ❖ Anchor
- ❖ FieldContainer
- ❖ Using Field as Mixin



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- ❖ Applying Validations
- ❖ Synchronizing Data to/from an Application Server
- ❖ Outputting Data with DataView

GETTING ON THE GRID

- ❖ Introducing grid features
- ❖ Defining a read-only grid
- ❖ Editing within a grid

VISUALIZING DATA

- ❖ Programatically drawing on a canvas
- ❖ Charting data

PERSISTING UI STATE

- ❖ Stateful Components
- ❖ Provider vs. Manager
- ❖ Setting a Provider
- ❖ Application Specific State Management

UTILITY FUNCTIONS

- ❖ Ext.apply
- ❖ Ext.util.Format

CREATING & EXTENDING CLASSES

- ❖ Creating a Class & Extending a Class
- ❖ Extending a Component
- ❖ Understanding the Ext Core
- ❖ Class System
- ❖ Class Definition
- ❖ Class Loading
- ❖ Mixins
- ❖ Statics
- ❖ Automatically generating getters and setters with the config property

DRAG & DROP

- ❖ Implement Custom Drag and Drop