

Errai 2.1

GWT Meetup, San Francisco

A little bit about the project

- Designed first as a GWT client library, and then ported to the server.
- Focused on the idea of a distributed application.
- Elimination of boilerplate a major priority

A little bit about the project

- Performance is not the number one concern. But...
- Aimed at the enterprise (desktop and mobile)
- As metadata-driven as possible.

History

- Errai started originally as a pure research project to investigate applications for GWT in 2008. It was not called “Errai”, then.
- The Message Bus framework was the first component ever developed.
- A Widget Framework came second, but has since been dropped.

History

- The third component developed was CDI events. Up until now, Gin had been used as the DI framework.
- A new DI framework was developed to support the CDI specification in the browser, which became known as Errai IOC.

History

- Code generation framework created.
- A new marshalling framework was developed to provide a common marshalling system for ErraiBus across all application-tiers.
- ErraiBus predated Socket.IO in having a transparent channel over COMET and WebSockets.

New in 2.1

- Client-side JPA.
 - *A large subset of the JPA specification implemented with HTML5 Offline Storage as the backing store.*
- Databinding
 - *A new framework for providing entity-to-widget bindings transparently.*

New in 2.1

- CDI / JSR-299
 - *Substantially larger cross-section of the specification supported.*
- Errai UI
 - Our take on templating. Uses pure HTML5 templates which are parsed at runtime.

Quick Demo