Archived:Hello World in WidSets

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The article is believed to be still valid for the original topic scope.

About this widget

This is a basic Hello World demo widget.

WidSets Scripting Language code: hello_world.he

```
class hello_world
{
  //It is recommended to store command ids to static constants
  const int CMD_BACK = 1;

  //MenuItems are displayed over phone's softkeys
  //Usually to go back, ok, open options menu etc
  MenuItem BACK = new MenuItem(CMD_BACK, "Back");

  //WidSets framework calls createElement() per
  //each script-element it finds from views being
  //created by createView()

  Component createElement(String viewName,
                          String elementName,
                          Style style,
                          Object context)
  {
    //return simple label with style defined in widget.xml,
    //in this case "text"
    if (elementName.equals("hello")) {
      //to get the label aligned in the middle of the
      //view you need to contain it inside a Flow which
      //you then return here
      return new Label(style, "Hello World");
    }
    return null;
  }


  void startWidget()
  {
    //instantiate minimized view in startup
    setMinimizedView(createView("viewMini", getStyle("bg")));
  }
```


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```
  Shell openWidget()
  {
    //instantiate maximized view when user opens this widget
    Flow view = createView("viewMaxi", getStyle("bg"));
    return new Shell(view);
  }


  MenuItem getSoftKey(Shell shell, Component focused, int key)
  {
    //return the key to be displayed at position=SOFTKEY_BACK
    //this is usually the right softkey, for other key
    //positions return null

    if (key == SOFTKEY_BACK) {
      return BACK;
    }
    return null;
  }


  void actionPerformed(Shell shell, Component source, int action)
  {
    //when CMD_BACK event comes in, pop the current shell (this widget)
    if (action == CMD_BACK) {
      popShell(shell);
    }
  }

}
```

Widget.xml

```
<?xml version="1.0" encoding="utf-8"?>

<widget spec_version="2.0">

  <info>
    <name>hello_world</name>
    <version>0.1</version>
    <author>render</author>
    <clientversion>0.98</clientversion>
    <shortdescription>Very simple widget</shortdescription>
    <longdescription>Simplest possible widget saying hello to the
world.</longdescription>
    <tags>test example hello world</tags>
  </info>

  <parameters>
    <parameter type="string" name="widgetname">Hello World</parameter>
  </parameters>

  <resources>
    <code src="hello_world.he"/>
    <stylesheet>
```


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```
      bg {
        color-1: white;
        background: solid black;
        align: hcenter vcenter;
        border: 1 1 1 1;
        border-type: rectangle white;
      }

      text {
        color-1: white;
        padding: 2 2 2 2;
      }
    </stylesheet>
  </resources>

  <layout minimizedheight="65sp">
    <view id="viewMini" class="bg">
      <label class="text">${widgetname}</label>
    </view>

    <view id="viewMaxi" class="bg">
      <script id="hello" class="text"/>
    </view>

    <webview>
      <weblabel class="top: 0px; left: 10px;" style="color:
black;">${widgetname}</weblabel>
    </webview>
  </layout>

</widget>
```

See also

- Archived:WidSets SDK
- Archived:WidSets Client
- Archived:WidSets Scripting Language
- Archived:Widget examples in WidSets
  - Archived:WidClock in WidSets
  - Archived:Memory Game in WidSets
  - Archived:WidSets Filter test
  - **Archived:Hello World in WidSets**
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