

Concept - Demo Library

DEMOS

Rough Notes:

A substantial effort should be made on demos.

- Demos serve multiple purposes:
 - Look cool.
 - Demonstrate what the feature / functionality is.
 - Demonstrate that something can be done. (Good for evaluators / sales)
 - Demonstrate how something can be done. (Acts as documentation)
- Simple examples
- Inspiration:
 - Think of JQuery & Vaadin sampler.
- Demos could come with a bit of an explanation describing
 - What the goal was - what the problem to solve was.
 - The approach
 - The technologies used
 - How it was done.
- A video can show how it works and go over this meta information very convincingly.
- Some advanced tutorials
- Because demos are so important - there should be a solid pattern, and it should be easy to contribute them based on the pattern.
 - Internal devs and community must be able to contribute. (Vaadin add-ons)
 - Think of all the cool magnolia conference demos - there should be a way for folks to contribute sample code as well. (Probably based on specific bundles - so they can be run in the future.)
- Standardized demos make them easier to create - but also easier to consume for learners.