

# Getting Started

## Installing the tools

Before getting started with code, [you will need to install the development tools and frameworks](#).

## Learn the concepts

Start by reading [WebObjects Overview](#) and [WebObjects Web Applications Programming Guide](#). Those documents are really good at explaining the concepts behind WebObjects. Please note that they talk about the old toolset (EOModeler, WebObjects Builder, etc.), but the concepts are still valid.

After you have read the two Apple documents, proceed with the tutorials linked to this page.

Books? We've got'em too. We highly recommend [Practical WebObjects](#) by Chuck Hill and Sacha Mallais. A more recent one is [Learning The Wonders](#) by Markus Ruggiero. The setup and introduction chapters are free to download.

If you have a copy of WebObjects Developer's Guide (author: Ravi Mendis, publisher : Sams) or Professional WebObjects with Java (publisher: Wrox), we have converted the example code to Eclipse/WOLips projects. [You can get them on GitHub](#).

## Hello World tutorial

This tutorial is a good way to learn how to use the development tools for your Wonder projects. You will learn how to create a new project, run it and make the "Hello World" editable.

[Your First Project - Hello World](#)

## Blog tutorial

This tutorial have four parts.

In the first part, you will learn how to create a EOModel for a blog application. You will also learn how to use the ERRest framework to build a basic interface to manage and show blog postings.

[Your First Rest Project](#)

In the second part, you will learn how you can use frameworks to put resources, including EOModels, in a core framework and to use those resources in many projects.

[Your First Framework](#)

In the third part, you will learn how to use Direct2Web, a rules-based engine, to build the administrative interface to manage the blog.

[Your First D2W Project](#)

In the fourth part, you will learn how to use sessions and creating your own components to manage the blog.

[Your First Stateful Project](#)

In the last part, you will learn how to deploy your applications.

[Your First Deployment](#)

## Get together

Project Wonder has a supportive and active user community. To contribute or benefit, the [mailing lists](#) is the best way to reach out other Project Wonder developers.

You can also attend [WOWODC](#), our annual conference dedicated to Project Wonder.

## Get training

Numerous [organizations](#) provide classes or individual training. You can also buy the recordings of past WOWODCs to augment your Project Wonder knowledge.