



# Developing Rich Client Applications With Adobe Flex 3

**Duration:** 3 Days

## **Overview:**

Flex 3: Developing Rich Internet Client Applications provides experienced application developers with hands-on, practical experience using Flex. This three day course introduces developers to all the primary features of Flex they'll need to know in order to build a fully functional, well architected front end for a Rich Internet Application (RIA).

## **Pre Requisites:**

This course is designed for application developers who want to bring the power of Rich Internet Applications to their web applications. To gain the most from this class, you should:

- Be familiar with an object oriented programming language such as Java or C++.
- Be familiar with XML terminology.

## **Introducing Flex 3: Developing Rich Client Applications**

- Introducing Mastery Learning
- Understanding the Course Format
- Reviewing the course prerequisites
- Reviewing the course outline
- Setting up the application files

## **Introducing Adobe Flex 3**

- Understanding rich Internet applications
- Understanding Adobe Flex
- Understanding Adobe Flex Builder
- Understanding the foundation of the RIA: Flash Player/Flash Virtual Machine
- Understanding the Flex application process flow
- Accessing remote data resources from a Flex application
- Getting help and other resources



## **Getting Started with Flex**

- Understanding the relationship between Eclipse and Flex Builder
- Exploring the Flex Builder interface
- Creating a project and your first application
- Debugging a Flex application
- Accessing help in Adobe Flex Builder

## **Learning Flex Fundamentals**

- Creating a simple Flex application
- Displaying images
- Laying out a Flex application with containers
- Using the Panel container
- Using the ControlBar container
- Adding user interface controls
- Creating data bindings between components
- Architecting an application with MXML components
- Creating properties and methods for MXML components

## **Handling Events**

- Understanding events
- Creating event handlers using inline ActionScript
- Handling events within ActionScript functions
- Placing ActionScript functions in external files
- Understanding the Event object
- Using the `addEventListener()` method

## **Laying out an Application Using Constraint-Based Layout**

- Understanding absolute positioning
- Positioning components within a Canvas container
- Creating a constraint-based layout using Flex Builder
- Creating a constraint-based layout via MXML
- Using Enhanced Constraints
- Using constraint-based layouts within nested containers



## **Using View States for Application Design**

- Understanding view states
- Controlling view states
- Reviewing the generated MXML code
- Creating view states that include custom component states

## **Creating Application Navigation**

- Understanding navigator containers and controls
- Using the LinkBar control
- Using the TabBar control
- Using the ViewStack container
- Using the TabNavigator container
- Using the Accordion container
- Using ButtonBar & ToggleButtonBar
- Using the ApplicationControlBar container

## **Customizing the Application**

- Customizing Flex application look and feel
- Modifying Styles to change look-and-feel
- Using Themes
- Applying behaviors to components
- Applying transitions to view state changes

## **Using ActionScript Data Models**

- Using the MVC design pattern
- Creating an MXML data model
- Using ActionScript classes as a data model
- Creating an ActionScript constructor with parameters
- Defining class methods

## **Exchanging Data Between Components Using Custom Events**

- Understanding the problem with bindings
- Creating custom events
- Sending data with a custom event

## **Creating Data Entry Forms**

- Using the Form container