

# Flex 3 : Architecting Applications Using PureMVC

## Description

In the *Flex 3: Architecting Applications Using PureMVC* course, students will use their object-oriented skills using the PureMVC framework to build extended applications. Experienced Flex developers will have an opportunity to explore hands-on, practical code examples for creating applications that use the framework.

## Course length

One day

## Audience

To gain the most from this class, you should:

- Have attended the Flex 3: Developing Rich Client Applications course.
- Have equivalent knowledge of the topics covered in Flex 3: Developing Rich Client Application

This course targets experienced Adobe Flex developers who:

- Want to learn how to build applications with the use of the PureMVC-framework

## Course Outline

### Unit 1 : Introducing PureMVC

- Introducing the MVC Design Pattern
- Understanding the MVC meta Pattern
- Introducing PureMVC
- A Framework for different Environments
- Goals and Benefits
- Conceptual Diagram
- The different Design Patterns explained

### Unit 2 : Converting an Application to use PureMVC

- Example Case
- Review Organization and Coupling Concerns
- Preparing to Convert to PureMVC
- Reviewing Organization Changes
- Reviewing Refactoring Tasks

### Unit 3 : The Façade

- Concept
- Creating the Application Façade
- Initialising the Controller

### Unit 4 : Notifications

- Concept
- Notifications vs Events
- Creating and Sending Notifications
- Defining Notifications

### Unit 5 : Commands

- SimpleCommand
- Interaction with a Proxy
- Interaction with a Mediator
- SubCommands

### Unit 5 : Mediators

- The Mediator and the View
- Interaction with a Proxy
- Sending Notifications
- Interest in Notifications

### Unit 6 : Proxies

- Proxies as Data Models
- Proxy and the relation with Services and Service Delegates

### Lab