

Flex 3 : Developing Rich Client Applications

Description

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).

Course length

Three days

Audience

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.

Course Outline

Unit 1 : 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

Unit 3 : 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

Unit 2 : 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

Unit 4 : 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

Unit 5 : 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

Unit 6 : 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

Unit 7 : 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

Unit 8 : 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

Unit 9 : 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

Unit 10 : Exchanging Data Between Components Using Custom Events

- Understanding the problem with bindings
- Creating custom events
- Sending data with a custom event
- Unit 11 : Creating Data Entry Forms
- Using the Form container
- Sharing Form Data
- Validating form data
- Triggering validation with events
- Triggering validation with ActionScript

Unit 12 : Retrieving XML Data with HTTPService

- Retrieving XML data at runtime
- Handling results
- Handling results using an event handler
- Handling faults
- Making HTTP requests to different domains
- Making HTTP requests with parameters

Unit 13 : Displaying Data Using the DataGrid

- Using the DataGrid control
- Specifying DataGrid columns
- Formatting DataGrid columns
- Using item renderers and item editors
- Inline item renderers and item editors
- Item renderer and item editor components
- Using the TileList and HorizontalList
- Using events and selected items with list-based components