

Flex 3 : Extending and Styling Components

Description

In the *Flex 3: Extending and Styling Components* course, students will use their object-oriented skills to create custom classes that programmatically draw skins and extend the functionality of built-in Flex classes. Experienced Flex developers will have an opportunity to explore hands-on, practical code examples for creating drag-and-drop user interfaces that also incorporate user-triggered transitions and smart components that resize based on available space. Other learning objectives include creating popups, embedding fonts, implementing custom application look-and-feel and positioning stage- and mouse-aware elements.

Course length

Two days

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 use the built-in Flex components as a basis for their own custom component development.
- Want to incorporate interactive, position- and size-aware elements into their applications.
- Need to skin Flex applications to meet corporate marketing demands.

Course Outline

Unit 1 : Introducing Flex 3: Extending and Styling Components

- Programming the Visual Experience
- Understanding Project Roles
- Introducing Mastery Learning
- Understanding the Course Format
- Reviewing the Course Prerequisites
- Reviewing the Course Outline

Unit 2 : Embedding Images and Fonts

- Embedding Images at Compile-Time
- Layering Content Using Absolute Layout
- Creating a Reusable Embedded Image
- Creating Instances of an Embedded Image Class
- Understanding Device Font Limitations
- Embedding Fonts with Absolute File Paths
- Embedding Fonts using Adobe Flash

Unit 3 : Modifying the Look and Feel of Flex Components

- Exploring Filters
- Applying Blends
- Modifying the Look-and-Feel of Flex Components using MXML Styles
- Modifying Graphical Skins using Flex Skin Design Extensions for CS3
- Installing the Flex Skin Design Extensions for Flash
- Selecting which component to modify in Flash
- Importing the Flex skins artwork

Unit 4 - Creating Popups

- Creating a Popup Window
- Passing Data to the Popup Window

Unit 5 - Extending Flex Components

- Exploring Display Object Basics
- Extending Flex Components
- Implementing the createChildren() Method
- Implementing the updateDisplayList() Method
- Improving Custom Component Reusability with Stylesheets

Unit 6 - Drawing Shapes and Skinning Programmatically

- Understanding the Relationship Between Display List Objects and the Graphics Class
- Calling the clear() Method
- Drawing Lines
- Creating a Visual Element as an ActionScript Class
- Creating Shapes
- Defining Fill Methods
- Implementing a ButtonSkin from the mx.skins.halo Package
- Implementing a Programmatic Skin

Unit 7 - Animating Components and View States

- Creating Behaviors in ActionScript
- Reviewing View States and Transitions
- Using the currentStateChangeEvent

Unit 8 - Creating Mouse-Aware Applications

- Detecting the Mouse Position
- Detecting the Stage Dimensions

Unit 9 - Implementing Drag and Drop Functionality

- Understanding the DragManager
- Specifying the Data to Display in a List Control
- Enabling Dragging on Non-List-Based Controls
- Controlling Dropping with Formats
- Handling Data in Drag and Drop Operations