



Flex 3 - Developing Rich Client Applications

Flex 3 - Developing Rich Client Applications is a 24-hour course that provides experienced application developers with practical experience using Flex. This three day course introduces developers to all the primary features of Flex they will need to know in order to build a fully functional, well architected front end for a Rich Internet Application (RIA).

Target Student: Application developers who want to bring the power of Rich Internet Applications to their web applications.

Prerequisites: To ensure your success, you should be familiar with an object oriented programming language such as Java or C++ and be familiar with XML terminology.

Delivery Method: Instructor-led, classroom-delivery learning model with structured hands-on activities.

Benefits: This course provides experienced application developers with hands-on, practical experience using Flex.

What's Next:

Flex 3 - Data and Communications provides Flex developers with the ability to connect their Flex front ends to remote, dynamic data using Flex Data Services.

Flash Rich Content Creation Add animation and user interaction to your website with graphics, text and sound effects.

Fast Track to ColdFusion focuses on building and maintaining dynamic and interactive web applications, as well as working with databases, basic custom tags, and functions.

Performance-Based Objectives

Upon successful completion of this course, you will be able to:

- Use Flex Builder 3 to quickly develop Rich Internet Applications.
- Create highly interactive forms with data validation.
- Read information from and write information to a database.
- Customize the interactivity of your application using MXML and ActionScript 3.0.
- Build robust, highly scalable Rich Internet Applications using a model-view-controller framework.
- Understand and use containers.
- Understand, control and create view states, as well as customize component states.
- Retrieve XML Data with HTTPService.



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24 hours

Introducing Flex 3

Understanding Rich Internet Applications
Introducing the Adobe Flex 3 Product Line
The Foundation of the RIA: Flash Player/Flash
Virtual Machine
Understanding the Flex Application Process Flow

Getting Started with Flex Builder 3

Understanding the Relationship between Eclipse and
Flex Builder 3 Interface
Creating a Project and Your First Application
Using Debugging
Learning Flex Fundamentals

Creating a Simple Flex Application

Laying Out a Flex Application with Containers
Adding User Interface Controls
Creating Bindings between Components
Architecting an Application with MXML Components

Handling Events

Creating Event Handlers Using Inline ActionScript
Handling Events with ActionScript Functions in
External Files
Understanding the Event Object

Using Simple Controls

Getting Familiar with Flex Controls
Using Component Controls
Displaying Images
Laying Out an Application with Containers

Understanding Containers

Using the Application Container
Using Layout Containers
Container Best Practices
Component Layout and Sizing Rules

Laying Out an Application Using Constraint-Based Layout

Understanding Absolute Positioning
Positioning Components within the Canvas Container
Creating a Constraint-based Layout
Using Constraint-based Layouts with Nested
Components

Using View States for Application Design

Understanding View States
Controlling View States
Creating View States that include Custom
Components States

Creating Application Navigation

Understanding Navigator Containers
Exploring Different Navigator Containers

Customizing the Application

Using the Styles API to Change Look-and-Feel
Using Theme Styles
Applying Behaviors to Components
Applying Transitions to View States

Using MXML and ActionScript Data Models

Using the MVC Design Pattern
Creating an MXML Data Model
Using ActionScript Classes as a Data Model
Instantiating an Object in MXML from an
ActionScript Class
Defining Class Methods

Exchanging Data Between Components

Using Custom Events
Using a Binding to get Data from a Component
Creating Custom Events
Creating, Dispatching and Handling a Custom Event

Retrieving XML Data with HTTPService

Retrieving XML Data at Runtime
Retrieving Data at Runtime with HTTPService
Handling Faults
Making HTTP Requests to Different Domains

Looping Through Data Using a Repeater

Understanding the Repeater Component
Using DataProvider Data in Repeated Controls
Dynamically Creating Components using a Repeater
Using Repeater Data in ActionScript
Referencing Repeated Components

Displaying Data Using the DataGrid

Using the DataGrid Control
Displaying Simple XML Data in a DataGrid
Formatting DataGrid Columns
Using Item Renderers and Item Editors
Using the TileList and HorizontalList
Using Events and Selected Items with List-based
Components

