

THE ESSENTIAL GUIDE TO

Flex 2 with ActionScript 3.0

- ▶ BUILD DYNAMIC, RICH INTERNET APPLICATIONS WITH ADOBE FLEX 2
- ▶ GAIN AN UNDERSTANDING OF MOXML AND ACTIONSCRIPT 3.0
- ▶ LEARN HOW TO CREATE DYNAMIC DATA-DRIVEN SITES USING FLEX 2 AND THE COLDFUSION FLEX EXTENSIONS

CHARLES E. BROWN

3 Actionscript Complete Flex Guide

Lei Shi



3 Actionscript Complete Flex Guide:

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash David Stiller, Rich Shupe, Jen deHaan, Darren Richardson, 2008-10-17 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object oriented ActionScript 3.0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3.0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3.0 features and player enhancements that improve performance Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3.0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3.0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3.0 is a huge upgrade to Flash's programming language and this guide helps you upgrade your skills to match it **Professional Adobe Flex 3** Joseph Balderson, Peter Ent, Jun Heider, Todd Prekaski, Tom Sugden, Andrew Trice, David Hassoun, Joe Berkovitz, 2011-04-06 With Professional Adobe Flex 3 put your prior experience with Flash ActionScript and XML based languages to good use and learn how to use the Flex 3 platform to create Rich Internet Applications and AIR applications Understand the potential of the Flex 3 platform through practical examples and hands on advice on topics like desktop deployment developing applications in MXML creating custom flex components charting targeting AIR and data interconnectivity *Flex 3 Bible* David Gassner, 2009-04-29 Flex your development muscles with this hefty guide Write programs using familiar workflows deliver rich applications for Web or desktop and integrate with a variety of application servers using ColdFusion PHP and others all with the new Flex Builder 3 toolkit and the comprehensive tutorials in this packed reference You'll learn the basics of Flex 3 then quickly start using MXML ActionScript CSS and other tools to create applications that can run on any browser or operating system Install and learn how to use Flex Builder 3 Explore MXML ActionScript 3 and the anatomy of a Flex application Lay out Flex controls and containers and use Cascading Style Sheets CSS to create look and feel Incorporate Advanced List controls Flex charting components and data entry forms Integrate your Flex applications with a variety of application servers Create cross operating system desktop applications with Adobe Integrated Runtime AIR Companion Web Site Visit www.wiley.com/go/flex3 to access code files for the projects in the book *The Essential Guide to Open Source Flash Development* John Grden, Patrick Mineault, Aral Balkan, Marc Hughes, Tom Arnold, Chris Allen, Nicolas Cannasse, Ralph Hauwert, 2008-09-02 Explore the world of open source Flash and discover which tools are available Learn how to identify which tool you need and how to best fit it into your

workflow Step by step walk throughs guide you through development with the most popular open source Flash tools Written by the project leads and open source Flash aficionados The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows You will walk away with an understanding of what tools will best suit your current situation making your development easier and more productive and with the knowledge of how to install and set up some of the best tools available including the following Papervision3D to create 3D in Flash Red5 to stream video over the internet SWX to build data driven mashups and mobile apps Fuse to make ActionScript animation a cinch Go to build your own animation tools in ActionScript 3.0 haXe to create Flash files and more AMFPHP to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content The open source tools available expand on Flash's existing tool set enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video streaming server Many of these useful tools are powerful yet lack documentation this book explains in step by step detail how to use the most popular open source Flash tools If you want to expand your Flash tool set and explore the open source Flash community then this book is for you If you already use some open source Flash tools then you will find this book a useful documentation resource as well as an eye opener to the other tools that are available

Foundation ActionScript 3.0 for Flash and Flex Darren Richardson, Paul Milbourne, 2009-11-09 ActionScript 3.0 the latest version of the Flash Platform's scripting language offers many new and powerful features ActionScript is now a full fledged programming language with complete object oriented capabilities improved event handling sound and video support drawing capabilities support for regular expressions and much more Whether you are a Flash designer wishing to add to your skill set or an experienced ActionScript developer who wants to get up to speed with the latest version you'll find all you need to know in Foundation ActionScript 3.0 for Flash and Flex Starting with the fundamentals you'll learn how to add interactivity to your Flash movies by using ActionScript objects manipulating sound and video and harnessing the power of regular expressions and XML The book concludes with two case studies to consolidate what you've learned and introduce some additional advanced techniques You'll gain a solid understanding of the new and exciting world of ActionScript 3.0 and see how everything fits together to form complete applications so you'll be able to build your own professional sites The sensible layout of the book makes it easy to find information about specific techniques It focuses on the essential skills that will enable you to get up and running quick With this book as your guide you'll be creating killer Flash applications before you know it

Foundation Flex for Developers Sas Jacobs, 2008-03-02 Flex is a very powerful and versatile technology for creating web application front ends But what every good web application needs is a robust data source be it XML or a database Flex is very adaptable in terms of connecting to data sources and that is the main focus of this book In Foundation Flex for Developers author Sas Jacobs assumes that you've got the basics of Flex down already and explores in detail how to create professional data centric Flex 2 and Flex 3 applications In the first half of the

book she starts off with a brief exploration of Flex and ActionScript 3.0 before looking at application essentials in detail creating custom components user and web browser interactions binding formatting and validating data debugging and more In the second half of the book the focus is on connecting Flex to data sources and covers XML LiveCycle Data Services PHP ASP.NET and ColdFusion in detail via a series of step by step case studies Covers Flex application basics Covers connecting Flex 2 and Flex 3 to a variety of Data Sources Includes several complete case studies

The Essential Guide to Flex 3

Charles Brown, 2008-08-28 Flex 3 is the next generation of a technology that revolutionized web applications It is the next evolutionary step of Flash which has grown from a web animation medium to a powerful enterprise web design and development platform With nearly 98% of all web browsers and a growing number of mobile devices running Flash Player a knowledge of Flex is indispensable for any serious web developer This book will show you how to create powerful rich Internet applications using Flex 3 After learning how to install and becoming familiar with the basics of the Flex Builder 3 software you will explore in depth how the Flash scripting language ActionScript 3.0 interacts with Flex's powerful XML like design language MXML You'll learn how to construct your applications using layout and navigation containers and how to move between various states using transitions There is coverage of how best to plan your applications and use the Model View Controller pattern to keep various aspects of development separated and ease creation of potentially complicated projects Rich Internet applications rely on data and this book shows how to bring data from various sources into your Flex application and check its integrity and how best to display and interact with it Going farther applications built for the Flash platform can now exist and function beyond the traditional confines of the web browser Adobe AIR allows you to take your applications to the desktop and this book shows how to reapply your Flex skills to take advantage of this new environment The Essential Guide to Flex 3 takes you through all the powerful features of Flex using a series of stand alone practical exercises The skills acquired throughout the book are then brought together in the form of a full featured case study application showcasing essential techniques that can easily be applied to your own Flex applications

Programming Flex

3 Chafic Kazoun, Joey Lott, 2008-09-19 If you want to try your hand at developing rich Internet applications with Adobe's Flex 3 and already have experience with frameworks such as .NET or Java this is the ideal book to get you started Programming Flex 3 gives you a solid understanding of Flex 3's core concepts and valuable insight into how why and when to use specific Flex features Numerous examples and sample code demonstrate ways to build complete functional applications for the Web using the free Flex SDK and RIAs for the desktop using Adobe AIR This book is an excellent companion to Adobe's Flex 3 reference documentation With this book you will Learn the underlying details of the Flex framework Program with MXML and ActionScript Arrange the layout and deal with UI components Work with media Manage state for applications and components Use transitions and effects Debug your Flex applications Create custom components Embed Flex applications in web browsers Build AIR applications for the desktop Flex 3 will put you at the forefront of the RIA revolution on both the

Web and the desktop Programming Flex 3 will help you get the most from this amazing and sophisticated technology

ActionScript Developer's Guide to Robotlegs Joel Hooks, Lindsey Fallow, 2011-08-15 Robotlegs is a standout among the ActionScript 3 development frameworks available today With it Flash Flex and AIR developers can create well architected testable and flexible Rich Internet Applications fast This concise guide shows you how the light footprint and focused scope of this open source framework not only solves your immediate coding problems it helps you gain insight into AS3 architecture on a much deeper level The authors provide a walkthrough of specific features in two applications they ve written in Robotlegs complete with code for each application as a whole You ll learn how to achieve a balance of flexibility and consistency in your own projects Solve 80% of your coding problems with 20% of the API Gain code base flexibility with automated Dependency Injection Learn the anatomy of a Robotlegs application Understand the relationships between models services control code and views in the framework s MVCS architecture See how the Robotlegs approach facilitates Test Driven Development TDD Pick up practical methods for architecting Robotlegs solutions Get expert insights to power up your existing Robotlegs code

ActionScript 3.0 Bible Roger Braunstein, 2011-02-23 The updated edition on all the latest features and capabilities of ActionScript 3 0 and Flash Player 10 ActionScript is a popular programming language used primarily for the development of Web sites and software This update to the successful previous version introduces you to all the exciting new capabilities of ActionScript 3 0 You ll see how ActionScript 3 0 goes beyond its primary use of scripting Flash animations and is now an object oriented evolution that runs ten times faster than previous versions and can be used in Adobe s new platforms including Flex and AIR Hands on instruction and step by step tutorials enhance your learning process as you discover everything you need to know in order to harness the power of ActionScript 3 0 You ll learn the nitty gritty of building Rich Internet Applications RIA and the ins and outs of putting the new features of ActionScript 3 0 to work for you ActionScript 3 0 goes beyond its original role as a scripting language and has added development features incredible speed and the ability to work with Flex and AIR Shows you how to apply advanced graphic effects using Pixel Blender Demonstrates the all new text and typography capabilities Addresses your new enhanced control over dynamic sound Explains templated types and new vector data structures ActionScript 3 0 Bible offers you a soup to nuts guide on all things ActionScript 3 0 so you can get started working with it immediately

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Table of Contents 3 Actionscript Complete Flex Guide

1. Understanding the eBook 3 Actionscript Complete Flex Guide
 - The Rise of Digital Reading 3 Actionscript Complete Flex Guide
 - Advantages of eBooks Over Traditional Books
2. Identifying 3 Actionscript Complete Flex Guide
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an 3 Actionscript Complete Flex Guide
 - User-Friendly Interface
4. Exploring eBook Recommendations from 3 Actionscript Complete Flex Guide
 - Personalized Recommendations
 - 3 Actionscript Complete Flex Guide User Reviews and Ratings
 - 3 Actionscript Complete Flex Guide and Bestseller Lists

5. Accessing 3 Actionscript Complete Flex Guide Free and Paid eBooks
 - 3 Actionscript Complete Flex Guide Public Domain eBooks
 - 3 Actionscript Complete Flex Guide eBook Subscription Services
 - 3 Actionscript Complete Flex Guide Budget-Friendly Options
6. Navigating 3 Actionscript Complete Flex Guide eBook Formats
 - ePub, PDF, MOBI, and More
 - 3 Actionscript Complete Flex Guide Compatibility with Devices
 - 3 Actionscript Complete Flex Guide Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of 3 Actionscript Complete Flex Guide
 - Highlighting and Note-Taking 3 Actionscript Complete Flex Guide
 - Interactive Elements 3 Actionscript Complete Flex Guide
8. Staying Engaged with 3 Actionscript Complete Flex Guide
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers 3 Actionscript Complete Flex Guide
9. Balancing eBooks and Physical Books 3 Actionscript Complete Flex Guide
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection 3 Actionscript Complete Flex Guide
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine 3 Actionscript Complete Flex Guide
 - Setting Reading Goals 3 Actionscript Complete Flex Guide
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of 3 Actionscript Complete Flex Guide
 - Fact-Checking eBook Content of 3 Actionscript Complete Flex Guide
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
- Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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