

Flash Builder / Flex 4 Jumpstart - zero to Hero

Level: Fast Track - Introduction
Duration: 5 Days
Time: 10 AM - 5 PM
Cost: £997 ex VAT

Overview

Intro to Flash Builder & Flex SDK
CSS in a Flex context
Sourcing our data dynamically
Installing the Web Application Server & BlazeDS
Version control in Flash Builder 4

Description

zero to Flex Hero in just 5 days!

The most popular Flash Builder / Flex Training Course in the country.

This is a FIVE day Academy Class and one day deep hands-on introduction to developing Rich Internet Applications (RIAs) for the Adobe Flash Platform using the Adobe Flash Builder / Flex 4 framework. Emphasised topics include:

- * Custom components and layout control
- * Handling and extending events
- * Validating and formatting data
- * Navigation, animation, and visual state control
- * Text and style control
- * Spark component skinning
- * Introduction to remote data access
- * Working with typed data in DataGroup and DataGrid components
- * Deploying Flex applications over the web and on AIR

The Flash Builder / Flex training course instructs developers about Integrating Data and Messaging with SOAP, REST, BlazeDS and LiveCycle Data Services

Who is this course for?

This course is designed for application developers who want to bring the power of Rich Internet Applications to their web applications

Assumed Knowledge

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

What you will learn

To develop client rich applications with Flash Builder /Flex and connect Flex front end to remote, dynamic data using Flash Builder /Flex Data services with Flex.

Outline

Introducing Flash Builder and the Flex SDK

- Creating our first project
- Prototyping an application in design view
- Introducing forms, the form components and validation
- Data providers, array collections and data binding
- Breaking content down into components
- Adding navigation to the application with the view stack
- Modularising our design to promote performance and flexibility
- Changing content at runtime using view states
- Extending state changes with transitions

Cascading Style Sheets (CSS) in a Flash Builder /Flex context

- Modularising our CSS and exploring Actionscript 3 & event handling
- Customising the standard preloader and offloading the CSS load routine
- Using Adobe Flash content and custom components in our applications
- Customising the Module Loader to add flash animation
- Introducing the new Flex 4 Spark component set
- Exploring the skinning model
- Creating and implementing a custom skin with MXML and FXG
- Our first look at retrieving data dynamically and displaying it in different forms

- Sourcing our data dynamically*
- separating the tasks into individual components
- The singleton design pattern and building a data model
- Displaying data in a Data Grid and customising the output with label Functions and item Renderers
- Presenting our data more visually using the Tile List and Data Group
- The importance of Strong Typing and Value Objects
- Creating custom events to communicate between components
- Using data binding to display detail for a selected item
- Visualising data with the charting components
- Using the Popup Manager to reveal modal dialog boxes
- Finalising a Release Build and deploying your Flex Application

Installing the Web Application Server and BlazeDS

- Creating a project in a server based environment

- Interacting with SOAP web services to request and submit data
- The BlazeDS proxy service to integrate disparate systems
- Restful web services and Flash Builder 4
- Java Remoting, AMF and BlazeDS
- Hibernate and Spring integration
- Using the messaging service to implement a simple chat tool
- Comparing LiveCycle Data Services and BlazeDS
- Implementing LCDS on our web application server
- Live messaging with RTMP
- Flex <-> LiveCycle Integration
- Introducing Data Management Services and editable grids

Version control in Flash Builder 4

- The Model View Controller design pattern and the Cairngorm Framework
- Creating the key elements of the framework
- Value Objects and the importance of strong typing
- Building custom events and commands
- The role of the front controller
- Service integration with delegates, responders and asynctokens
- Displaying our results visually
- Enabling filtering through interaction, events and commands
- Event driven Master-Detail sets
- Grouping Collections and Client Side Analysis
- Deploying the release build of your application