

# Building Mobile Apps with Actionscript



FL

**Level:** Introduction  
**Duration:** 5 Days  
**Time:** 10 AM - 5 PM  
**Cost:** £1097 ex VAT

## Overview

This course will enable you to extend your knowledge of ActionScript and the Adobe toolset to the level where you will be able to successfully deploy and publish 'apps' to the various market places including Apple's 'App Store', Google's 'Android Market place' and Blackberry's 'App world'.

## Description

Using the Adobe/ActionScript route of developing mobile/tablet apps can be far quicker and therefore more cost effective than building native apps. Performance is also comparable to native apps but the additional libraries and features available to ActionScript developers means this is far superior but often neglected process of developing apps.

## Who is this course for?

Accomplished ActionScript 3 developers looking to get into device development - not just mobiles but also tablets and lower specification machines.  
This is not for Flash 'designers' or developers with only ActionScript 2 experience.

## Assumed Knowledge

Experienced in ActionScript 3 with a working knowledge of the following:

- \* Object orientated coding principles
- \* Class/package structure to coding
- \* Preferably MVC experience

## What you will learn

This course will enable you to extend your knowledge of ActionScript and the Adobe toolset to the level where you will be able to successfully deploy and publish 'apps' to the various market places including Apple's 'App Store', Google's 'Android Market place' and Blackberry's 'App world'.

## Outline

- Intro - How is mobile/device development different to desktop?\*
- Highlight different approaches to mobile/device development
- Hardware/operating system differences
- Are there limits?

- Potential future developments
- Actionscript - On a mobile??\*
- Introduction to the Adobe solution
- Comparison between other alternatives for cross-platform development
- Introduction to the Adobe toolset for mobile development inc comparison to native apps
- Flash Pro or Flash Builder? When to use each
- How do we create an app for Android/iOS and Blackberry (Playbook) using the Adobe tools?
- Setting up the development environment and tools
- Demo of 'Hello World' examples on all 3 platforms
- Mobile Specific development in Flash Builder\*
- Mobile specific components
- Architectures of a mobile app
- Prototyping and emulating different platforms and devices
- Design considerations - layout, UI, vector, pngs, fxx etc
- data management - local and remote storage
- communications - communicating with web services
- iOS\*
- Considerations for this platform
- Air on iOS
- Development/project lifecycle - dev -> publishing on App store
- Simulation/testing/publishing details
- Accessing the native APIs - camera, microphone, photos etc.
- Optimisation tips
- Android\*
- Considerations for the platform
- Air on Android
- Development/project lifecycle - dev -> publishing on Google Market place
- Simulation/testing/publishing details
- Accessing the native APIs - camera, microphone, photos etc.
- Optimisation tips
- Blackberry (QNX - Playbook and soon mobiles)\*
- Considerations for the platform
- Air on QNX
- Development/project lifecycle - dev -> publishing on Blackberry world
- Simulation/testing/publishing details

- Accessing the native APIs - camera, microphone, photos etc.
- Optimisation tips
- Advanced mobile development\*
  - Using native extensions
  - What's new in Flash builder 4.6 and Air 3
  - Creating cross-platform code bases
  - Creating cross-platform cross-device designs
  - Ads - how, when and which platforms
  - Other resources
  - Where to go next