



AIR 2.0: Building Beyond the Browser with Adobe Flex 4



Level: Introduction
Duration: 3 Days
Time: 10 AM - 5 PM
Cost: Call for details

Overview

Getting started with AIR
Using the file system
Advanced file system techniques
Using the clipboard
Persisting application data
Creating native windows
Connecting applications
Understanding AIR security
Customising Deployment

Description

This training course provides a comprehensive introduction to the Adobe Integration Runtime 2.0 for Adobe Flex 4 developers.

Who is this course for?

Software developers who have taken the Adobe Flex 4: Jumpstart training course, or who have a similar range of experience developing with Adobe Flex 4.

Assumed Knowledge

Completion of the Adobe Flex 4: Jumpstart training course, or a similar level of experience with Adobe Flex 4 Experience with XML and SQL

What you will learn

After this course you will be able to start creating an AIR project, creating native windows, using the file system, connecting applications, persisting application data and understanding Adobe AIR security.

Outline

- Introducing the Adobe Integrated Runtime (AIR)*
- Exploring the AIR development toolset
- Understanding the runtime application
- Understanding Adobe AIR 2.0
- Understanding the Adobe AIR SDK

- Looking at Flash Builder 4
- Reviewing the Adobe AIR tools for Flash Builder 4
- Creating AIR projects Exporting AIR applications

- Getting started with AIR*
- Creating your first AIR application
- Creating an AIR project
- Creating a main application
- Building an AIR application
- Packaging and deploying applications
- Exporting a release
- Code-signing an application
- Selecting application contents
- Installing an application
- Uninstalling an AIR application
- Understanding AIR fundamentals
- Introducing the AIR file format
- Introducing the application descriptor
- Getting help and other resources
- Help inside Flash Builder AIR 2.0 URLs

- Using the file system*
- Using the File class
- Accessing common directories
- Referencing a file or directory
- Moving and copying file system objects
- Enabling visual file system interaction
- Allowing user to specify files or directories
- Introducing the file browsing components
- Removing files from the file system
- Determining the File object type
- Recycling or deleting file system objects
- Launching files in their default application
- Loading and launching files.

- Advanced file system techniques*
- Using file streams Reading and writing files
- Working with binary data
- Using the Byte Array class
- Working with mass storage devices
- Reading and writing from attached devices
- Displaying, copying, and moving Files on a storage device

- Using the clipboard*
- Moving data with copy and paste
- Understanding the Clipboard

- Using the general Clipboard
 - Writing data to the clipboard
 - Getting data from the clipboard
 - Using drag and drop
 - Introducing the drag and drop stages
 - Deciding between the Flex and AIR APIs for drag and drop.
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- Persisting application data*
 - Using an embedded SQL database
 - Understanding the database file
 - Opening a database
 - Creating a database Using SQL statements
 - Creating and executing a SQL statement
 - Handling returned data
 - Storing and loading complex data
 - Base types stored by SQLite
 - Column affinities supported by AIR
 - Storing and retrieving binary image data.
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- Creating native windows*
 - Creating windows Defining a window with MXML Instantiating an MXML window with ActionScript Opening and closing window components Modifying the window display Changing the window chrome Changing the window type Using full screen display Manipulating windows Referring to a window object Manipulating a window Handling window events.
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- Connecting applications*
 - Launching and interacting with native operating system processes
 - Launching a native process from AIR
 - Communicating between applications
 - Using the Local Connection class
 - Connecting to web applications using URL Requests over HTTP
 - Requesting a URL via HTTP
 - Using the URLRequest class
 - Using the URLVariables class
 - Using the URLLoader class
 - Using the Base64Encoder class
 - Displaying HTML content
 - Understanding the HTMLLoader class
 - Using the component Detecting network availability
 - Monitoring network state changes
 - Detecting HTTP resource availability
 - Detecting Socket connectivity
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- Understanding AIR security*
 - Considering AIR security Introducing AIR security

- Introducing security sandboxes
 - Introducing AIR security best practices
 - Detecting AIR capabilities
 - Using encrypted data storage.
 - Understanding AIR application updating
 - Using the Updater class
 - Determining current version at runtime
 - Encrypting local database files
 - Implementing database encryption
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- Customising Deployment*
 - Setting the application's desktop icon
 - Using application icons
 - Setting system tray icon
 - Addressing the native Application