



**RELATED TRAINING :**

It isn't enough to know one piece of software. Most software utilize graphics or elements from other software. And now Adobe has made them easier than ever to work together. We'll show you how easy it is to make your project the best it can be. Here are a few additional classes you would benefit from.

*Click for class details >>*

**FI** **Flash** Essential Skills I

**FI** **Flash** Actionscript 3.0

### **Flex 3: Developing Rich Client Applications**

This class provides experienced application developers with hands-on, practical experience using Flex. The three day course introduces developers to all the primary features of Flex they'll need to know in order to build a fully functional, well architected front end for a Rich Internet Application (RIA).

Lumenbrite's instructors are Industry Experts as well as Adobe Experts. We use official Adobe training curriculum and add supplemental courseware and learning to offer you the practical, real world techniques that we use in our own projects. Courses are offered monthly at our regular locations, in addition we provide training to clients at their location across the United States. We can customize training for your organization to meet your specific needs. We encourage you to bring in your projects so that we can answer your specific questions.

*Recommended Prerequisites:* Be familiar with an object oriented programming language such as JAVA or C++. Be familiar with XML terminology.

*Duration:* 3 Days

## Flex 3: Developing Rich Client Applications Lesson Plan

### **INTRODUCING ADOBE FLEX 3: DEVELOPING RICH-CLIENT APPLICATIONS**

- Introducing Mastery Learning
- Understanding the Course Format
- Reviewing the course prerequisites
- Reviewing the course outline
- Setting up the application files

### **INTRODUCING ADOBE FLEX 3**

- Understanding rich Internet applications
- Understanding Adobe Flex
- Understanding Adobe Flex Builder
- Understanding the foundation of the RIA: Flash
- Player/Flash Virtual Machine
- Understanding the Flex application process flow
- Accessing remote data resources from a Flex Application
- Getting help and other resources

### **GETTING STARTED WITH FLEX**

- Understanding the relationship between Eclipse and Flex Builder
- Exploring the Flex Builder interface
- Creating a project and your first application
- Debugging a Flex Application
- Accessing help in Adobe Flex Builder

### **LEARNING FLEX FUNDAMENTALS**

- Creating a simple Flex Application
- Displaying images
- Laying out a Flex Application with containers
- Using the Panel container
- Using the ControlBar container
- Adding user interface controls
- Creating data bindings between components
- Architecting an application with MXML components

### **HANDLING EVENTS**

- Understanding events
- Creating event handlers using inline ActionScript
- Handling events within ActionScript functions
- Placing ActionScript functions in external files
- Understanding the Event object
- Using the add Event Listener() method

### **LAYING OUT AN APPLICATION USING CONSTRAINT-BASED LAYOUT**

- Understanding absolute positioning
- Positioning components within a Canvas container
- Creating a constraint-based layout using Flex Builder
- Creating a constraint-based layout via MXML
- Using Enhanced Constraints
- Using constraint-based layouts within nested containers

### **USING VIEW STATES FOR APPLICATION DESIGN**

- Understanding view states
- Controlling view states

### **ANIMATING COMPONENTS AND STATES**

- Understanding view states
- Controlling view states
- Reviewing the generated MXML code
- Creating view states that include custom-component states

## Flex 3: Developing Rich Client Applications Lesson Plan

### **CREATING APPLICATION NAVIGATION**

- Understanding navigator containers and controls
- Using the LinkBar control
- Using the TabBar control
- Using the ViewStack container
- Using the TabNavigator container
- Using the Accordion container
- Using ButtonBar & ToggleButtonBar
- Using the ApplicationControlBar container

### **CUSTOMIZING THE APPLICATION**

- Customizing Flex application look and feel
- Modifying Styles to change look and feel
- Using Themes
- Applying behaviors to components
- Applying transitions to view state changes

### **USING ACTIONSCRIPT DATA MODELS**

- Using the MVC design pattern
- Creating an MXML data model
- Using ActionScript classes as a data model
- Creating an ActionScript constructor with parameters
- Defining class methods

### **EXCHANGING DATA BETWEEN COMPONENTS USING CUSTOM EVENTS**

- Understanding the problem with bindings
- Creating custom events
- Sending data with a custom event

### **CREATING DATA ENTRY FORMS**

- Using the Form container
- Sharing Form Data
- Validating Form Date
- Triggering validation with events
- Triggering validation with ActionScript

### **RETRIEVING XML DATA WITH HTTPSERVICE**

- Retrieving XML Data at runtime
- Handling results
- Handling results using an event handler
- Handling faults
- Making HTTP requests to different domains
- Making HTTP request with parameters

### **DISPLAYING DATA USING THE DATAGRID**

- Using the DataGrid control
- Specifying the DataGrid columns
- Formatting DataGrid columns
- Using item renderers and item editors
- Inline item renderers and item editors
- Item renderer and item editor components
- Using the TileList and HorizontalList
- Using Events and selected items with list-based components