



Flex 3 - Data and Communications

Flex 3 - Data and Communications is a two-day course that provides experienced application developers with practical experience connecting their Flex front ends to remote dynamic data using Flex Data Services. This course instructs developers on how to connect with remote data using web services and Flex Data Services' features allowing communication with a Java backend. Developers will also learn how to manipulate and format the returned data.

Target Student: Application developers who want to connect their Flex front ends to dynamic data.

Prerequisites: Flex 3: Developing Rich Client Applications or equivalent knowledge.

Delivery Method: Instructor-led, classroom-delivery learning model with structured hands-on activities.

Benefits: This course provides you with hands-on, practical experience connecting your Flex front ends to remote, dynamic data using Flex Data Services. Additionally you will learn how to manipulate and format the return data.

What's Next:

Flash Rich Content Creation Add animation and user interaction to your website with graphics, text and sound effects.

Fast Track to ColdFusion Build and maintain dynamic and interactive web applications.

Performance-Based Objectives

Upon successful completion of this course, you will be able to:

- Access and use Web Services.
- Understand how to install and navigate in Flex Data Services as well as how to fully use its features and the Flex Proxy Service.
- Use Remote Object Services, focusing on ColdFusion components and Java classes.
- Validate data with Events and ActionScript, as well as format data.
- Work within the Flex Message Service, including publishing and receiving messages.
- Understand the XML structure as well as use the Tree Control and XML objects.
- Upload files to a server as well as send real-time messages between applications.





Flex 3 - Data and Communications

Introducing Flex 3

- Understanding Rich Internet Applications
- Introducing the Adobe Flex 3 Product Line
- The Foundation of RIA
- Understanding the Flex Application Process Flow

Accessing Web Services

- Using Web Services
- Invoking Web Service Methods and Using the Results
- Consuming a Web Service
- Handling Faults
- Calling Multiple Methods from the Same Webservice Object

Introduction to Flex Data Services

- Introducing Flex Data Services
- Installing Flex Data Service
- Creating a Flex Application for use with Flex Data Services
- Navigating the Flex Project Structure
- Flex Data Services Features
- The Flex Proxy Service

Using ColdFusion Components as Remote Object Services

- Understanding Remote Object Services
- Configuring ColdFusion, Flex Builder and Calling a Remote Object Service Method
- Exchanging Data between ActionScript and ColdFusion

Using Java Classes as Remote Object Services

- Understanding Remote Object Services
- Calling a Remote Object Service Method
- Handling PRC Events
- Exchanging Data between ActionScript and Java

Validating and Formatting Data

- Triggering Validation with Events
- Triggering Validation with ActionScript
- Using Regular Expressions
- Formatting Data

Manipulation Complex Data

- Understanding Collection Classes
- Filtering Data
- Creating a Data Sort
- Using the IViewCursor Interface

Using the Flex Message Service

- Introducing the Flex Message Service
- Understanding Publish-Subscribe Messaging
- Publishing Messages
- Receiving and Processing Messages

Using the Flex Data Management Service

- What is the Flex Data Management Service?
- Data Management Service Architecture
- Managing Pending Changes
- Using Events
- Advanced Data Management Service Features

Providing XML to Controls with E4X

- Understanding XML Structure
- Working with XML Data in ActionScript 3
- Using the Tree Control
- Using XML Objects

Uploading Files to a Server

- Implementing File Transfer Basics
- Enhancing the User Experience with FileReference Events
- Understanding the FileReferenceList Class
- Using the Data Management Service to Retrieve Photo Data
- Send Real-time Messages between Applications