



### Flex 3 - Developing Rich Client Applications

**Flex 3 - Developing Rich Client Applications** is a 24-hour course that provides experienced application developers with practical experience using Flex. This three day course introduces developers to all the primary features of Flex they will need to know in order to build a fully functional, well architected front end for a Rich Internet Application (RIA).

**Target Student:** Application developers who want to bring the power of Rich Internet Applications to their web applications.

**Prerequisites:** To ensure your success, you should be familiar with an object oriented programming language such as Java or C++ and be familiar with XML terminology.

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

**Benefits:** This course provides experienced application developers with hands-on, practical experience using Flex.

#### What's Next:

**Flex 3 - Data and Communications** provides Flex developers with the ability to connect their Flex front ends to remote, dynamic data using Flex Data Services.

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

**Fast Track to ColdFusion** focuses on building and maintaining dynamic and interactive web applications, as well as working with databases, basic custom tags, and functions.

#### Performance-Based Objectives

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

- Use Flex Builder 3 to quickly develop Rich Internet Applications.
- Create highly interactive forms with data validation.
- Read information from and write information to a database.
- Customize the interactivity of your application using MXML and ActionScript 3.0.
- Build robust, highly scalable Rich Internet Applications using a model-view-controller framework.
- Understand and use containers.
- Understand, control and create view states, as well as customize component states.
- Retrieve XML Data with HTTPService.



## Flex 3 - Developing Rich Client Applications

24 hours

### Introducing Flex 3

Understanding Rich Internet Applications  
Introducing the Adobe Flex 3 Product Line  
The Foundation of the RIA: Flash Player/Flash  
Virtual Machine  
Understanding the Flex Application Process Flow

### Getting Started with Flex Builder 3

Understanding the Relationship between Eclipse and  
Flex Builder 3 Interface  
Creating a Project and Your First Application  
Using Debugging  
Learning Flex Fundamentals

### Creating a Simple Flex Application

Laying Out a Flex Application with Containers  
Adding User Interface Controls  
Creating Bindings between Components  
Architecting an Application with MXML Components

### Handling Events

Creating Event Handlers Using Inline ActionScript  
Handling Events with ActionScript Functions in  
External Files  
Understanding the Event Object

### Using Simple Controls

Getting Familiar with Flex Controls  
Using Component Controls  
Displaying Images  
Laying Out an Application with Containers

### Understanding Containers

Using the Application Container  
Using Layout Containers  
Container Best Practices  
Component Layout and Sizing Rules

### Laying Out an Application Using Constraint-Based Layout

Understanding Absolute Positioning  
Positioning Components within the Canvas Container  
Creating a Constraint-based Layout  
Using Constraint-based Layouts with Nested  
Components

### Using View States for Application Design

Understanding View States  
Controlling View States  
Creating View States that include Custom  
Components States

### Creating Application Navigation

Understanding Navigator Containers  
Exploring Different Navigator Containers

### Customizing the Application

Using the Styles API to Change Look-and-Feel  
Using Theme Styles  
Applying Behaviors to Components  
Applying Transitions to View States

### Using MXML and ActionScript Data Models

Using the MVC Design Pattern  
Creating an MXML Data Model  
Using ActionScript Classes as a Data Model  
Instantiating an Object in MXML from an  
ActionScript Class  
Defining Class Methods

### Exchanging Data Between Components

Using Custom Events  
Using a Binding to get Data from a Component  
Creating Custom Events  
Creating, Dispatching and Handling a Custom Event

### Retrieving XML Data with HTTPService

Retrieving XML Data at Runtime  
Retrieving Data at Runtime with HTTPService  
Handling Faults  
Making HTTP Requests to Different Domains

### Looping Through Data Using a Repeater

Understanding the Repeater Component  
Using DataProvider Data in Repeated Controls  
Dynamically Creating Components using a Repeater  
Using Repeater Data in ActionScript  
Referencing Repeated Components

### Displaying Data Using the DataGrid

Using the DataGrid Control  
Displaying Simple XML Data in a DataGrid  
Formatting DataGrid Columns  
Using Item Renderers and Item Editors  
Using the TileList and HorizontalList  
Using Events and Selected Items with List-based  
Components

