

## **FLEX Programming**

### **Overview:**

Flex is a highly productive, free open source framework for building and maintaining expressive web applications that deploy consistently on all major browsers, desktops, and operating systems. While Flex applications can be built using only the free open source framework, developers can use Adobe® Flex® Builder™ software to dramatically accelerate development.

This course gives a firm understanding how to develop FLEX based Application it's anatomy and practical applications. The course provides firm foundation in FLEX.

In this course we also look at good practices and limitations other than development and deployment.

### **Pre-Requisites:**

1. At least 1+ yrs of programming on Web based Apps.

### **Duration: 2 Days**

#### **Day 1**

##### ➤ **Flex Fundamentals**

- The Origins of Flex
- ActionScript
- MXML
- Understanding Flex
- LiveCycle Data Services
- Using LiveCycle Data Services with the Flex Builder
- Flex's Forte
- Audio
- Video
- Object Manipulation
- Consistent API
- Open Source
- Flex Limitations
- Flex vs. HTML/Ajax
- Dynamic HTML
- Cross-Platform Support with Single Binary
- Flex Versions
- How Flex Works
- Design and Configure
- Build
- Deploy
- Securing Your Application
- Installing Flex

##### ➤ **Fundamentals of ActionScript**

- Principles of MXML
- XML
- Principles of ActionScript
- ActionScript Timeline
- Proper Syntax

- Variables
- Declaring
- Naming
- Types
- Modifying Variable Types
- Functions and Methods
- Testing Output
- Named Functions
- Flow Control and Looping
- If Statement
- Switch Statement
- Looping
- Create an Event Handler That Displays an Alert
- MXML Conversion
- OOP
- Encapsulation
- Static Methods
- Inheritance
- Class Specifications
- Understanding MXML Namespaces
- The Flex Config File
- The Manifest File
- Referencing Namespaces in Your Code

## **Day 2**

- **Working with FlexBuilder**
  - Principles of MXML
  - Flex Builder Modes
  - Development
  - Debugging
  - Building a User Interface
  - Containers
  - The Application Container
  - Constraint-Based Layout
  - Controls
  - Arrays
  - Text-Based Controls
  - Data Provider Controls
  - Menu Controls
  - Modifying Controls
  - Class Hierarchy of Controls
  - Sizing Controls
  - Positioning Controls
  - Changing the Appearance of Controls
  - Text Controls
  - Text Property
  - The htmlText Property
  - Select and Modify Text

- TextArea
  - TextInput
  - RichTextEditor
  - Label Control
  - Menu Control
  - Menu Attributes
  - Data Provider Types
  - Menu Control Creation
  - MenuBar Control
  - Create a MenuBar Control
  - Running Your Applications
- **States, Transitions, and Behaviors**
- States and Transitions
  - Creating States
  - Apply States
  - Properties
  - Styles
  - Event Handlers
  - Effects and Transitions
  - Creating a Transition
  - Triggers
  - Creating Behaviors
  - Invoke Using Flex Events
  - Fading in a RichTextEditor with a Button Click
  - Composite Effects
  - Binding Variables
  - Declaring
  - Referencing