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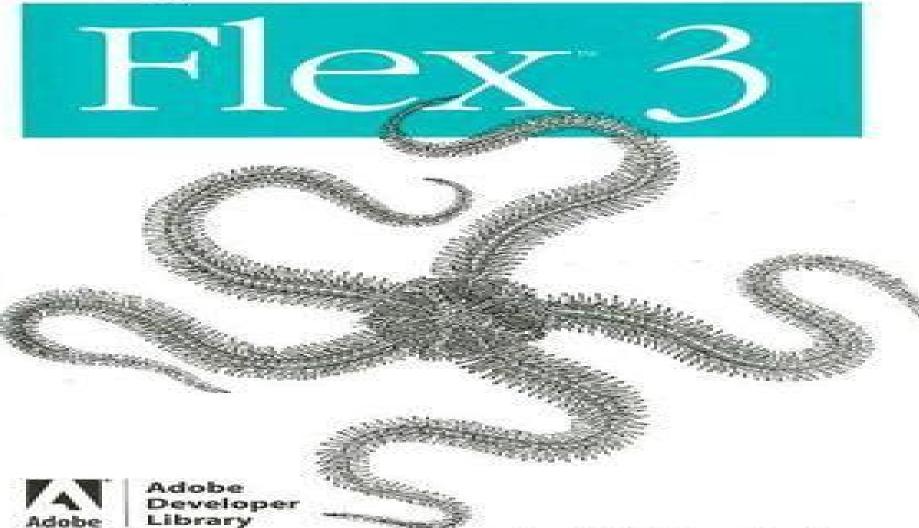
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Jack D. Herrington
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and tools available for RIA development well beyond anything you ll find in Flex tutorials and product documentation Through many practical examples the authors impart their considerable experience to help you overcome challenges during your project s life cycle Enterprise Development with Flex also suggests proper tools and methodologies guidelines for determining the skill sets required for the project and much more Choose among several frameworks to build Flex applications including Cairngorm PureMVC Mate and Clear Toolkit Apply selected design patterns with Flex Learn how to extend the Flex framework and build your own component library Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS based servers Determine the actual performance of your application and improve its efficiency **The British National Bibliography** Arthur James Wells,2009 **Getting Started with Flex 3** Jack Herrington,Emily Kim,2008-12-08 Discover how easy RIA development can be with this one of a kind handbook from the Adobe Developer Library Several clear step by step mini tutorials teach you about web services event handling designing user interfaces with reusable components and more After finishing this guide you ll be able to build Flash applications ranging from widgets to full featured RIAs using the Flex SDK and Flex Builder 3 0 With Getting Started with Flex 3 you will Walk through sample RIA projects and see examples of amazing applications people have built with Flex Work with ActionScript 3 0 and the MXML markup language Build user interfaces using the controls and tools available with the framework Get a tour of controls available commercially and through open source Learn how Flex integrates with ASP NET ColdFusion PHP and J2EE in the server Build Flex based widgets that let you display real time data Use advanced controls to build 3D graphs data dashboards mapping applications and more You ll find complete code for video players a slideshow a chat client and an RSS reader just to name a few You also get plenty of tips tricks and techniques to leverage your existing programming skills whether you come from an open source or Visual Studio intensive background *Learning Flex 3* Alaric Cole,2008-06-16 How soon can you learn Adobe Flex 3 With this book s unique hands on approach you will be able to tinker with examples right away and create your own Rich Internet Applications with Flex within the first few chapters As you progress you learn how to build a layout add interactivity work with data and deploy your applications to either the Web or the desktop Learning Flex 3 offers step by step instructions that are clear and concise along with tips and tricks that author Alaric Cole has gathered after years of using Flex and teaching it to fellow developers at Yahoo You ll understand how Flex works how to use the MXML markup language and work with ActionScript how to deploy RIAs to the desktop using Adobe AIR and much more Whether you re a beginner or an experienced web developer coming to Flex from another platform Learning Flex 3 is the ideal way to learn how to Set up your environment with FlexBuilder and Eclipse Create a new Flex project Use the different design views in Flex Write code with MXML Lay out your Flex application Embed images and graphics Build a user interface Add interactivity with ActionScript Handle user input Move display and collect

data Add custom components with MXML Add sound effects filters and transitions Style your applications with CSS skins and themes Deploy applications to the Web or to the desktop using Adobe AIR Also included are brief explanations of objects classes components properties methods types and other Flex attributes You will find that Learning Flex 3 is not only the most complete tutorial for Flex it s also the quickest way to get going with the latest version of this powerful framework **The Essential Guide to Open Source Flash Development** John Grden,Patrick Mineault,Aral Balkan,Marc Hughes,Tom Arnold,Chris Allen,Nicolas Cannasse,Ralph Hauwert,2008-09-02 Explore the world of open source Flash and discover which tools are available Learn how to identify which tool you need and how to best fit it into your workflow Step by step walk throughs guide you through development with the most popular open source Flash tools Written by the project leads and open source Flash aficionados The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows You will walk away with an understanding of what tools will best suit your current situation making your development easier and more productive and with the knowledge of how to install and set up some of the best tools available including the following Papervision3D to create 3D in Flash Red5 to stream video over the internet SWX to build data driven mashups and mobile apps Fuse to make ActionScript animation a cinch Go to build your own animation tools in ActionScript 3 0 haXe to create Flash files and more AMFPHP to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content The open source tools available expand on Flash s existing tool set enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video streaming server Many of these useful tools are powerful yet lack documentation this book explains in step by step detail how to use the most popular open source Flash tools If you want to expand your Flash tool set and explore the open source Flash community then this book is for you If you already use some open source Flash tools then you will find this book a useful documentation resource as well as an eye opener to the other tools that are available **Flex 3 Bible** David Gassner,2009-04-29 Flex your development muscles with this hefty guide Write programs using familiar workflows deliver rich applications for Web or desktop and integrate with a variety of application servers using ColdFusion PHP and others all with the new Flex Builder 3 toolkit and the comprehensive tutorials in this packed reference You ll learn the basics of Flex 3 then quickly start using MXML ActionScript CSS and other tools to create applications that can run on any browser or operating system Install and learn how to use Flex Builder 3 Explore MXML ActionScript 3 and the anatomy of a Flex application Lay out Flex controls and containers and use Cascading Style Sheets CSS to create look and feel Incorporate Advanced List controls Flex charting components and data entry forms Integrate your Flex applications with a variety of application servers Create cross operating system desktop applications with Adobe Integrated Runtime AIR Companion Web Site Visit www wiley com go flex3 to access code files for the projects in the book **Flex 4 in Action** Dan Orlando,Joel Hooks,Tariq Ahmed,2010-11-14 Flex 4 in Action is an easy to follow hands on

Flex 4 tutorial Revised and updated from the previous edition on Flex 3 this book is chock full of examples goes beyond feature coverage and helps readers put Flex to work in real day to day tasks This book helps Flex developers make their Flex applications stand out from the crowd How comprehensive is Flex 4 in Action Interesting themes styles and skins It s in there Working with databases You got it Interactive forms and validation You bet Charting techniques to help you visualize data Bam Many Flex books are overwhelming to new users focusing on the complexities of the language and super specialized subjects in the Flex ecosystem Flex 4 in Action filters out the noise and dives into the core topics users need every day Using numerous easy to understand examples Flex 4 in Action provides a strong foundation that readers can build on as the complexity of their projects increases Purchase of the print book comes with an offer of a free PDF ePub and Kindle eBook from Manning Also available is all code from the book **Programming Flex 3** Chafic Kazoun,Joey Lott,2008-09-19 If you want to try your hand at developing rich Internet applications with Adobe s Flex 3 and already have experience with frameworks such as NET or Java this is the ideal book to get you started Programming Flex 3 gives you a solid understanding of Flex 3 s core concepts and valuable insight into how why and when to use specific Flex features Numerous examples and sample code demonstrate ways to build complete functional applications for the Web using the free Flex SDK and RIAs for the desktop using Adobe AIR This book is an excellent companion to Adobe s Flex 3 reference documentation With this book you will Learn the underlying details of the Flex framework Program with MXML and ActionScript Arrange the layout and deal with UI components Work with media Manage state for applications and components Use transitions and effects Debug your Flex applications Create custom components Embed Flex applications in web browsers Build AIR applications for the desktop Flex 3 will put you at the forefront of the RIA revolution on both the Web and the desktop Programming Flex 3 will help you get the most from this amazing and sophisticated technology Flex 3 Cookbook Joshua Noble,Todd Anderson,2008-05-13 The best way to showcase a powerful new technology is to demonstrate its real world results and that s exactly what this new Cookbook does with Adobe Flex 3 Wide ranging and highly practical Flex 3 Cookbook contains more than 300 proven recipes for developing interactive Rich Internet Applications and Web 2 0 sites You ll find everything from Flex basics to solutions for working with visual components and data access to tips on application development unit testing and using Adobe AIR You also get ideas from the development community Through its Flex Cookbook website www adobe com devnet Adobe invited Flex developers to post their own solutions for working with this technology and from hundreds of posts the authors chose the best and most useful solutions to supplement Flex 3 Cookbook Each recipe inside provides a solution to a common problem explains how and why it works and offers sample code that you can put to use immediately Topics include Containers and dialogues Working with Text Data driven components DataGrid and Advanced DataGrid ItemRenderers and Editors Images bitmaps videos and sounds CSS styling and skinning States and effects Working with Collections arrays and DataProviders Using DataBinding Validation formatting and regular expressions Using Charts and

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through its respective API   **Professional BlazeDS** Shashank Tiwari,2011-01-06 A hands on guide to creating Rich Internet Applications RIA using BlazeDS BlazeDS enables you to easily connect to back end distributed data and push data in real time to Adobe Flex and Adobe AIR applications in order to garner more responsive Rich Internet Application RIA experiences It is a scalable option for Flex and Java integration and allows you to create excellent RIAs with both Flex and Java This informative resource provides you with detailed examples and walkthroughs that explain the best practices for creating RIAs using BlazeDS You ll begin with the essentials of BlazeDS and then more on to more advanced topics Along the way you ll learn the real world concerns that surround enterprise based Java and Flex applications BlazeDS enables you to connect to back end distributed data in order to garner more responsive Rich Internet Application RIA experiences Begins with an introduction to BlazeDS and explains the necessary features for integrating new and existing Java data sources and applications with Flex based RIAs Provides hands on examples and addresses real world concerns surrounding enterprise based Java and Flex applications Serves as a comprehensive walk through for creating RIAs using BlazeDS If you re looking to create rich productive and engaging applications then this book is for you Note CD ROM DVD and other supplementary materials are not included as part of eBook file

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