



FLEX 2 E FLEX BUILDER 2: DEVELOPING RICH INTERNET APPLICATIONS

OVERVIEW

Flex 2 is the new version of Adobe technology for the definition of a development and runtime environment that allows developers to create highly interactive front ends that exploits the advantages of the well-known Flash Player. Flex 2 applications interact with the Business Logic part through web services, JavaBeans and all the server side technologies (PHP, Coldfusion, .NET, Ruby on Rails) and they insert themselves in complex Enterprise (J@EE) architectures guaranteeing aspects such as security and the separation of presentation and logic. This course guides the participants in a step-by-step learning process that starts with the basics of Flex 2 and Flex Builder 2 and concludes with the development of complex front end applications that connect to remote sources.

Training objectives

This course guides the participants in a step-by-step learning process that starts with the basics of Flex 2 and Flex Builder 2 and concludes with the development of complex front end applications that connect to remote sources.

Prerequisites

Knowledge of the concepts of programming and development on the web. Knowledge of ActionScript and Java constitutes preferential prerequisites..

Materiale didattico

The course will provide each student the following text book:
Flex Solutions: Essential Techniques for Flex 2 and 3 Developers
Editore: Friends of Ed - Pagine: 904

PROGRAMME

Flex Development: Getting Started

- Rich Internet Applications -Flex 2 and Flex Builder 2
- The family of Flex 2 products
- Flash Player 9 and Flash Virtual Machine
- Flex Builder 2 and Eclipse
- Installing Flex Builder 2 and Flex 2 SDK
- Design and development of a Flex 2 application
- Asynchronous applications

Architecture of a Flex2 application

- MXML language
- ActionScript 3 language
- Developing the first application with Flex 2 and Flex Builder 2
- Using the IDE of Flex Builder 2
- The Debug with Flex Builder 2

Developing Applications with Flex Controls and Containers

- Creating a layout using Containers
- Using the User Interface Controls
- Navigating with the Navigation Container
- Using XML Namespace

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Creating Flex Components

- Creating MXML components
- Defining a customised XML Namespace
- Invoking MXML Components
- Creating a Composite Component
- Developing ActionScript 3 Components
- Building Loosely coupled components
- Creating Template components
- Creating a Flex library
- Exporting re-usable SWC components

Managing Events in Flex

- Document Object Model (DOM) Level 3 events model
- Understanding the Event flow in Flex 2
- The three phases: capturing, targeting, e bubbling
- Using Event listener or event handler functions
- The addEventListener() method
- Invoking the removeEventListenr()
- The Event object
- The properties of the Event object: currentTarget, target and type
- Dispatching events using the dispatchEvent() method
- Mouse and Keyboard Events
- Extending the Event class

Creating user interfaces with Flex

- Using Visual Components
- Sizing and Positioning Components
- Styling Components
- Using CSSs
- Creating Contrain Based Layout

Data Models, Data Providers and ActionScript 3 Value Objects

- Data Models in Flex 2
- MXML Data Models
- Loading XML data with Data Models
- Converting MXML Data Models into ActionScript Data Models
- Understanding Data Providers
- Using List-based controls
- The labelFunction property

Validating e Formatting data

- Using the Validator classes
- Applying Validators to Form items
- Personalising Error Messages
- Extending Validator classes
- Validating a Data Model
- Formatting data using Formatter classes

Using Collection classes

- Collection subclasses



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- Using the ArrayCollection
- Converting MXML Data Model into ArrayCollection
- Setting and receiving items in an ArrayCollection
- Using the XMLListCollection
- The Collection interfaces
- Creating data groups using the GroupingCollection class
- Structuring data with the Hierarchical collection class
- Using the SummaryField, SummaryObject and SummaryRow classes
- Data filtering
- Data ordering
- Using cursors and bookmarks in a row of data
- Adding and deleting items in a collection class

Remote Procedure Call in Flex: HTTPService e WebService class

- Connecting to remote data and databases
- Using the HTTPService class
- Managing result and fault events
- Invoking PHP remote scripts
- Working with Java and JSP in Flex
- The resultFormat property
- Using web services on the internet
- Visualising external data
- Using the Repeater container
- Uploading files in the server with the FileReferenceList class

