

TRAINING ActionScript 3 - 2010 Calendar

ActionScript 3 for Flex 4

Programming ActionScript 3 for Flex 3

Prerequisites

Knowledge of a programming language and of the concepts of programming objects.

Overview

ActionScript 3 is the new version of the programming language used for Flex 4 and Flash CS4 applications, as well as a powerful language for objects, introducing an important evolutionary step for the capacity of Flash Player 10 at runtime. Already from the first versions of ActionScript, the language offered developers power and flexibility for the creation of rich and interactive user experiences. With ActionScript 3, the language reaches a full maturity notably increasing the performance and the ease of the development of contents and applications used with Flash Player 10. The ActionScript 3 code is executed by the ActionScript Virtual Machine 2 (AVM2) inserted in Flash Player 10 that dramatically increases the performance and renders the rich internet applications up to 10 times faster compared to the previous version (AVM1).

ActionScript 3 is a language that bases itself on the standard international ECMAScript 262, Third edition, and contains functions that are based on Proposal 4 of the ECMAScript; it was designed to comply with the following programming requirements:

- **Security:** ActionScript 3 supports the security of types of data to permit developers to easily maintain the code
- **Simplicity:** ActionScript 3 is intuitive, and easy to write for programmers who have experience in languages such as Javascript, C# and Java
- **Performance:** ActionScript 3 allows you to write complex functions keeping the performance of the application high
- **Compatibility:** the language is based on standard ECMAScript and adds the capacity of ECMAScript for XML (E4X) evolving version 2 of ActionScript.

Training objectives

The course Programming ActionScript 3 for Flex 4 provides a deep knowledge of the language of ActionScript in its latest version used by Flex 4 for the programming side of rich internet applications.

PC requirements

Each participant should come with his/her own notebook with the following minimum requirements to participate in the Flash Media Server 2 course:

- Intel Pentium 4 processor
- Microsoft Windows XP with Service Pack 2, Windows XP Professional, Windows 2000 Server, or Windows Server 2003
- 1 GB of memory
- 300 MB of available hard-disk space to install

Those who are not equipped with a notebook with the above characteristics may rent a PC for the entire course. Please inform us a few days in advance if you require this service.

Teaching material

The course will provide each student the following text book:
[Flex Solutions: Essential Techniques for Flex 2 and 3 Developers](#)
Editor: Friends of Ed
Pages: 904

Didactic Coordination

The course is coordinated by [Marco Casario](#)

Programme

Introduction to ActionScript 3.0

- Variables and the Arrays
- The new Primitives of ActionScript 3
- Runtime exceptions and Runtime types
- Expressions and operators
- Boolean logic
- Conditional and iterative instructions
- Functions
- Regular expressions

Programming by objects with ActionScript 3

- Programming the classes
- Namespaces and packages
- Sealed classes
- Variables and statistical functions
- Heredity and polymorphism
- The MVC design pattern with ActionScript 3

Managing events in ActionScript 3

- Introduction to Events in ActionScript 3
- Event Listeners
- Dispatching Events
- Button and Mouse events
- Timers
- DOM3 event model
- Custom events

Managing Errors

- Structure of error management
- The flash.errors class
- Error bubbling

Flash Player 10 and AVM2

- Flash Player API features
- Garbage collection
- Security Restrictions

DisplayList and Display Object

- Display List API
- Programming the Stage
- The Sound object
- Flash Video (FLV) format

Working with the Components and data

- Visualizing and editing data with ActionScript 3 and the Datagrid component
- The Package mx.charts for Flex 4
- The Collection Class of ActionScript 3 in Flex 4
- Sorting and Filtering Data
- The IViewCursor interface
- ActionScript 3 and the connection to Web Services

ActionScript 3 Design Patterns

- Understand Design Patterns
- Benefits in using Design Patterns
- Actionscript 3 Design Patterns
- PureMVC architecture
- Integrate your Actionscript 3 code in PureMVC

Data Models and Value Object

- Data Models with ActionScript 3
- ActionScript3 Data Models
- Using Data Providers
- Loading remote external data

Using Flash Builder

- The Flash Builder environment
- Writing ActionScript 3 code
- Filling in applications
- Debugging code

Participation price

1.000 euro + iva.

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Other courses and trainings on Flex, AIR and Flash Media Server

[Flex 4 Upgrade: Migrating from Flex 3 to Flex 4 and Flash Builder 4](#)

[Flex 4 SDK and Flash Builder: Developing Rich Internet Applications with Flex 4 SDK](#)

[Enterprise Flex Applications with LiveCycle Data Services and J2EE \(Java EE\)](#)

[Enterprise Flex 3 with BlazeDS and Java \(Java EE\)](#)

[User interface and design with Flash Catalyst](#)

[Flash Media Server 3 - Developing Rich Media Applications](#)

[User interface and layout design for Flex 3 and Adobe AIR](#)

[Flex 2 and Flex Builder 2: Developing RIA](#)