

THE ESSENTIAL GUIDE TO

Flex 2 with ActionScript 3.0



- BUILD DYNAMIC, RICH INTERNET APPLICATIONS WITH ADOBE FLEX 2
- GAIN AN UNDERSTANDING OF MXML AND ACTIONSCRIPT 3.0
- LEARN HOW TO CREATE DYNAMIC, DATA-DRIVEN SITES USING FLEX 2 AND THE COLDFUSION FLEX EXTENSIONS

CHARLES E. BROWN

3 Actionscript Complete Flex Guide

Tariq Ahmed,Jon Hirschi,Faisal Abid

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Flash CS5: The Missing Manual Chris Grover,2010-05-19 Once you know how to use Flash you can create everything from simple animations to high end desktop applications but it s a complex tool that can be difficult to master on your own unless you have this Missing Manual This book will help you learn all you need to know about Flash CS5 to create animations that bring your ideas to life Learn animation basics Find everything you need to know to get started with Flash Master the Flash tools Learn the animation and effects toolset with clear explanations and hands on examples Use 3D effects Rotate and put objects in motion in three dimensions Create lifelike motion Use the IK Bones tool to simulate realistic body movements and other linked motions Speed up development Use templates code snippets and motion presets Design applications Get an intro to building full desktop applications with Flash and Adobe AIR Create rich interactive animations Dive into advanced interactivity with easy to learn ActionScript examples *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 [Getting Started with Flex 3](#) Jack D.

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with Flash CS4 Flash CS4 The Missing Manual explains in jargon free English exactly what you need to know to use Flash effectively while avoiding common pitfalls right from the start *ID*, 2008 *Library Journal*, 2006 Includes beginning Sept 15 1954 and on the 15th of each month Sept May a special section School library journal ISSN 0000 0035 called Junior libraries 1954 May 1961 Also issued separately **The ActionScript 3.0 Migration Guide** Kris Hadlock, 2010-04-07 When Flash Player 9 released in June 2006 it introduced the new scripting language ActionScript 3 which has already taken hold in the Adobe Flex application development community ActionScript 3 provides not only a significant enhancement in performance but also a more robust programming model that lends itself to complex Rich Internet Application development For web designers and developers who need to make the move to ActionScript 3 from the previous version ActionScript 2 the learning curve has proven to be significant In this essential and timely guide ActionScript expert Kris Hadlock speaks squarely to the many thousands of ActionScript 2 users who need to make the leap right away The ActionScript Migration Guide covers all of the major changes in ActionScript from version 2 to 3 The book explains the most important and fundamental changes in ActionScript drawing comparisons between the two languages both visually and contextually With a comprehensive index and robust table of contents designers and developers will easily be able to locate the old and new codes with side by side comparisons of how to program both and the explanation of the concepts behind them *The Essential Guide to Flex 3* Charles Brown, 2008-08-28 Flex 3 is the next generation of a technology that revolutionized web applications It is the next evolutionary step of Flash which has grown from a web animation medium to a powerful enterprise web design and development platform With nearly 98% of all web browsers and a growing number of mobile devices running Flash Player a knowledge of Flex is indispensable for any serious web developer This book will show you how to create powerful rich Internet applications using Flex 3 After learning how to install and becoming familiar with the basics of the Flex Builder 3 software you will explore in depth how the Flash scripting language ActionScript 3.0 interacts with Flex's powerful XML like design language MXML You'll learn how to construct your applications using layout and navigation containers and how to move between various states using transitions There is coverage of how best to plan your applications and use the Model View Controller pattern to keep various aspects of development separated and ease creation of potentially complicated projects Rich Internet applications rely on data and this book shows how to bring data from various sources into your Flex application and check its integrity and how best to display and interact with it Going farther applications built for the Flash platform can now exist and function beyond the traditional confines of the web browser Adobe AIR allows you to take your applications to the desktop and this book shows how to reapply your Flex skills to take advantage of this new environment The Essential Guide to Flex 3 takes you through all the powerful features of Flex using a series of stand alone practical exercises The skills acquired throughout the book are then brought together in the form of a full featured case study application showcasing essential techniques that can easily be applied to your own Flex applications *Flex™ 3: A*

Beginner's Guide Michele E. Davis, Jon A. Phillips, 2008-03-21 Essential Skills Made Easy Learn to program with Flex 3 the powerful tool for building multimedia rich interactive Flash applications for the Web Flex 3 A Beginner's Guide is an easy to follow fast paced tutorial that allows you to fully grasp the fundamentals including MXML ActionScript Flex Builder states transitions and behaviors You'll learn how to customize your applications with styles skins and themes access remote data using the XML HTTP Service Request profile and debug your applications and manage media assets Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Experts Q & A sections filled with bonus information and helpful tips Try This Short hands on exercises to practice your skills Notes Bonus information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Cautions Errors and pitfalls to avoid Annotated Syntax Example code with commentary that describes the programming techniques being illustrated

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Professional Adobe Flex 3 Joseph Balderson, Peter Ent, Jun Heider, Todd Prekaski, Tom Sugden, Andrew Trice, David Hassoun, Joe Berkovitz, 2011-04-06 With Professional Adobe Flex 3 put your prior experience with Flash ActionScript and XML based languages to good use and learn how to use the Flex 3 platform to create Rich Internet Applications and AIR applications Understand the potential of the Flex 3 platform through practical examples and hands on advice on topics like desktop deployment developing applications in MXML creating custom flex components charting targeting AIR and data interconnectivity

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