

TOTAL TRAINING™ FOR ADOBE® FLEX™ 3

RICH INTERNET & AIR™ APPLICATIONS

QUICK REFERENCE GUIDE

Part 1

C1	INTRODUCING ADOBE FLEX BUILDER(TM) 3	22:57	C5	RETRIEVING XML DATA WITH HTTPSERVICE	24:07	C9	LOOPING THROUGH DATA USING A REPEATER	23:40
1	The Evolution of the Rich Internet Application		1	Retrieving Data at Runtime with HTTPService		1	Dynamically Creating Components Using a Repeater	
2	Introducing Adobe AIR		2	Using a Result Event		2	Using Data from the Repeater's Event Object	
3	Creating & Running Applications with the Flex Product Line		3	Using a Fault Event		3	Manipulating the Array of Components	
4	Data Visualization Components		4	Making HTTP Requests to Different Domains		C10	DISPLAYING DATA USING THE DATAGRID	52:08
5	The Flash(R) Player, Flex Integration & Support		C6	USING VIEW STATES FOR APPLICATION DESIGN	21:47	1	Specifying DataGrid Columns	
C2	GETTING STARTED WITH FLEX BUILDER 3	21:03	1	Creating Two States for the Contact Page		2	Formatting Data in DataGrid Columns	
1	Creating a Main Application Page		2	Switching States in the Contact Form		3	Using a Drop-in Item Editor	
2	Reviewing the Application		3	Implementing View States Using MXML		4	Using an Inline Item Editor	
3	Debugging & Using the Debugging Perspective		4	Using the SetEventHandler Tag		5	Using a Component Item Renderer	
C3	LEARNING FLEX FUNDAMENTALS	43:51	C7	CREATING APPLICATION NAVIGATION	14:26	6	Displaying Data with a TileList & HorizontalList	
1	Creating a Simple Flex Application		1	Using the ViewStack & TabBar Containers		7	Using a Change Event on the TileList	
2	Using Absolute Layouts		2	Setting the CreationPolicy Property		8	Final Comments & Credits	
3	Exploring Other Layouts		3	Using the TabNavigator & Accordion Containers				
4	Data Binding		4	Adding the ApplicationControlBar Container				
5	Creating & Instantiating a Custom Component		C8	EXCHANGE DATA BETWEEN COMPONENTS	37:05			
6	Creating Properties & Methods in a Component		1	Understanding Basics of Custom Events				
C4	HANDLING EVENTS	24:52	2	Handling Custom Events				
1	Using Inline ActionScript		3	Assigning Properties to Custom Events				
2	Using a Function for an Event Handler		4	Reading & Using Properties of Custom Events				
3	Understanding the Event Object							
4	Implementing an AddEventListener() Method							
5	Storing ActionScript in an External File							

Part 2

C11	LAB: CREATING A STOCK PHOTO APPLICATION	1:14:34	C15	IMPLEMENTING DRAG & DROP FUNCTIONALITY	30:04	C20	GETTING STARTED WITH AIR	15:52
1	Intro to Building a Stock Photo Application		1	Enable Drag & Drop in a Drag-Enabled Component		1	Viewing Examples of AIR Applications	
2	Retrieving Remote Data & Creating a Data Structure		2	Using the LabelField to Display Data in a List Component		2	Creating an AIR Application	
3	Displaying Dynamic Images in the Gallery		3	Dragging an Image		3	Exporting & Installing an Application	
4	Displaying the Clicked Image in the View State		4	Using Formats		4	Examining the AIR Package & Changing the Descriptor	
5	Dispatching Photo Information for a Purchased Photo		5	Manipulating Data in Drag & Drop Operations		C21	CREATING NATIVE WINDOWS WITH AIR	24:09
6	Displaying Purchased Photos in the Shopping Cart		C16	VALIDATING & FORMATTING DATA	22:08	1	Creating, Opening & Closing a Native Window	
7	Implementing a TileList for the Tile/Repeater Combination		1	Validating Numeric Input		2	Controlling Window Chrome, Transparency & Full Screen Display	
C12	EXTENDING FLEX COMPONENTS	32:57	2	Triggering Validation with ActionScript		3	Controlling Window Behaviors When a Title Bar is Removed	
1	Creating an Extended Component		3	Using Regular Expressions		4	Controlling Window Behavior through Event Listeners	
2	Adding Custom Buttons to a Scroll Window Extended Panel		4	Formatting Output		C22	ACCESSING THE FILE SYSTEM THROUGH AIR	18:24
3	Positioning Custom Buttons in a Scroll Window		C17	MANIPULATING COMPLEX CLIENT-SIDE DATA	26:48	1	Using the File Class	
4	Optimizing an Application with Stylesheets		1	Filtering Data		2	Using File System Browsing & Display Components	
C13	DRAW PROGRAMMATICALLY & REDUCE APP SIZE	17:18	2	Creating a Sort Function		3	Final Comments & Credits	
1	Using Line Methods to Draw a Star		3	Using a Data Cursor				
2	Drawing a Star in an ActionScript Class		C18	PROVIDING XML TO CONTROLS WITH E4X	26:37			
3	Creating a Button Using a Button Skin		1	Retrieving XML Data				
C14	ANIMATING COMPONENTS & STATE CHANGES	35:05	2	Populating a Tree Control				
1	Create a Popup Component with MXML Tags		3	Displaying a Selected Item in a Form				
2	Create a Popup Component Using ActionScript		4	Adding Items to a Shopping Cart				
3	Expand & Restore the Scroll Window Panel		5	Removing Items from & Clearing the Cart				
4	Apply Transitions to View States		C19	UPLOADING FILES TO A SERVER	24:54			
5	Detect Scroll Window Width after a State Change		1	Intro to Uploading a File				
6	Change Initial Size of Thumbnail Custom Component		2	Adding User-Friendly Messaging to the Upload Process				
7	Animate the Visibility & Layout of a Component		3	Uploading Multiple Files				