

Módulo1

Flex 3: Developing Rich Client Applications

Introducing Flex 3: Developing Rich Client Applications

- Introducing Mastery Learning
- Understanding the Course Format
- Reviewing the course prerequisites
- Reviewing the course outline
- Setting up the application files

Introducing Adobe Flex 3

- Understanding rich Internet applications
- Understanding Adobe Flex
- Understanding Adobe Flex Builder
- Understanding the foundation of the RIA: Flash Player/Flash Virtual Machine
- Understanding the Flex application process flow
- Accessing remote data resources from a Flex application
- Getting help and other resources

Getting Started with Flex

- Understanding the relationship between Eclipse and Flex Builder
- Exploring the Flex Builder interface
- Creating a project and your first application
- Debugging a Flex application
- Accessing help in Adobe Flex Builder

Learning Flex Fundamentals

- Creating a simple Flex application
- Displaying images
- Laying out a Flex application with containers
- Using the Panel container
- Using the ControlBar container
- Adding user interface controls
- Creating data bindings between components
- Architecting an application with MXML components
- Creating properties and methods for MXML components

Handling Events

- Understanding events
- Creating event handlers using inline ActionScript
- Handling events within ActionScript functions
- Placing ActionScript functions in external files
- Understanding the Event object
- Using the addEventListener() method

Laying out an Application Using Constraint-Based Layout

- Understanding absolute positioning
- Positioning components within a Canvas container
- Creating a constraint-based layout using Flex Builder
- Creating a constraint-based layout via MXML
- Using Enhanced Constraints
- Using constraint-based layouts within nested containers

Using View States for Application Design

- Understanding view states
- Controlling view states
- Reviewing the generated MXML code
- Creating view states that include custom component states

Creating Application Navigation

- Understanding navigator containers and controls
- Using the LinkBar control
- Using the TabBar control
- Using the ViewStack container
- Using the TabNavigator container
- Using the Accordion container
- Using ButtonBar & ToggleButtonBar
- Using the ApplicationControlBar container

Customizing the Application

- Customizing Flex application look and feel
- Modifying Styles to change look-and-feel
- Using Themes
- Applying behaviors to components
- Applying transitions to view state changes

Using ActionScript Data Models

- Using the MVC design pattern
- Creating an MXML data model
- Using ActionScript classes as a data model
- Creating an ActionScript constructor with parameters
- Defining class methods

Exchanging Data Between Components Using Custom Events

- Understanding the problem with bindings
- Creating custom events
- Sending data with a custom event

Creating Data Entry Forms

- Using the Form container
- Sharing Form Data
- Validating form data
- Triggering validation with events
- Triggering validation with ActionScript

Retrieving XML Data with HTTPService

- Retrieving XML data at runtime
- Handling results
- Handling results using an event handler
- Handling faults
- Making HTTP requests to different domains
- Making HTTP requests with parameters

Displaying Data Using the DataGrid

- Using the DataGrid control
- Specifying DataGrid columns
- Formatting DataGrid columns
- Using item renderers and item editors
- Inline item renderers and item editors
- Item renderer and item editor components
- Using the TileList and HorizontalList
- Using events and selected items with list-based components

Módulo 2

Flex 3 and LiveCycle Data Services: Integrating with Data and Messaging

Introducing Flex 3 and LiveCycle Data Services: Integrating with Data and Messaging

- Introducing Mastery Learning
- Understanding the Course Format
- Reviewing the Course Prerequisites
- Reviewing the Course Outline

Accessing Web Services

- Using web services
- Invoking web service methods and using the results
- Handling results using an event handler
- Walkthrough 2: Using a result event
- Handling faults
- Calling multiple methods from the same WebService object
- Passing Parameters to Web Services
- Importing Web Services in Flex Builder

Introduction to LiveCycle Data Services ES

- Introducing LiveCycle Data Services ES
- Installing LiveCycle Data Services
- Creating a Flex application for use with LiveCycle Data Services
- Understanding the Server Compilation Process
- LiveCycle Data Services Features
- The Proxy Service
- The Proxy Service Default Destination
- Named Proxy Service Destinations
- Using BlazeDS

Using Java Classes with the Remoting Service

- Understanding the Remoting Service
- Handling RPC Events
- Complex Remote Method Calls
- Exchanging Data between ActionScript and Java
- Handling Server-Side Exceptions
- Remoting Service Runtime Configuration

Managing Data on the Client

- Understanding collection classes
- Filtering data on the client
- Sorting data on the client
- Using the IViewCursor interface

Using the Message Service

- Introducing the Message Service
- Sending Messages
- Receiving and Processing Messages
- Sending and Receiving Complex Data

Using the Data Management Service

- What is the Flex Data Management Service?
- Data Management Service Architecture
- Changing Data
- Managing Pending Changes
- Using Data Management Service Events
- Advanced Data Management Service Features

Módulo 3

AIR: Building Desktop Applications with Flex 3

Introducing the course

- Introducing Mastery Learning
- Understanding the course format
- Reviewing the course prerequisites
- Reviewing the course outline

Introducing Adobe AIR

- Exploring the Adobe AIR development toolset
- Understanding the runtime application
- Understanding the Adobe AIR SDK
- Looking at Adobe Flex Builder™ 3
- Reviewing the Adobe AIR tools for Flex Builder 3
- Creating Adobe AIR projects
- Exporting Adobe AIR applications
- Walkthrough: Review the course application

Getting started with Adobe AIR

- Creating your first Adobe AIR application
- Creating an Adobe AIR project
- Creating a main application
- Compiling an Adobe AIR application
- Running an Adobe AIR application
- Walkthrough: Create an Adobe AIR application
- Packaging and deploying applications
- Exporting an application
- Code-signing an application
- Selecting application content
- Installing an application
- Walkthrough: Export and install application
- Learning Adobe AIR fundamentals
- Understanding the application container
- Exploring the Adobe AIR file format
- Understanding the application descriptor
- Understanding the application display attributes
- Walkthrough: Examine the Adobe AIR package and change its descriptor
- Getting help and other resources

Creating native windows

- Creating a window
- Using the Window class
- Adding content to a window
- Walkthrough: Create, open, and close a native window
- Modifying the window display
- Changing the window type
- Changing the window chrome
- Setting window transparency
- Going full screen
- Walkthrough: Control chrome, transparency, and full screen
- Manipulating windows
- Getting an instance of the window
- Resizing a window
- Moving a window
- Walkthrough: Maximize, minimize, restore, and move a window
- Using window events
- Identifying the window events
- Walkthrough: Control window behavior through event listeners

Using the file system

- Using the File class
- Using the File class
- Creating directories
- Walkthrough: Creating directories and files
- Moving and copying file system objects
- Deleting file system objects
- Walkthrough: Copy, move, and delete file objects
- Using the Flex 3 Adobe AIR components
- Reviewing the component types
- Walkthrough: Use file browsing and display components
- Using file streams
- Creating directories
- Reading and writing files
- Walkthrough: Read and write to a text file
- Working with file formats
- Using binary and encoded characters
- Walkthrough: Read, modify, and write a binary file to the desktop

Connecting applications

- Communicating between applications
- Using LocalConnection
- Walkthrough: Connect to another Adobe AIR application
- Communicating with the browser
- Using the URLRequest class
- Walkthrough: Interact with a remote service via URL
- Using HTML content
- Loading HTML content
- Walkthrough: Load HTML into an Adobe AIR application
- Getting occasionally connected
- Monitoring services
- Detecting HTTP connectivity
- Detecting Socket connectivity
- Walkthrough: Add network detection

Using the clipboard

- Moving data with copy and paste
- Using the clipboard
- Getting data from the clipboard
- Writing data to the clipboard
- Walkthrough: Moving data with copy and paste
- Using drag and drop
- Exploring the drag-and-drop stages
- Dragging with the clipboard
- Walkthrough: Drag an image into the application

Persisting application data

- Using embedded SQL databases
- Understanding the database file
- Opening a database
- Creating a database
- Walkthrough: Create a new database
- Using SQL statements
- Managing the database
- Managing the data
- Using best practices with embedded databases
- Walkthrough: Update database and records
- Working with data types

- Using Date data
- Using XML data
- Using BLOB data
- Walkthrough: Use date/time and BLOB data

Understanding Adobe AIR security

- Considering Adobe AIR security
- Learning about security sandboxes
- Understanding the domain considerations
- Detecting Adobe AIR capabilities
- Understanding the security best practices
- Walkthrough: Add capability detection
- Using Encrypted Local Storage
- Walkthrough: Using encrypted local storage
- Understanding AIR application updating
- Using the Updater class
- Determining current version at runtime
- Walkthrough: Preventing downgrade attacks while updating an AIR application

Customizing application deployment

- Setting the application's desktop icon
- Using application icons
- Walkthrough: Add icon to application
- Setting system tray notifications
- Using the shell
- Walkthrough: Add a system tray icon
- Customizing application chrome
- Understanding application chrome
- Walkthrough: Change application chrome