

Private: Rich User Interfaces using Flex

Audience Rich User Interfaces using Flex Course

This course is designed for experienced Web developers who want to use Adobe Flex for developing Rich User Interfaces in Web Applications.

Prerequisites Course Rich User Interfaces using Flex

Knowledge and experience in developing Web Applications and a scripting language like Javascript is required to join this course. This training will not focus on creating Flash applications, but on the Flex environment and Flex UI.

Realization Training Rich User Interfaces using Flex

The course is a hands-on course. The theory is treated on the basis of presentation slides and demos and is interspersed with practical exercises. The Eclipse-based development environment Flash Builder is used. The course times are from 9.30 up and to 16.30.

Certification Rich User Interfaces

Participants receive an official certificate Rich User Interfaces using Flex after successful completion of the course.

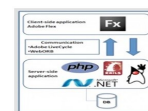
Duration: 2 days

Price: € 1299

[Open Schedule](#)



Rich User Interfaces using Flex



Content Private: Course Rich User Interfaces using Flex

Course Rich User Interfaces using Flex

This course teaches you how to use the Flash Builder development environment for rapid development of Rich Internet Applications (RIA) using Flex Framework components. You will learn how to design interactive forms where CSS stylesheets and themes are applied and where the components are given skins. You will learn to make use of the markup language MXML. Also discussed is enhancing the interactivity of the applications by using ActionScript 3.0. The data types and the object model of the ActionScript 3.0 language are covered and there is ample attention to the handling of events for the flow of the application and the validation of data. Also the subject data binding where the contents of the Flex components is linked to internal or external sources such as a Web server is addressed. Herewith the Flex Data Services such as the HTTP Service are discussed. Finally attention is paid to how robust and scalable Flex RIA applications can be written based on the MVC (Model View Controller) pattern.

Modules Private: Course Rich User Interfaces using Flex

Module 1 : Flex Overview	Module 2 : Flex Basics	Module 3 : Layout and Styles
Traditional Webapps Problems Rich Internet Applications RIA Benefits What is Flex? Flex Framework Flex Class Library Flex Architecture How Flex works Flex Product Line Flex Compiler FlashBuilder ActionScript 3 Flash Player MXML	Minimal Flex Application Flex Containers Wine Cellar Demo UI Wine Cellar Demo Flex Components Custom Components Binding between Components Application Structure Component Properties Component Methods	Definition of Layout Layout Phases Invalidation triggers measure function updateDisplayList function Different kinds of size Size related properties Size related methods Styles Styles for sub components Skins
Module 4 : ActionScript 3.0	Module 5 : MXML	Module 6 : Event Handling
What is ActionScript? Where is ActionScript used Design Goals Flash 9 Features ActionScript Basics ActionScript variables ActionScript data types Functions Classes and Objects Packages and Classes Visibility Modifiers Accessing Properties Event Model Displaylist XML handling	What is MXML? ActionScript classes to MXML tags MXML Language MXML to ActionScript MXML Visual Tags MXML Miscellaneous tags MXML Data Binding	Flex Event Model Listeners Event Listeners Examples Handling Button Clicks Inline ActionScript Best Practice Handling Events ActionScript functions Adding listeners The event object Types of Events Event bubbling Stopping the bubble
Module 7 : Data Services		
Flex Data Services XML Data Access Connect to data using HTTP Service Setup HTTPService Using lastResult property Handle Result using Event Object event handler in script Debugging Handling faults Fault Class Alert Class Cross Domain Access		