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Nota di contenuto	Adobe® AIR Bible; Contents; Introduction; Part I Introduction to AIR; Chapter 1 Clearing the AIR; Why Use AIR?; Comparable Technologies; AIR Development Platforms at a Glance; Summary; Chapter 2 Setting Up Your Development Environment; Adobe Integrated Runtime; Development Environments; Summary; Chapter 3 Building Your First AIR Application; Using Flex Builder 3; Using Flash CS3; Using Dreamweaver CS3; Summary; Part II Programming for AIR Essentials; Chapter 4 Crash Course in AIR Programming; A closer look at ActionScript; An Introduction to Flash; The Highlights of Flex; Summary Chapter 5 Development EssentialsThe AIR Security Model; Basic Application Properties; Summary; Chapter 6 Debugging and Profiling; Debugging Basics; Logging; Profiling Techniques; Memory and Performance Tips; Summary; Part III AIR API; Chapter 7 Communicating with the Local Machine; Differences among Operating Systems; The AIR Security Sandbox; Working with the Operating System; Summary; Chapter 8 Using the Filesystem; Filesystem Basics; Using Folders; Using Files; File Encryption; Simple Text Editor; Summary; Chapter 9 Using the Clipboard; Choosing a Clipboard Format

Copying Data to the Clipboard; Pasting Data from the Clipboard; Copy and Paste Sample Application; Summary; Chapter 10 Dragging and Dropping; Drag and Drop Classes; Dragging Out; Sample Application; Summary; Chapter 11 SQLite Databases; Introducing SQLite; Getting Started with SQL; Managing SQL Databases; Summary; Chapter 12 Using Native Operating System Windows; Creating System Windows; Controlling System Windows; Using Application Icons; Twitter Client Sample Application; Summary; Chapter 13 HTML Content; Accessing the AIR API; Using the AIR HTML Introspector; Using Dreamweaver; Summary

Part IV Building an Application

Chapter 14 Preparing to Build a Large-Scale Application; Planning an Application; The Architecture Phase; Summary; Chapter 15 Building a Reusable Config Class; Defining the XML; Resolving Dynamic Properties; Using Composition for Event Dispatching; Global Accessibility; Your Config Class in Action; Summary; Chapter 16 Application Design Best Practices; Preventing Spaghetti Code; Flex and Flash Guidelines; General Coding Guidelines; Summary; Chapter 17 SDK Development; SDK Development Essentials; Compiling Applications; Debugging; Summary

Chapter 18 Sample Application: LogReader Requirements; Architecture; Testing; Summary; Chapter 19 Polishing a Finished Application; The Importance of Design and Usability; Flex Builder 3 Design Tutorial; Summary; Part V Testing and Deploying; Chapter 20 Deployment Workflow; Deploying from the Flex Builder 3 IDE; Deploying from the Flash CS3 IDE; Deploying from the Dreamweaver CS3 IDE; Compiling, Testing, and Deploying with Command-line Tools; Summary; Chapter 21 Leveraging Ant to Automate the Build Process; Getting Set Up; Creating a Build File; Adding Basic Targets; Adding Advanced Targets Summary

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#### Sommario/riassunto

Adobe Integrated Runtime (AIR) lets you use scripting languages you already know and frees you from the dull parts of development-so you can focus on creating exciting and cost-saving application user interfaces using Flash, Flex, and JavaScript. Find all the tips, techniques, and best practices you need to succeed in this comprehensive reference, including installing AIR across Windows, Mac, or Linux; learning AIR programming, development, and debugging essentials; and much more.

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