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	Descrizione fisica	1 online resource (304 p.)
	Disciplina	006.6/76
	Soggetti	ActionScript (Computer program language)
		Internet programming
		Java (Computer program language)
		Web sites - Design
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: Installing and Configuring Adobe Flex; Installing open source Flex 3 SDK; Installation directory structure; About configuration files; Flex compilers; Using compc-the component compiler; Using mxmlc-the application compiler; Installing Flex Builder 3; Creating a Flex project; UI designer and source code editor; Flex LiveDocs; Summary; Chapter 2: Introduction to Flex 3 Framework; How Flex works; Compiling and running an application; About MXML; Understanding namespaces; Using namespaces in your code; Containers; Layout manager; Layout containers
		Using Box, HBox, and VBox containersNavigator containers; Form containers; Constraint-based layout; Using events in MXML; Creating custom events; Validating and formatting data; Restricting user entry; Formatting; Data binding; Using the [Bindable] metadata tag; Creating MXML custom components; Understanding Flex itemRenderers; Drop-in itemRenderers; Inline itemRenderers; External itemRenderers; Summary; Chapter 3: Introduction to ActionScript 3.0; ActionScript 3.0

language features; Strict data typing; Runtime exceptions; Sealed classes and dynamic classes; Method closure; XML and E4X New primitive data typesRegular expressions; Object-oriented programming; ActionScript 3.0 fundamentals; Variables; Access modifiers; Packages; Classes and interfaces; Classes; Interfaces; Implementing an interface in a class; Inheriting classes; Functions and methods; Named functions; Anonymous functions; Function parameters; Setter and getter methods; Flow control and looping; If/else statement; switch statement; Looping; Exceptions and error handling; try...catch...finally statements; Create your own custom Error class object; Reserved words and keywords; Using ActionScript 3.0 with MXML

Using the tagUsing the include directive; Working with events; Registering event handlers; Dispatching an event; About the target and currentTarget properties; Event propagation; Capturing phase; Targeting phase; Bubbling phase; Creating custom events; Creating and using ActionScript components; The commitProperties() method; The createChildren() method; The layoutChrome() method; The measure() method; The updateDisplayList() method; Summary; Chapter 4: Using External API and LocalConnection; Using External API; Using the ExternalInterface class

Getting information about external containerCalling JavaScript code from ActionScript; Calling ActionScript code from JavaScript; Using LocalConnection; Summary; Chapter 5: Working with XML; XML basics; Understanding E4X; The XML object; The XMLList object; Working with XML objects; Using XML as dataProvider; Loading external XML documents; An example: Building a book explorer; Summary; Chapter 6: Overview of LiveCycle Data Services and BlazeDS; LiveCycle Data Services; BlazeDS; BlazeDS vs LiveCycle Data Services; LiveCycle Data Services; BlazeDS; Understanding AMF; Summary

Chapter 7: Flex Data Access Methods

Sommario/riassunto	Develop rich internet applications quickly and easily using Adobe Flex 3, ActionScript 3.0 and integrate with a Java backend using BlazeDS 3.2