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Nota di contenuto	Beginning: Flash®, Flex®, and AIR® Development for Mobile Devices; Contents; Introduction; Chapter 1: An Introduction to Flash, Flex, and Air; Adobe Flash; Flash on Mobile Devices; ActionScript 3.0; ECMAScript; Key Concepts; The Flex Framework; Flex 4.5.1; MXML; Spark Library Components; Data Binding; Flex Mobile Application Structure; Considerations for Mobile Development; Adobe AIR; Summary; Chapter 2: Getting Started; Using Flash Builder 4.5.1; Working with Workspaces; Using the Flash Perspective; Using the Flash Debug Perspective; Using the Source and Design Views Creating a Mobile Project Using Flash Builder Creating a Hello World App Example; Defining Run Configurations; Running Mobile Applications on the Desktop; Running Mobile Applications on the Device; Summary; Chapter 3: Building Air Applications for Android, Blackberry, and IOS Devices; AIR Application Descriptor Files; Setting Properties in the AIR Application Descriptor File; Manually Editing the Application Descriptor File for the Hello World App; BlackBerry Tablet OS Configuration; Packaging for Google Android; Packaging for Apple iOS; Packaging for BlackBerry Tablet OS

Updating AIR Applications Retrieving Details from the Application Descriptor File; Using the Version Number; Summary; Chapter 4: Touch, Multitouch, and Gestures; Multitouch Interactions; Determining Touch Input Support; Creating a Multitouch and Gestures App Example; Touch Event Handling; Registering Touch Events on Interactive Objects; Determining the Supported Touch Points; Gesture Interactions; Determining Which Gestures Are Supported on a Device; Gesture Events and Event Handling; Registering Gesture Events on Interactive Objects; Handling Gesture Events
Utilizing the Multitouch Panel in Device Central Summary; Chapter 5: Developing for Multiple Screen Sizes; Considerations for Multiple Screen Sizes; Pixel Density; Utilizing Device DPI; Adapting Content to Stage Size; Using the StageScaleMode and StageAlign Classes; Handling Stage Resize Events; Creating the Sprite Layout App Example; Handling Device Orientation; Using the StageOrientation Class; Using the StageOrientationEvent Class; Using Layouts in Flex; Aligning Items in Group Containers; Summary; Chapter 6: Debugging Applications; Setting Breakpoints; Global Error Handling
Handling Uncaught Errors Try...Catch Statements; Stepping through Code; Summary; Chapter 7: Working with The Filesystem; Reading from the Filesystem; The File and FileStream Classes; Creating a Files Explorer App Example; Modifying Files and Filesystems; Creating New Files and Directories; Utilizing Browse Dialogs; Opening a Single File; Opening Multiple Files; Saving a Single File to a Location; Summary; Chapter 8: Working with Data; Detecting Changes in Network Availability; Retrieving Data with URLRequest; Monitoring the URLRequest Object; Creating the Maintaining Data App Example Using SQLite for Storing Data

Sommario/riassunto

Easily create cross-platform, standalone native applications for mobile devices using AIR AIR allows you to develop the rich, creative, interactive media experiences for mobile applications. This easy-to-follow guide covers everything you need to know to create rich mobile applications using Adobe Flash Builder. Packed with examples, this book shows you how to build applications for mobile devices using a combination of ActionScript, the Flex framework and AIR. You'll discover how these applications are able to run across multiple mobile and tablet devices, targeting Google Android, A
