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| Edizione                | [1st edition]   |
| Descrizione fisica      | 1 online resource (530 p.)  |
| Collana                 | Bible ; ; v.558   |
| Disciplina              | 006.786   |
| Soggetti                | PHP (Computer program language)   |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Includes index.   |
| Nota di contenuto       | Flash and PHP Bible; About the Author; Credits; Foreword; Acknowledgments; Contents at a Glance; Contents; Introduction; Examples and Source Files; What You'll Need; Part I: Understanding the Basics; Chapter 1: Getting Started with Flash and PHP; Adding Apache to a Web Server; Installing MySQL; Setting up PHP on the Web Server; Summary; Chapter 2: Exploring Flash and PHP; Introduction to the Web Server; Exploring the Basics of PHP; Exploring the Basics of MySQL; Exploring Flash; Summary; Chapter 3: Getting Connected; Understanding Communications in Flash; Connecting Flash to PHP Connecting PHP to MySQLSummary; Chapter 4: Working with Data; Loading Data in Flash; Handling Loaded Data; Loading XML in Flash; Working with XML in PHP; Loading Images Using PHP; Summary; Chapter 5: Interacting with the User; Form Development Using Flash; Creating a Contact Form; Login Module in Flash; Summary; Chapter 6: Working with Cookies; Loading Cookies; Summary; Part II: Developing Interactive Content; Chapter 7: Maintaining Security while Working with User Input; Using Caution with User Input; Cleaning User Data; Storing Data; Returning Data; Understanding the Flash Security Sandbox SummaryChapter 8: Using Sockets; Understanding Sockets; Working with Sockets in PHP; Working with Sockets in Flash; Building a Chat Client with Sockets Using Flash and PHP; Summary; Part III: Extending Flash and PHP; Chapter 9: Working with Third-Party Libraries; Going over Third-Party Libraries; Installing Third-Party Libraries; Using Third- |

Party Libraries; Glancing at AMFPHP; Building a Real-World Application Using AMFPHP; Summary; Chapter 10: Using Object-Oriented Programming; Understanding OOP; Using Classes in PHP; Using Classes in Flash; Using Flash and PHP to Build Custom Classes SummaryPart IV: Developing Applications; Chapter 11: Developing Basic Applications; Understanding Elements of an Application; Developing a Chat Client; Using PHP to Develop a Photo Gallery; Using PHP to Develop an RSS Reader; Using PHP, Flash, and MySQL to Develop a Dynamic Banner Ad; Using PHP to Develop a Hit Counter; Summary; Chapter 12: Developing Real-World Applications; Understanding Real-World Applications; Using PayPal in Flash; Using Flash and PHP to Build a Cart; Using PHP and Flash to Build an Amazon Search Application; Developing a Photo Gallery Using flickr; Summary Chapter 13: Using Advanced Real-World ApplicationsBuilding a Drawing Application in Flash; Using GD Library in PHP; Using Flash to Develop a Site Monitor; Using Flash to Develop a Video Player; Developing a Poll Application; Building a Simple File Editor; Summary; Chapter 14: Debugging Applications; Using Error Reporting in PHP; Debugging in Flash; Using an Alternative Trace; Summary; Part V: Server, Application, and Database Maintenance; Chapter 15: Maintaining an Application; Commenting Code; Managing a ChangeLog; Managing Multiple Versions; Using Custom Libraries; Summary Chapter 16: Maintaining a Scalable and More Efficient Server

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## Sommario/riassunto

The demand for rich Internet applications (RIAs) such as complete storefronts and interactive surveys is skyrocketing, as is the pressure to create these dynamic apps overnight and at low cost. This in-depth Bible provides the step-by-step instructions you need to quickly create RIAs in Flash using cost-effective, open-source PHP programming tools. You'll learn how PHP works, when you should use it in Flash, and above all, vital security techniques for keeping your interactive sites secure.

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