

# Building your First Flex Application

Flex Camp Cleveland  
April 7th, 2008

Michael Krotscheck  
Resource Interactive  
<http://www.practicalflash.com/>

Who are you?



Designer?



Developer?

# What we will cover

- : Creating a Project
- : Layout and Functional Components
- : Simple web services
- : Data Binding and Event Listeners
- : Custom Item Renderers
- : Skinning with CSS and Flash

# What we will not cover

99% of Actionscript 3

Complex Web Services Calls

Custom Components in Actionscript

Debugging and Profiling

Third Party Components

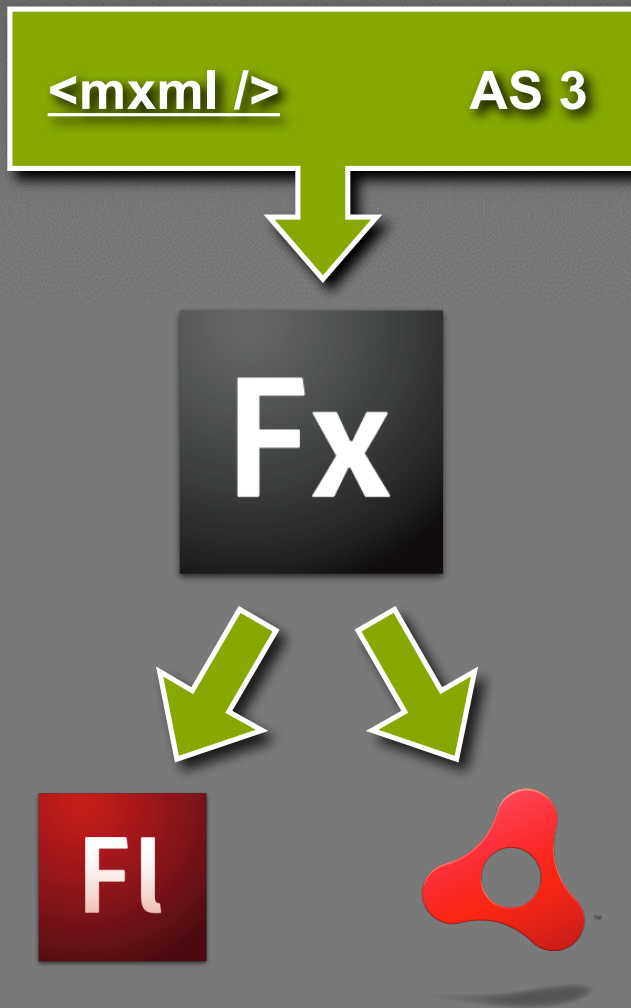
# What you should get out of this

A good idea of what Flex is capable of

An understanding of MXML and the design view

How to build and design a Flex Application

# Flex in a Nutshell



Two languages: Actionscript and MXML

One editor: Flex Builder (Eclipse)

Two ways to deploy: .swf and .air

# Flex Builder



- : Debugging Tools
- : Memory and Performance Profiling
- : Code Hinting
- : Extensible (built on Eclipse)
  - : SVN
  - : Ant
  - : etc etc etc.

# MXML & Actionscript

<mxml />

:MXML is mostly for layout

: Similar to XHTML, XForms, CFML, XUL, XAML

**ActionScript 3**

:Actionscript is mostly functional

: Similar to Java, Javascript, CFScript, JScript .Net

# Where to get it

- : Flex: <http://www.adobe.com/go/flex>
- : Eclipse: <http://www.eclipse.org/>
- : Flex SDK: <http://opensource.adobe.com/>

# Review

- : Creating a Project
- : Layout and Functional Components
- : Simple web services
- : Data Binding and Event Listeners
- : Custom Item Renderers
- : Skinning with CSS and Flash

# Further Reading

- : Actionscript 3 Documentation  
<http://livedocs.adobe.com/flex/3/html/>
- : Adobe DevNet  
<http://www.adobe.com/devnet/>
- : Advanced ActionScript 3 with Design Patterns  
Joey Lott & Danny Patterson

# Shameless Plug

