
Getting Started with Flex™ 3

Jack Herrington and Emily Kim

O'REILLY®

Beijing · Cambridge · Farnham · Köln · Sebastopol · Taipei · Tokyo

فهرست نویسی بر اساس اطلاعات فیبا

سرشناسه: هرینگتن، جک Herrington, Jack

عنوان و نام پدیدآور: Getting Started with flex 3/ Jack Herrington and Emily Kim.

مشخصات نشر: تهران: علم یاران، ۱۳۹۱ - ۲۰۱۲ م

مشخصات ظاهری: ۱۳۱ ص.

وضعیت فهرست نویسی: فیبا

یادداشت: انگلیسی.

آوانویسی عنوان: گتینگ استارتد ویت فلکس ۳

موضوع: فلکس (فایل کامپیوتر)

موضوع: اینترنت - برنامه نویسی

شناسه افزوده: کیم، امیلی

شناسه افزوده: Kim, Emily

رده بندی کنگره: ۱۳۹۱ ی ۲ هـ ۷۶ / ۶۲۵ QA

رده بندی دیویی: ۰۰۶/۷۶

شماره کتابشناسی ملی: ۲۲۴۱۱۲۰



Getting started with flex 3

نویسنده:

جک هرینگتون

چاپ: ادیبی فر

نوبت چاپ: اول - ۱۳۹۱

شمارگان: ۱۰۰۰ نسخه

انتشارات علم یاران

تهران - صندوق پستی: ۱۴۷-۱۴۱۸۵

قیمت: ۸۵۰۰ تومان

Getting Started with Flex 3

by Jack Herrington and Emily Kim

Copyright © 2008 Jack Herrington and Emily Kim. All rights reserved.
Printed in Canada.

Published by O'Reilly Media, Inc., 1005 Gravenstein Highway North, Sebastopol, CA 95472.

O'Reilly books may be purchased for educational, business, or sales promotional use. Online editions are also available for most titles (<http://safari.oreilly.com>). For more information, contact our corporate/institutional sales department: (800) 998-9938 or corporate@oreilly.com.

Editor: Steve Weiss

Copy Editor: Audrey Doyle

Proofreader: Carol Marti

Indexer: Joe Wizda

Cover Designer: Karen Montgomery

Illustrators: Robert Romano and Jessamyn Read

Printing History:

June 2008: First Edition

The O'Reilly logo is a registered trademark of O'Reilly Media, Inc. The Pocket Reference/Pocket Guide series designations, Flex, and the image of the Brittle Star, and related trade dress, are trademarks of O'Reilly Media, Inc.

While every precaution has been taken in the preparation of this book, the publisher and authors assume no responsibility for errors or omissions, or for damages resulting from the use of the information contained herein.

ISBN: 978-0-596-52064-9

[T]

1213663276



Adobe Developer Library

Adobe Developer Library, a copublishing partnership between O'Reilly Media Inc., and Adobe Systems, Inc., is the authoritative resource for developers using Adobe technologies. These comprehensive resources offer learning solutions to help developers create cutting-edge interactive web applications that can reach virtually anyone on any platform.

With top-quality books and innovative online resources covering the latest tools for rich-Internet application development, the *Adobe Developer Library* delivers expert training straight from the source. Topics include ActionScript, Adobe Flex®, Adobe Flash®, and Adobe Acrobat®.

Get the latest news about books, online resources, and more at <http://adobedeveloperlibrary.com>.

Contents

Preface	xi
Chapter 1: Installing Flex Builder 3	1
Installing the IDE	1
Having Some Image Fun	2
Chapter 2: Flex in Action	7
E-Commerce	7
Online Applications	9
Multimedia	11
Plug-ins and Widgets	12
Dashboards	15
Desktop Applications	16
What Will You Do?	18
Chapter 3: Flex 101: Step by Step	19
A Flickr Viewer	20
Chapter 4: Flex Controls and Layout	37
The Application Container	37
The Box Class	39
The Canvas Container (Absolute Positioning)	41
The Canvas Container (Relative Positioning)	42

The Form Container	44
Combined Layouts	46
The Panel Container	48
Controls	50
Data Grids	51
Tabs and Accordions	55
Menus	58
Divider Boxes	60
CSS	61
Filters and Effects	65
Chapter 5: Working with the Server	67
POSTing to the Server with Flex	69
Using the HTTPService Tag	70
Going on from Here	77
Chapter 6: More Flex Applications	79
A Runner's Calculator	79
A Simple Image Viewer	83
Drag-and-Drop	86
States and Transitions	88
Creating Better Movies	95
Chapter 7: Advanced Flex Controls	101
ILOG Editor	101
Advanced Flash Components	104
The FlexLib Project	105
Distortion Effects	105
SpringGraph	106
Chapter 8: Flex for Widgets	109
Slide Show Widget	109

Chat Widget	114
Chapter 9: Flex on AIR	119
Creating an AIR Version of the Runner's Calculator	119
Chapter 10: Resources for Flex Developers	123
Flex Websites	123
Blogs and Sites	123
The Flex Cookbook	124
Community Resources	125
Books	125
Index	127

www.ketab.ir

Preface

How many times have you gotten an idea for a killer application in your mind, only to have the implementation fail when the framework you use bogs you down in the detail work? I know I certainly have experienced that. Fortunately, Flex came to my rescue and made the process of implementing my ideas fun again. I can think up amazing interfaces and pull them together quickly in Flex. While I concentrate on the design, Flex handles all the details of making it happen.

This book will inspire you to try Flex and to see just how much fun it can be to bring your ideas to life. Let Flex make your interface design and coding enjoyable again!

Who Should Read This Book

This book is primarily intended for people who are new to Flex or who have tried previous versions of Flex and are interested in what's new in Flex 3. I've designed the book to be a *quick tour* of the Flex world without delving too deeply into any one topic. To provide in-depth coverage of every topic I present in the book would require five times the page count, which could present a health hazard to you, dear reader.

To make up for the lack of depth in every area, in Chapter 10 I provide a collection of resources from which you can glean additional information regarding Flex. And as always, there is

Google, which is your best friend when it comes to learning about the nooks and crannies of the Flex API.

How This Book Is Organized

Here is a summary of the chapters in the book and what you can expect from each:

Chapter 1

In this chapter, I'll guide you through installing Flex Builder 3 and putting together a fun image manipulator application.

Chapter 2

This chapter presents several real-world examples of sites that make amazing use of Flex.

Chapter 3

This chapter provides a step-by-step walkthrough of how to build a Flex application.

Chapter 4

This chapter describes Flex layout mechanisms and controls. Filters and effects are also covered.

Chapter 5

This chapter covers the different forms of network communications supported by Flex applications, and includes examples for a few of them.

Chapter 6

This chapter presents additional example applications, including a calculator, an image viewer, a drag-and-drop application, and more.

Chapter 7

This chapter provides a preview of several advanced controls that are available for use as stock libraries. Some choice examples include 3D graphing, as well as a flow list that is similar to Cover Flow in iTunes.

Chapter 8

This chapter discusses how to build small Flex movies for use on other people's web pages. A full working chat widget is provided as an example.

Chapter 9

This chapter covers how to use Adobe's AIR runtime to put Flex applications on the desktop.

Chapter 10

This chapter presents numerous resources for Flex developers, including blogs, forums, podcasts, books, and more.

Conventions Used in This Book

The following typographical conventions are used in this book:

Italic

Indicates new terms, URLs, email addresses, filenames, file extensions, pathnames, directories, and Unix utilities

Constant width

Indicates commands, options, switches, variables, attributes, keys, functions, types, classes, namespaces, methods, modules, properties, parameters, values, objects, events, event handlers, XML tags, HTML tags, macros, the contents of files, and the output from commands

Constant width bold

Shows commands or other text that should be typed literally by the user

Constant width italic

Shows text that should be replaced with user-supplied values

How to Contact Us

Please address comments and nontechnical questions concerning this book to the publisher:

O'Reilly Media, Inc.
1005 Gravenstein Highway North
Sebastopol, CA 95472
800-998-9938 (in the United States or Canada)
707-829-0515 (international or local)
707-829-0104 (fax)

We have a web page for this book, where we list errata, examples, and any additional information. You can access this page at:

<http://www.oreilly.com/catalog/9780596520649>

For more information about our books, conferences, Resource Centers, and the O'Reilly Network, see our website at:

<http://www.oreilly.com>

About the Author

Jack Herrington is an engineer, author, and presenter who lives and works in the San Francisco Bay area with his wife, daughter, and two dogs. He is the author of three additional books, *Code Generation In Action*, *Podcasting Hacks*, and *PHP Hacks*, as well as numerous articles. You can check out his technical blog at <http://jackherrington.com>.

Emily Kim is the co-founder and managing partner of the company Trilemetry, Inc., which specializes in software design, programming, and education.

Acknowledgments and Dedication

I'd like to acknowledge the help of Mike Potter at Adobe in the inspiration, design, and writing of this book. My thanks to Jen Blackledge for doing the technical review on the manuscript. A big thank you to my editor, Audrey Doyle, who is as astute with her comments as she is deft with her editing touch.

This book is dedicated to my beautiful wife, Lori, and awesome daughter, Megan. They are both the reason and the inspiration for this book.

—Jack Herrington

Publisher's Acknowledgments

O'Reilly and Adobe extend deepest thanks to Emily Kim and the entire team at Trilemetry (www.trilemetry.com). The learning materials that inspired this book were created for Adobe by Trilemetry as an online resource. You can find this material at <http://learn.adobe.com/wiki/display/Flex/Getting+Started>. The scope of the materials online is quite wide in contrast to what you'll find in this book, and we heartily recommend you use both as learning resources as you develop your Flex skills.