

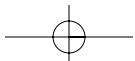
Contents

Acknowledgments	ix
Introduction	xxvii
Part I: Getting Started	1
Chapter 1: Introducing Flex 2.0	3
Rich Internet Applications	3
OpenLaszlo	3
Ajax	4
XUL	4
Windows Presentation Foundation	4
History of RIA	4
Benefits of RIA	4
Overview of Flex	5
Flex 2	5
Flash Player 9	5
Flex Builder 2	6
Flex Free SDK 2	6
Flex Data Services (FDS)	7
Flex Charting	8
Summary	8
Chapter 2: Introducing Flex Builder 2.0	9
Flex Builder 2.0 Eclipse Standalone and Plugin	10
Creating a Flex Project	10
Flex Builder Perspectives	14
The Development Perspective Source Mode	14
The Development Perspective Design Mode	15
The Debugging Perspective	19
Debugging Your Application	19
Starting the Debugger	22
Compiling Your Application	23
Running Your Application	24
Summary	24



Contents

Chapter 3: Flex 2.0 Basics	25
Flex 2 Programming Model	25
MXML	25
ActionScript	27
Flex Class Library	30
Flex Charting Components	31
Charting Types	31
Flex Data Services	32
Data Management Service	32
Messaging Service	33
Publish-Subscribe Messaging	33
Data Push	34
RPC Services	34
FDS Alternatives	34
Summary	34
Chapter 4: Using Flex Builder 2.0	35
Getting Started with Flex Builder	35
Learning Flex Builder	36
Flex Builder Workbench Basics	40
Flex Builder Basics	44
Working with Projects	44
Running Applications	50
Navigating and Customizing the Flex Builder Workbench	52
Developing with Design Mode	54
Building a Flex User Interface	54
Adding View States and Transitions	56
Adding Interactivity with Behaviors	56
Programming Flex Applications	57
Code Editing in Flex Builder	57
Summary	58
Part II: Developing in Flex 2.0	59
Chapter 5: Programming Languages	61
Developing MXML Applications	61
UI Layout Using Containers	61
UI Controls	63
XML Namespaces	63



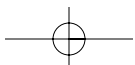
Contents

Data Binding with Components	64
RPC Services	65
Data Validation	67
Data Formatting	68
Cascading Style Sheet (CSS)	69
Skins	70
Adding Effects	72
Custom MXML Components	73
MXML	74
Basic MXML Syntax	74
MXML Naming Conventions	74
ActionScript	75
Flex Components	75
Separating ActionScript from MXML	78
Developing ActionScript Components	79
Performing Reflection	80
Handling Events	84
Event Flow	84
Event Class	85
EventDispatcher Class	85
Event Usage	86
Propagation	88
Priorities	90
Subclassing Events	91
Keyboard Events	92
Summary	93
Chapter 6: Building User Interfaces	95
Visual Components	95
Class Hierarchy	95
UIComponent Class	96
Component Sizing	97
Event Handling	98
Styling Components	101
Adding Behaviors	103
Applying Skins	104
Modifying Components at Run-time	104
Extending Components	105
Data Providers and Collections	106
Data Providers	106
Collections	109



Contents

IList Interface	111
ICollectionView	112
Collection Change Events	115
Hierarchical Data Providers	117
Remote Data Providers	119
Positioning and Sizing Components	120
Layout of Components	120
Component Sizing	121
Component Positioning and Layout	122
Constraint-based Layout	123
Getting Familiar with Flex Controls	124
Summary	125
Chapter 7: Customizing the User Interface	127
Applying Behaviors	127
Using Behaviors	128
Applying Styles	131
Using Styles	132
Using Local, Application, and Global Selectors	133
Applying Fonts	134
Device Fonts	134
Embedded Fonts	135
FlashType Fonts	136
Skinning the Application	140
Graphical Skins	140
Programmatic Skins	141
Item Renderers	143
Building Custom Item Renderers and Item Editors	144
Item Editors	147
Overview of Cell Editing Process	147
Editable Cell	147
Returning Data from an Item Editor	148
Sizing and Positioning an Item Editor	148
Cell Editing Events	149
Tooltips	152
Creating Tooltips	153
ToolTipManager Class	155
Cursor Manager	157
Adding and Removing Cursors	157
Busy Cursor	158
Summary	159

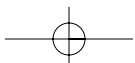


Chapter 8: Flex UI Topics	161
Repeaters and Containers	161
Using the Repeater Component	161
Repeater Component Execution Process	162
Using View States	165
Using Transitions	167
Transitions Applied to View States	167
Transition Event Handling	169
Transition Action Effects	170
Effects and Filters	170
Using the Drag-and-Drop Manager	171
List Control Drag-and-Drop Functions	171
Adding Drag-and-Drop Support to Other Components	172
Embedding Assets	175
Images	175
Fonts	176
SWF and Sound Files	176
Using the History Manager	177
Components with Built-in History Management	177
Adding History Management to Components	177
Flex Printing	180
Basic Printing	181
Printing Multiple Pages	181
Printing Grid Data	182
Communicating with the Wrapper	183
Flex to JavaScript, JavaScript to Flex	183
Verifying that JavaScript Has Loaded	185
Working with Shared Objects	187
Saving and Reloading Data from Shared Objects	187
Designing Accessible Applications	189
Enabling Accessibility in Your Application	189
Components with Built-in Accessibility	189
Customizing Your Components for Accessibility	189
Summary	190
Chapter 9: Flex Data	191
Data Binding	191
Using <mx:Binding>	191
Binding to Variables with [Bindable]	192
Binding Directly to Component Properties	193
Data Modeling with Flex	194



Contents

A Basic Data Model	194
Using an External XML File	195
Binding a Data Model to a Custom Component	196
Binding Data to a Data Model	198
Validating Data	200
Flex Built-in Validators	200
Validating a Data Model	201
Simple Data Validation Using errorString	203
Testing Validation Events	204
Validating with ActionScript	207
Formatting Data	208
Flex Built-in Formatters	208
Formatter Errors	210
Summary	211
Chapter 10: Flex Charting	213
Flex Chart Examples	213
Area Chart	215
Bar Chart	216
Bubble Chart	218
Column Chart	220
Line Chart	222
Pie Chart	223
Plot Chart	225
Candlestick Chart	226
HighLowOpenClose (HLOC) Chart	228
Charting Classes	229
Axis Label	229
Axis Title	230
Axis Renderer	230
Grid Lines	231
Axis Types	231
ChartItem	232
ChartItemEvent	232
Hit Data	232
Legend	232
Advanced Charting	232
Chart Events	232
Drill-Down Charts	234
Mixed Series Types	236



Contents

Multiple-Axis Charts	237
Axis Rotation	239
Charting Effects	240
SeriesInterpolate	240
SeriesSlide	240
SeriesZoom	240
Chart Style Examples	241
Summary	244
Chapter 11: Data Access	245
Server-side Data	245
Flex Data Access	245
RPC Services	246
Data Management Service	247
Messaging Service	248
Data Services Configuration	248
Service Configuration Files	248
Message Channels	249
Data Serialization	250
Destinations and Security	258
Configuring Logging	259
Software Clustering	261
Custom Error Handling	262
RPC Service Components	263
Defining RPC Components	263
Calling a Service and Handling Results	264
RPC Services Configuration	265
Destination Configuration	265
Destination Properties	266
Flex Messaging	267
The Basics of Flex Messaging	267
Flex Messaging Architecture	268
Producer Components	269
Consumer Components	272
Message Service Configuration	274
Message Service Configuration	274
Message Service Destination Configuration	275
Building a Custom Message Service Adapter	277
Data Management Services	278
Data Management Service vs. RPC Features	278

Contents

Data Management Service Data Flow	279
Data Synchronization Conflicts	279
Distributed Data	280
Distributed Data Application	280
Class Mappings	281
Data Synchronization Handling	283
Data Management Service Configuration	284
Data Management Service Destination Configuration	284
Data Push from Servers to Client	286
Summary	286
Part III: Creating and Extending Flex Components	287
Chapter 12: Creating MXML Components	289
Creating Simple MXML Components	289
Scoping Your Components	291
Styling Your Components	292
Advanced MXML Components	293
Adding Custom Properties and Methods to a Component	293
Creating Composite Components	295
Template Components	297
Creating a Template Component	297
Using a Template Component	298
MXML Interfaces	302
Creating Interfaces	302
Using Interfaces	302
Using IMXMLObject	303
Summary	304
Chapter 13: Flex Component Properties	305
Elements of a Component	305
The package Statement	305
import Statements	306
Defining the Class Name	306
The Default Constructor	306
Defining Properties	307
Defining Methods	309
Overriding Methods Using super	311

Contents

Creating a Simple ActionScript Component	313
Implementing and Overriding UIComponent Methods	314
Creating Advanced Components in ActionScript	315
Summary	318
Chapter 14: Flex Components	319
Custom Events in Components	319
Dispatching Custom Events	319
Using Metadata Tags in Components	321
[ArrayType]	321
[Bindable]	321
[DefaultProperty]	324
[Embed]	324
[Event]	325
[Effect]	326
[IconFile]	327
[Inspectable]	327
[InstanceType]	328
[NonCommittingChangeEvent]	328
[RemoteClass]	330
[Style]	330
Compiling Components	332
Compiling Components with Flex SDK	332
Compiling Components with Flex Builder	332
Deploying Components	338
Summary	340
Chapter 15: Custom Formatter, Validator, and Effect Components	341
Custom Formatters	341
Customizing the SwitchSymbolFormatter Class	341
Extending the Formatter Class	344
Custom Formatter Example	345
Formatter Errors	346
Custom Validators	347
Creating Effects	349
Extending the Effect Class	349
Extending the EffectInstance Class	350
Custom Effect Example	350
Extending the TweenEffect Class	353



Contents

Extending the TweenEffectInstance Class	353
Custom TweenEffect Example	354
Custom Effect Triggers	357
Summary	359
Part IV: Programming ActionScript 3.0	361
Chapter 16: Overview of ActionScript Programming	363
Introduction to ActionScript	363
What's New in ActionScript 3.0	364
Compatibility with Previous Versions	366
Getting Started with ActionScript	367
ActionScript 3.0 Is More than Flex	367
ActionScript 3.0 Coding Considerations	372
Running ActionScript Applications	373
Display Programming	374
Understanding the Display Architecture	374
Working with Display Objects	376
Using the Core Display Classes	381
Summary	387
Chapter 17: Data Types and Classes	389
Value Types	389
Primitive Data Types	390
Complex Data Types	390
Dates and Times	391
Creating Calendar Dates and Times	391
Retrieving Time Values by Unit	392
Date Manipulation	393
Strings	395
Length Property	395
Characters in Strings	395
String Comparison	396
Obtaining String Representations of Objects	396
Concatenation	397
Patterns and Substrings	397
Uppercase and Lowercase Conversion	399
Arrays	399
Index Arrays	399



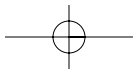
Contents

Associative Arrays	403
Multidimensional Arrays	407
Cloning Arrays	408
Error Handling	408
Error Types	408
Custom Error Classes	411
Exception Handling	414
Regular Expressions	415
Regular Expressions and Strings	415
Using the RegExp Class	416
Using Groups	417
XML	418
Introduction to XML	418
E4X Introduction	420
E4X Classes	420
Summary	426
Part V: Building and Deploying Flex 2.0 Applications	427
Chapter 18: Building and Deploying Flex Applications	429
Flex Framework and Application Directory Structure	429
Flex and Flash Player Security and Technology Concerns	432
Network Security Concerns	432
Open Technology Concerns	433
Flash Player Security Features	434
Building and Deploying Applications	435
Building for Flex 2 SDK	436
Building for Flex Data Services 2	437
Compiling an Application	439
Deployment Directory Structure	442
Applying Flex Security	445
Flex Security Features	445
Improving Startup Performance	447
Startup Order	447
Using Deferred Creation	449
Deferring Component Creation	452
Using Ordered Creation	455
Using the callLater() Method	458
Summary	460



Contents

Chapter 19: Debugging and Testing	461
Logging Overview	461
Flash Debug Player	462
Logging API	463
Compiler Logging	464
Web-tier Logging	464
Client-side Logging	464
Using the Logging API	465
Custom Logger	465
Flex Builder Debugging Tools	471
Invoking	472
Configuring	472
Breakpoints and Stepping	475
Command-line Debugger	475
Invoking	475
Configuring	476
Debugger Commands	477
Summary	478
Chapter 20: Deploying Flex Applications	479
Deployment Considerations	479
Server-side and Client-side Caching	481
Deployment Options	485
RSL Deployment	485
Flash Player Sandbox and Cross-Domain Consideration	487
Deploying a Flex 2 SDK Application that Uses RSL	488
Compiling for Deployment	493
Troubleshooting Tips and Common Deployment Problems	497
Asset and Dependent Files	497
Run-time Data Access	498
Proxy Server	498
Accessing Server-side Resources from Different Domains	499
Deploying a Flex Data Service Application Under Tomcat	500
Configuring for FDS	506
Creating a Wrapper	508
Migrating and Transferring Files	509
Defining Features	510
mxmhc Compiler	511



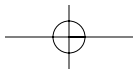
Contents

Adding Features to the Wrapper	512
Creating a Wrapper that Supports Web Standards	514
<object> and <embed>	518
Using Express Install	520
Editing Your Wrapper	521
Configuring Express Install on Flex Data Services	525
Upgrading Without Express Install	526
Summary	527
Part VI: Advanced Flex 2.0	529
Chapter 21: Using the Cairngorm Framework	531
The Cairngorm Framework	531
Understanding Frameworks	532
Application Frameworks	532
Architectural Frameworks	532
Building an Application Using the Cairngorm Framework	533
Value Object and Model Locator Pattern	534
The View	537
The Front Controller, Cairngorm Event Broadcaster, and Command Patterns	541
Business Delegate and Service Locator	545
Summary	547
Chapter 22: Using the Flex-Ajax Bridge	549
Why Use Flex with JavaScript?	549
Requirements for the FA Bridge	550
Memory-Consumption Issues	551
Flex-Ajax Bridge Samples	551
Using Flex Validators from JavaScript	551
Create Flex Components Using JavaScript	555
Summary	559
Chapter 23: Using the ActionScript 3.0 Libraries	561
Types of Libraries	562
How to Include the SWC in Your Application	562
Building a Simple Application Using One of the Libraries	565
Summary	571



Contents

Chapter 24: Using ColdFusion/Flex Connectivity	573
Using the Flash Remoting Update	573
Using the Flex Messaging Event Gateway	583
The Structure of Messages	585
Using the ColdFusion Event Gateway Adapter	587
Using the Flex Data Service Assembler	591
Configuring ColdFusion	591
Value Object CFC	594
EmployeeAssembler.cfc	595
The DAO.cfc	596
ColdFusion Extensions for Flex Builder 2	597
Eclipse RDS Support Plugin	597
Installation	601
Create CFC Wizard	604
ActionScript to CFC Wizard	605
CFC to ActionScript Wizard	605
Services Browser	606
Summary	606
Part VII: Integration Techniques	607
Chapter 25: Rich Media Integration	609
Integration	610
Audio	610
Video	610
Using the Camera	612
Building an Application with Rich Media Integration	613
The Inner Workings of the Application	617
Summary	620
Chapter 26: Integration with External Applications	621
Using the External API	621
AVM1 and AVM2 SWF Communication	622
ExternalInterface and LocalConnection	625
Building Custom Tracing Utility	626
Flash Player Process Structure	626
Using LocalConnection and C# .NET Windows Application	627
Summary	641





Contents

Appendix A: Flex 2.0.1	643
Run-time CSS Support	643
ASDoc Tool	647
ASDoc Tags and Syntax	647
Documenting the Logger Classes	648
Using the ASDoc Compiler	649
Documenting the Logger Classes – Continued	650
Building Modular Flex Applications	657
Summary	663
Index	665

