Flex Documentation

Learn Adobe Flex 4 in a fun and engaging way with this book's unique, hands-on approach. Using clear examples and step-by-step coaching from two experts, you'll create four applications that demonstrate fundamental Flex programming concepts. Throughout the course of this book, you'll learn how to enhance user interaction with ActionScript, and create and skin a user interface with Flex's UI components (MXML) and Adobe's new FXG graphics format. You'll also be trained to manage dynamic data, connect to a database using server-side script, and deploy applications to both the Web and the desktop. Learning Flex 4 offers tips and tricks the authors have collected from years of real-world experience, and straightforward explanations of object-oriented programming concepts to help you understand how Flex 4 works. Work with Flash Builder 4 and the Eclipse IDE Learn the basics of ActionScript, MXML, and FXG Design a Flex application layout Build an engaging user interface Add interactivity with ActionScript Handle user input with rich forms Link Flex to a server with PHP and MySQL Gather and display data Style applications and add effects, filters, and transitions Deploy applications to the Web, or to the desktop using Adobe AIR

Wrox's Professional Flex 2 is one of the first guides to Adobe's (Macromedia's) new web application development platform. Flex experts Simon Barber, Rich Tretola and John Bennett share their experience with Flex 2, and teach readers how to leverage the platform to build rich internet applications. Professional Flex 2 relies heavy on practical examples, making this a hands-on guide that will get readers up and running with Flex 2 quickly. Topics include: Building applications with Flex Builder Flex programming model Using Actionscript 3.0 Developing applications in MXML Creating UIs with Flex controls and containers Data access and interconnectivity Creating custom flex components Charting Testing, debugging and deploying Flex applications and more

Flex 4 in Action is an easy-to-follow, hands-on Flex 4 tutorial. Revised and updated from the previous edition on Flex 3, this book is chock-full of examples, goes beyond feature coverage, and helps readers put Flex to work in real day-to-day tasks. This book helps Flex developers make their Flex applications stand out from the crowd. How comprehensive is Flex 4 in Action? Interesting themes, styles, and skins? It's in there. Working with databases? You got it. Interactive forms and validation? You bet. Charting techniques to help you visualize data? Bam! Many Flex books are overwhelming to new users-focusing on the complexities of the language and super-specialized subjects in the Flex ecosystem. Flex 4 in Action filters out the noise and dives into the core topics users need every day. Using numerous easy-to-understand examples, Flex 4 in Action provides a strong foundation that readers can build on as the complexity of their projects increases. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) http://aka.ms/611111pdf Download the EPUB file (71.2 MB) http://aka.ms/611111epub Download the Mobi for Kindle file (113 MB) http://aka.ms/611111mobi Download Companion Files (132 MB) http://aka.ms/611111files

Learning Flex 4

Programming Flex 3

Effortless Flex 4 Development

Flash Builder 4 and Flex 4 Bible

Smart Education and e-Learning 2020

Flex 3 Bible

The best way to showcase a powerful new technology is to demonstrate its real-world results, and that's exactly what this new Cookbook does with Adobe Flex 3. Wide ranging and highly practical, Flex 3 Cookbook contains more than 300 proven recipes for developing interactive Rich Internet Applications and Web 2.0 sites. You'll find everything from Flex basics, to solutions for working with visual components and data access, to tips on application development, unit testing, and using Adobe AIR. You also get ideas from the development community. Through its Flex Cookbook website (www.adobe.com/devnet/), Adobe invited Flex developers to post their own solutions for working with this technology, and from hundreds of posts, the authors chose the best and most useful solutions to supplement Flex 3 Cookbook. Each recipe inside provides a solution to a common problem, explains how and why it works, and offers sample code that you can put to use immediately. Topics include: Containers and dialogues Working with Text Data driven components DataGrid and Advanced DataGrid ItemRenderers and Editors Images, bitmaps, videos, and sounds CSS, styling, and skinning States and effects Working with Collections, arrays, and DataProviders Using DataBinding Validation, formatting, and regular expressions Using Charts and data visualization Services and Data Access Using RSLs and Modules Working with Adobe AIR Whether you're a committed Flex developer or still evaluating the technology, you'll discover how to get quick results with Flex 3 using the recipes in this Cookbook. It's an ideal way to jumpstart your next web application.

This book contains the contributions presented at the 7th international KES conference on Smart Education and e-Learning (KES SEEL-2020), which being held as a virtual conference on June 17-19, 2020. It contains fifty three high quality peer-reviewed papers that are grouped into several interconnected parts: Part 1 – Smart Education, Part 2 – Smart e-Learning, Part 3 – Smart Pedagogy, Part 4 - Smart Education: Systems and Technology, Part 5 – Smart Education: Case Studies and Research, Part 6 - Smart University Development: Organizational and Managerial Issues, Part 7 - Smart Education and Smart Universities and their Impact on Students with Disabilities, Part 8 - Mathematical Models in Smart Education and e-Learning, and Part 9 - Models of Professional Practice in Higher Education. Smart education and smart e-learning are emerging and rapidly growing areas with the potential to transform existing teaching strategies, learning environments, and educational activities and technology in the classroom. Smart education and smart e-learning focus on enabling instructors to develop new ways of achieving excellence in teaching in highly technological smart classrooms, and providing students with new opportunities to maximize their success and select the best options for their education, location and learning style, as well as the mode of content delivery. This book serves as a useful source of research data and valuable information on current research projects, best practices and case studies for faculty, scholars, Ph.D. students, administrators, and practitioners – all those who are interested in smart education and smart e-learning.

Improve your React Native mobile development skills and transition from web to mobile development with this solution-packed guide Key FeaturesLearn strategies and techniques to face React Native mobile development challenges head-onExplore ways to use iOS and Android for React Native development to maximize code reuse and cohesionBuild engaging user experiences with React NativeBook Description If you are a developer looking to create mobile applications with maximized code reusability and minimized cost, React Native is what you need. With this practical guide, you'll be able to build attractive UIs, tackle common problems in mobile development, and achieve improved performance in mobile environments. This book starts by covering the common techniques for React Native customization and helps you set up your development platforms. Over the course of the book, you'll work through a wide variety of recipes that help you create, style, and animate your apps with built-in React Native and custom third-party components. You'll also develop real-world browser-based authentication, build a fully functional audio player, and integrate Google Maps in your apps. This book will help you explore different strategies for working with data, including leveraging the popular Redux library and optimizing your app's dataflow. You'll also learn how to write native device functionality for new and existing React Native projects and how app deployment works. By the end of this book, you'll be equipped with tips and tricks to write efficient code and have the skills to build full iOS and Android applications using React Native. What you will learnBuild UI features and components using React NativeCreate advanced animations for UI componentsDevelop universal apps that run on phones and tabletsLeverage Redux to manage application flow and dataExpose both custom native UI components and application logic to React NativeEmploy open source third-party plugins to create React Native appsWho this book is for If you're a JavaScript developer looking for a practical guide for developing feature-rich mobile apps using React Native, this book is for you. Though not necessary, some experience of working with React will help you understand the React Native concepts covered in this book easily. While React Native development can be done on a Windows machine, certain aspects, such as running your apps on iOS devices and in the iOS simulator, or editing native code with Xcode, can only be done with a Mac.

Keep ahead of the game and get up to speed with Flex 3, Flex Builder 3, and ActionScript 3.0, with this comprehensive guide. Expert Flash trainer Charles Brown first takes you through the basics of installation and the Flex Builder environment. He then teaches you all the essentials of MXML and ActionScript 3.0, such as containers, states, and events, before moving on to more advanced topics like interfacing Flex with ColdFusion and .NET, creating Flex components with Flash, and much more. No matter what level you were to start with, by the end of the book you'll be creating powerful Flex applications.

Flash Hacks

The Comprehensive Guide to Creating Rich Internet Applications with Adobe Flex

Adobe ColdFusion 9 Web Application Construction Kit, Volume 2

Documentation for Rehabilitation

Deliver production-ready and cloud-scale Angular web apps

Hello! Flex 4

First the Web was all static content (HTML). Then as more was expected of sites, server-side technologies like PHP became necessary. But now Rich Internet Applications (RIA) put a lot of the functionality back in the Web browser, so a server-side technology alone will no longer suffice. Developers who have been doing server-side work for years need to broaden their horizons to provide a rich client-side experience. Enter Effortless Flex 4 Development by bestselling author Larry Ullman. Flash-Flex is a powerful duo for providing a rich, client-side experience. The first third of this book covers the fundamentals of creating Flex apps. The second third is about getting, displaying, validating, and sending data: locally, remotely, and from the user. All server-side code in this book is PHP, and this data-centric view and larger support for PHP is a key focus in Flex 4. The last third is about rounding out the know-how for full application development. Taking advantage of what Flex 4 has to offer, developers can quickly learn how to create RIAs, some of which interact with PHP scripts running on the server. Adobe has open-sourced Flex and made its SDK freely available, so it is becoming more attractive to developers who prefer open-source projects over commercial ones. Since the author is writing this book as a developer/programmer for other developers/programmers (as opposed to a designers), there is a predominance of how-tos and real-world practices.

Revised and updated second edition of the bestselling hands-on guide to building enterprise-ready web apps using an evergreen Angular platform Key FeaturesUpdated examples, projects, and a new overview of tools – including NgRX and Ivy, automated testing, and Firebase authenticationNew chapter summarizing history of web frameworks and Angular version updatesAll-new RESTful API implementation leveraging the MEAN stack with MongoDB, Express.js, Angular and Node.jsBook Description This second edition of Angular for Enterprise-Ready Web Applications is updated with in-depth coverage of the evergreen Angular platform. You'll start by mastering Angular programming fundamentals. Using the Kanban method and GitHub tools, you'll build great-looking apps with Angular Material and also leverage reactive programming patterns with RxJS, discover the flux pattern with NgRx, become familiar with automated testing, utilize continuous integration using CircleCI, and deploy your app to the cloud using Vercel Now and GCloud. You will then learn how to design and develop line-of-business apps using router-first architecture with observable data anchors, demonstrated through oft-used recipes like master/detail views, and data tables with pagination and forms. Next, you'll discover robust authentication and authorization design demonstrated via integration with Firebase, API documentation using Swagger, and API implementation using the MEAN stack. Finally, you will learn about DevOps using Docker, build a highly available cloud infrastructure on AWS, capture user behavior with Google Analytics, and perform load testing. By the end of the book, you'll be familiar with the entire gamut of modern web development and full-stack architecture, learning patterns and practices to be successful as an individual developer on the web or as a team in the enterprise. What you will learnAdopt a minimalist, value-first approach to delivering web appsMaster Angular development fundamentals, RxJS, CLI tools, GitHub, and DockerDiscover the flux pattern and NgRxImplement a RESTful APIs using Node.js, Express.js, and MongoDBCreate secure and efficient web apps for any cloud provider or your own serversDeploy your app on highly available cloud infrastructure using DevOps, CircleCI, and AWSWho this book is for This book is for developers who want to confidently deliver high-quality and production-grade Angular apps from design to deployment. Developers that have prior experience in writing a RESTful APIs will also benefit, as well as developers who will gain greater awareness of how they fit into the larger picture of delivering a web application. Prior experience with RESTful APIs is desired.

IBM® ILOG® Visualization products allow you to create the most advanced graphical user interfaces for line-of-business applications, help users understand their data better, and react to a changing market faster and smarter. This IBM Redbooks® publication describes two IBM Visualization products: IBM ILOG JViews Enterprise and IBM ILOG Elixir® Enterprise. It provides detailed samples and scenarios covering how these products can be integrated with other IBM software such as IBM WebSphere® REST Technology, IBM Cognos®, IBM Mashup Center, IBM WebSphere Business Monitor and Business Space, and IBM WebSphere Dashboard Framework to provide Web 2.0 and Ajax visualization solutions. This book is targeted to application interface developers and programmers who develop highly advanced graphical user interfaces using IBM ILOG Visualization products with IBM Cognos, IBM Mashup Center, IBM WebSphere Business Monitor and Business Space, and IBM WebSphere Dashboard Framework.

Build your documentation skills—and your confidence. Step by step, this text/workbook introduces you to the importance of documentation; shows you how to develop and write a proper and defensible note; and prepares you to meet the technological challenges you'll encounter in practice. You'll learn how to provide the proper documentation to assure all forms of reimbursement (including third party) for your services. You'll also explore issues of patient confidentiality, HIPAA requirements, and the ever-increasing demands of legal and ethical practice in a litigious society.

Flexible Rails

Flex on Java

Sams Teach Yourself Adobe(r) AIR Programming in 24 Hours

Getting Started with Flex 4

Build and deliver production-grade and cloud-scale evergreen web apps with Angular 9 and beyond, 2nd Edition

Angular for Enterprise-Ready Web Applications

A hands-on guide with a minimalist and flexible approach that enables quick learning and rapid delivery of cloud-ready enterprise applications with Angular 6 Key Features Explore tools and techniques to push your web app to the next level Master Angular app design and architectural considerations Learn continuous integration and deploy your app on a highly available cloud infrastructure in AWS Book Description Angular 6 for Enterprise-Ready Web Applications follows a hands-on and minimalist approach demonstrating how to design and architect high quality apps. The first part of the book is about mastering the Angular platform using foundational technologies. You will use the Kanban method to focus on value delivery, communicate design ideas with mock-up tools and build great looking apps with Angular Material. You will become comfortable using CLI tools, understand reactive programming with RxJS, and deploy to the cloud using Docker. The second part of the book will introduce you to the router-first architecture, a seven-step approach to designing and developing mid-to-large line-of-business applications, along with popular recipes. You will learn how to design a solid authentication and authorization experience; explore unit testing, early integration with backend APIs using Swagger and continuous integration using CircleCI. In the concluding chapters, you will provision a highly available cloud infrastructure on AWS and then use Google Analytics to capture user behavior. By the end of this book, you will be familiar with the scope of web development using Angular, Swagger, and Docker, learning patterns and practices to be successful as an individual developer on the web or as a team in the Enterprise. What you will learn Create full-stack web applications using Angular and RESTful APIs Master Angular fundamentals, RxJS, CLI tools, unit testing, GitHub, and Docker Design and architect responsive, secure and scalable apps to deploy on AWS Adopt a minimalist, value-first approach to delivering your app with Kanban Get introduced to automated testing with continuous integration on CircleCI Optimize Nginx and Node.js web servers with load testing tools Who this book is for This book is for developers who want to confidently deliver high-quality and production-grade Angular apps from design to deployment. We assume that you have prior experience in writing a RESTful API with the tech stack of your choice; if you don't, you can still gain a lot of benefit from this book, which focuses on the entire scope of frontend development, from design to deployment!

Web applications have extended the reach of enterprises to customers, offering anywhere and anytime access, but at the expense of the overall user experience, which is diminished by delivery through the Web browser. Rich Internet applications address this problem by coupling the ubiquity, small footprint, and interactive capabilities of the Flash Player with server-side technologies such as J2EE and .NET, to deliver highly effective and intuitive applications. What has been missing so far, though, is a way for developers of traditional enterprise software to deliver these rich Internet applications using familiar technologies that fit within their existing development workflow. Enter Macromedia Flex: a presentation server solution that provides an XML-based language MXML, for integrating rich-client interfaces with new and existing infrastructures. If you've ever developed dynamic enterprise Web applications with technologies such as JSP or ASP, you can transfer those skills immediately to developing rich-client solutions with Flex.

The definitive guide to flexible benefit programs in Canada – completely revised and updated. Now in a new third edition, Canadian Handbook of Flexible Benefits offers everything organizations need to know about designing, implementing, communicating, and administering a successful flexible benefits program. The 2007 Handbook is equally relevant to employers introducing a new plan and to those looking for insight and direction on maintaining an existing program. This edition answers the question "What's new in flex?" and includes up-to-date information on: the expansion in the range of flexible programs in the last decade, from simplified to total compensation designs; incorporating the numerous innovations in health care cost management into a flexible program; legal aspects of flexible benefits, including the latest word from Canada Revenue Agency on converting taxable performance bonuses to pretax benefits; administration alternatives, including outsourcing, co-sourcing and multi-process outsourcing; Completely new material covering: retiree flexible benefit programs, maintaining and revitalizing an existing plan flex for executives, special considerations for specific provinces, case studies of companies that have successfully implemented flexible benefits, and flexible benefit developments in eight countries on five continents.

With this collection of proven recipes, you have the ideal problem-solving guide for developing interactive Rich Internet Applications on the Adobe Flash Platform. You'll find answers to hundreds of common problems you may encounter when using Adobe Flex, Flex 4 Framework, or Flash Builder, Adobe's GUI-based development tool. Flex 4 Cookbook has hands-on recipes for everything from Flex basics to solutions for working with visual components and data access, as well as tips on application development, unit testing, and Adobe AIR. Each recipe provides an explanation of how and why it works, and includes sample code that you can use immediately. You'll get results fast, whether you're a committed Flex developer or still evaluating the technology. It's a great way to jumpstart your next web application. Topics include: Using Spark Component Text Layout Framework Groups and Layout Spark List and ItemRenderer Images, bitmaps, videos, and sounds CSS, styling, and skinning States and Effects Working with Collections Using DataBinding Validation, formatting, and regular expressions Using Charts Services and Data Access Using RSLs and Modules Working with Adobe AIR 2.0

Code-Recipes, Tips, and Tricks for RIA Developers

Programming Windows Store Apps with HTML, CSS, and JavaScript

Programming Flex 2

Adobe Flex 3.0 For Dummies

Developing Rich Clients with Macromedia Flex

Angular 6 for Enterprise-Ready Web Applications

Don't settle for Flex's boring, standard user interface. Set your Flex applications apart with the breakthrough skinning and programming techniques found in Creating Visual Experiences with Flex 3.0. Leading Flex developers Juan Sanchez and Andy McIntosh show how to build stunning Flex and AIR applications. You'll learn how to take a design and translate that design into Flex or AIR without sacrificing fidelity, and how to apply state-of-the-art branding that adds value to all your Flex applications, no matter what they do or who you're

building them for. Sanchez and McIntosh illuminate every aspect of creating superior visual experiences with Flex 3.0 and AIR and discuss planning, design, architecture, and proven user-interface principles, with an emphasis on technical implementation. You'll learn how to alter the standard Flex interface using all the tools available to you: skins, styling, transitions, effects, filters, graphics built with Adobe creative tools, CSS, and ActionScript 3.0 programming. The authors reveal the trade-offs associated with each approach to Flex visual experience design and help you choose the right techniques for your applications. They explain each concept and technique in detail, using real-world examples and exercises that solve specific problems and provide samples throughout each chapter. If you want your Flex and AIR applications to be a cut above the rest, this is the book that shows you how.

Learning Flex 3Getting up to Speed with Rich Internet Applications"O'Reilly Media, Inc."

Ready to flex your Web development muscles and start building rich Internet applications? With Flex 3.0, you can create great RIAs that perform like desktop applications using Adobe Flash Player, which is already installed on more than 95 percent of Internet-connected computers. And the fun and easy wayTM to get up to speed on Flex is with Adobe Flex 3.0 For Dummies. This friendly guide shows you how Flex lets you leverage the power of Adobe's ubiquitous Flash technology to build large applications. If you've written code in any language, Adobe Flex 3.0 For Dummies will get you started, introduce you to FlexBuilder and the Flex framework, and have you building some really "flashy" stuff before you know it. You'll find out how to: Develop interactive applications without worrying about browser differences Use the Event Model Work with ActionScript and MXML Build simple user interface controls and data-driven controls Set up data binding Format and validate user data Create, run, and clean a project Explore Flex manager classes Work with styling and skinning Flex components All the code used in the book is on the companion Web site to save you that much more time. Adobe Flex 3.0 For Dummies helps you become Flex-literate in a flash! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

How soon can you learn Adobe Flex 3? With this book's unique hands-on approach, you will be able to tinker with examples right away, and create your own Rich Internet Applications with Flex within the first few chapters. As you progress, you learn how to build a layout, add interactivity, work with data, and deploy your applications to either the Web or the desktop. Learning Flex 3 offers step-by-step instructions that are clear and concise, along with tips and tricks that author Alaric Cole has gathered after years of using Flex and teaching it to fellow developers at Yahoo! You'll understand how Flex works, how to use the MXML markup language and work with ActionScript, how to deploy RIAs to the desktop using Adobe AIR, and much more. Whether you're a beginner, or an experienced web developer coming to Flex from another platform, Learning Flex 3 is the ideal way to learn how to: Set up your environment with FlexBuilder and Eclipse Create a new Flex project Use the different design views in Flex Write code with MXML Lay out your Flex application Embed images and graphics Build a user interface Add interactivity with ActionScript Handle user input Move, display, and collect data Add custom components with MXML Add sound effects, filters, and transitions Style your applications with CSS, skins, and themes Deploy applications to the Web, or to the desktop using Adobe AIR Also included are brief explanations of objects, classes, components, properties, methods, types, and other Flex attributes. You will find that Learning Flex 3 is not only the most complete tutorial for Flex, it's also the quickest way to get going with the latest version of this powerful framework.

Introduction to Flex 2

100 Industrial-Strength Tips & Tools
Flex 3 on Rails 2
Canadian Handbook of Flexible Benefits
Documentation for Physical Therapist Assistants

If you want to try your hand at developing rich Internet applications with Adobe's Flex 3, and already have experience with frameworks such as .NET or Java, this is the ideal book to get you started. Programming Flex 3 gives you a solid understanding of Flex 3's core concepts, and valuable insight into how, why, and when to use specific Flex features. Numerous examples and sample code demonstrate ways to build complete, functional applications for the Web, using the free Flex SDK, and RIAs for the desktop, using Adobe AIR. This book is an excellent companion to Adobe's Flex 3 reference documentation. With this book, you will: Learn the underlying details of the Flex framework Program with MXML and ActionScript Arrange the layout and deal with UI components Work with media Manage state for applications and components Use transitions and effects Debug your Flex applications Create custom components Embed Flex applications in web browsers Build AIR applications for the desktop Flex 3 will put you at the

forefront of the RIA revolution on both the Web and the desktop. Programming Flex 3 will help you get the most from this amazing and sophisticated technology.

Shows programmers how to use two UNIX utilities, lex and yacc, in program development. The second edition contains completely revised tutorial sections for novice users and reference sections for advanced users. This edition is twice the size of the first, has an expanded index, and covers Bison and Flex.

Unlike many Flex books that presume readers want to develop applications from scratch, Flex on Java is for developers in the real world-where Flex is one more technology being added to existing systems developed in Java, and where integration is the key indicator of success. Written for Java developers beginning to use Flex, Flex on Java shows how to use Flex alongside existing Java applications, and how to integrate Flex using familiar server-side technologies such as Spring, EJBs, JMS, and more. The authors, both Agile development experts, focus on Agile and test-driven development to enable readers to redesign applications that deliver more value and with zero defects. Throughout the book, readers will apply these techniques to refactoring a single application into a rich internet application using Flex and the BlazeDS framework. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Better patient management starts with better documentation! Documentation for Rehabilitation: A Guide to Clinical Decision Making in Physical Therapy, 3rd Edition shows how to accurately document treatment progress and patient outcomes. Designed for use by rehabilitation professionals, documentation guidelines are easily adaptable to different practice settings and patient populations. Realistic examples and practice exercises reinforce concepts and encourage you to apply what you've learned. Written by expert physical therapy educators Lori Quinn and James Gordon, this book will improve your skills in both documentation and clinical reasoning. A practical framework shows how to organize and structure PT records, making it easier to document functional outcomes in many practice settings, and is based on the International Classification for Functioning, Disability, and Health (ICF) model - the one adopted by the APTA. Coverage of practice settings includes documentation examples in acute care, rehabilitation, outpatient, home care, and nursing homes, as well as a separate chapter on documentation in pediatric settings. Guidelines to systematic documentation describe how to identify, record, measure, and evaluate treatment and therapies - especially important when insurance companies require evidence of functional progress in order to provide reimbursement. Workbook/textbook format uses examples and exercises in each chapter to reinforce your understanding of concepts. NEW Standardized Outcome Measures chapter leads to better care and patient management by helping you select the right outcome measures for use in evaluations, re-evaluations, and discharge summaries. UPDATED content is based on data from current research, federal policies and APTA guidelines, including incorporation of new terminology from the Guide to Physical Therapist 3.0 and ICD-10 coding. EXPANDED number of case examples covers an even broader range of clinical practice areas.

Professional Adobe Flex 2

Application Development

Flex Solutions

Getting Up to Speed with Rich Internet Application Design and Development

Interpretations and Actions

Essential Techniques for Flex 2 and 3 Developers

This book is for any Flex developer who is comfortable with the basics and wants to take their knowledge to the next level. It provides a library of over 100 solutions to common problems. Each solution takes you through the workings of the example step-by-step and then presents some expert's tips, which will take your understanding further and give you unique insights into Flex development. Coverage includes Flex 2 components, charting, working with remote data, data validation, displaying data with list based controls, controlling the look and feel of applications, application security, and working with dynamic data sources.

Develop rich internet applications quickly and easily using Adobe Flex 3, ActionScript 3.0 and integrate with a Java backend using BlazeDS 3.2

This Short Cut is all about getting up and running with Adobe Flex 2; a perfect title would be "(Almost) Everything You've Ever

Wanted to Know about Flex 2 But Were Afraid to Ask." It consists of conversational instruction, along with demonstrative examples, in order to give developers an efficient grounding in how to get their arms around using Flex 2. Especially helpful for those coming from the Flex/AS/Flash universe, but also designed for those coming from Java, .Net, and elsewhere. Six small sections cover: Quick background on Flex 2 What's new in ActionScript 3.0 How to use Flex right out of the box (so to speak) "Making It Look Good": Design and UI issues Extending Flex Little-known features and capabilities Roger Braunstein is a developer and designer living in Brooklyn. He's obsessed with beautiful code, motion design, graphics programming, and video games. He also cultivates an interest in cooking, photography, biking, and 8-bit music. One day he hopes to have a real website at www.partlyhuman.com.

Flex your development muscles with this hefty guide Write programs using familiar workflows, deliver rich applications for Web or desktop, and integrate with a variety of application servers using ColdFusion, PHP, and others-all with the new Flex Builder 3 toolkit and the comprehensive tutorials in this packed reference. You'll learn the basics of Flex 3, then quickly start using MXML, ActionScript, CSS, and other tools to create applications that can run on any browser or operating system. Install and learn how to use Flex Builder 3 Explore MXML, ActionScript 3, and the anatomy of a Flex application Lay out Flex controls and containers, and use Cascading Style Sheets (CSS) to create look and feel Incorporate Advanced List controls, Flex charting components, and data entry forms Integrate your Flex applications with a variety of application servers Create cross-operating system desktop applications with Adobe Integrated Runtime (AIR) Companion Web Site Visit www.wiley.com/go/flex3 to access code files for the projects in the book.

The Essential Guide to Flex 3

IBM ILOG Visualization Integration Scenarios

Flex 3 Cookbook

Fundamentals of the Physical Therapy Examination

Essential ActionScript 3.0

Flex 3 with Java

Discover what's possible with the latest version of Flash Builder and Flex. This hands-on guide helps you dive into the Adobe Flash Platform: through a series of quick step-by-step tutorials, you'll learn the process of building, debugging, and deploying a complete Rich Internet Application with Flex 4. Each tutorial includes complete code samples and pre-built Flex components. Follow the tutorials in sequence or simply jump to the areas that interest you. Ideal for experienced developers with or without a background in Flex, Getting Started with Flex 4 shows you how to take advantage of your existing skills. You'll quickly discover how easy RIA development can be. Create a Flex application that retrieves, displays, and modifies database records Easily add, update, and delete data in the database Test and debug the application Deploy your Flex application to a web server Change the application's appearance with styling and skinning Use Flex components to add charts and graphs "Alaric and Elijah do a great job of guiding a newbie Flex developer through the myriad of components offered by this hugely popular framework. Flex novices will find it well worth a read." --Jodie O'Rourke, Adobe Certified Expert (Flash Platform) & Community Professional Community Leader, Adobe User Group Program

Written by the best known and most trusted name in the ColdFusion community, Ben Forta, The ColdFusion Web Application Construction Kit is the best-selling ColdFusion series of all time - the books that most ColdFusion developers used to learn the product. This second volume of the series begins by introducing important code organization and management techniques, and then progresses to topics that include integrating with all sorts of other technologies (including PDF, Adobe Flex and Data Services, Ajax, advanced SQL and databases, ORM), debugging, and optimizing performance. From design and planning, to application deployment and troubleshooting, this instructional reference is all you need to successfully work, create, and progress with ColdFusion 9. Complete coverage of ColdFusion 9 is included in "Volume 1, Getting Started" (0-321-66034-X) and "Volume 3, Advanced Application Development" (0-321-67920-2).

Flex 4 is an open-source tool that allows developers to easily add life to web applications with dynamic user features, colorful transitions, and eye-catching animations. Flex also provides powerful data handling for industrial-strength applications. We think it should be just as much fun to learn Flex as it is to use it. And we know that fun learning gets better results. Hello! Flex 4 demonstrates how to get started without getting bogged down in technical detail or academic edge cases. In this book, User Friendly cartoon characters offer commentary and snide side comments, as the book moves quickly from Hello World into practical techniques. Each one is illustrated with a hands-on example. Along the way, readers will build a unique Flex application that mashes Yahoo Maps with Twitter to keep track of friends. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Sams Teach Yourself

Adobe® AIR™ Programming in 24 Hours Michael Givens Covers version 1.5 of Adobe AIR In just 24 sessions of one hour or less, you will be up and running with Adobe AIR 1.5. Using a straightforward, step-by-step approach, each lesson builds upon a real-world foundation allowing you to learn the essentials of Adobe AIR from the ground up. Step-by-step instructions carefully walk you through the most common Adobe AIR 1.5 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge of Adobe AIR 1.5. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you alternative ways to do something. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to… Utilize the AIR SDK Write an AIR application with HTML Write an AIR application with Flash CS3 or Dreamweaver CS3 Write an AIR application with PDF integration Debug an AIR application Distribute an AIR application Use the AIR APIs Leverage server-side features for AIR Michael Givens is the CTO of U Saw It Enterprises, a Web technology consulting firm based in Spring, Texas. He is an Adobe Community Expert and an Adobe Corporate Champion known to share his experience and evangelism of all things Adobe. Certified in ColdFusion 5 and as an Advanced CFMX Developer, he has been using ColdFusion since the days of Allaire Spectra and Flex since it was known as Royale. He is the coauthor of Adobe AIR Programming Unleashed (Sams Publishing) and has written articles for the ColdFusion Developer's Journal and the Flex Developer's Journal. He also wrote a digital Short Cut titled Apollo in Flight for Sams Publishing. Michael blogs regularly at www.flexination.info. Category: Programming/Application Development Covers: Adobe AIR User Level: Beginning–Intermediate
Recipes for solving common React Native development problems, 2nd Edition
Lex & Yacc
Learning Flex 3
2008 AccessWorld Guide to Assistive Technology Products
React Native Cookbook
Flex 4 Cookbook
Is there an easier way to build and deliver rich internet applications (RIAs) other than the Flash IDE or Ajax? Absolutely. With Adobe Flex 2, the Flex 2 SDK, and this book, you have all you need to build RIAs. Programming Flex 2 offers you plenty of practical and useful examples that reveal how and why to use a particular feature of Flex 2, and when and when not to. As part of the Adobe Developer Library, Programming Flex 2 is the authoritative guide to this new Adobe framework. You learn to use a markup language called MXML and a vast library of off-the-shelf and highly-configurable components to build Flash-based applications that combine the immediacy of the Web with the functionality and responsiveness of desktop applications. You also discover why -- with the Flash Player runtime environment and the powerful ActionScript 3.0 programming language -- the possibilities with Flex 2 are nearly limitless. Topics include: Managing Layout Working with Components Working with Media Managing State Using Transitions and Effects Working with Data Customizing Application Appearance Client Data Communication and Remote Data Communication Debugging Flex Framework Applications Creating Custom Components Flex may be easier to learn than the Flash IDE, but you still need a reliable guide to the framework. Programming Flex 2 not only serves as a reference, but provides valuable and practical insight into this new technology. As you learn how to build Flex applications, you'll also discover how Flex works. This book supplies all the information you need in one convenient place. Adobe Developer Library is a co-publishing partnership between O'Reilly Media and Adobe Systems, Inc. and is designed to produce the number one information resources for developers who use Adobe technologies. Created in 2006, the Adobe Developer Library is the official source for comprehensive learning solutions to help developers create expressive and interactive web applications that can reach virtually anyone on any platform. With top-notch books and innovative online resources covering the latest in rich Internet application development, the Adobe Developer Library offers expert training and in-depth resources, straight from the source.
Fundamentals of the Physical Therapy Examination: Patient Interview and Tests & Measures, Second Edition provides physical therapy students and clinicians with the necessary tools to determine what questions to ask and what tests and measures to perform during a patient exam. This text utilizes a fundamental, step-by-step approach to the subjective and objective portions of the examination process for a broad spectrum of patients. This edition has been updated and revised to reflect the new APTA Guide 3.0, and the Second Edition also includes new and extensive coverage of goniometry and manual muscle testing techniques with more than 300 new photographs.
Flexible Rails is a unique, application-based guide for using Ruby on Rails 2 and Adobe Flex 3 to build rich Internet applications (RIAs). It is not an exhaustive Ruby on Rails or Flex reference. Instead, it is an extensive tutorial in which the reader builds multiple iterations of an interesting RIA using Flex and Rails together. Author Peter Armstrong walks readers through eleven iterations in which the sample application—pomodo—is variously built, refactored, debugged, sliced, diced and otherwise explored from every conceivable angle with respect to Ruby on Rails and Adobe Flex. The book unfolds both the application and the Flex-on-Rails approach side-by-side. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.
A guide to ActionScript programming covers such topics as conditionals and loops, functions, datatypes, interfaces, event handling, namespaces, XML,

Flash, programmic animation, and bitmap programming.
A Guide to Clinical Decision Making in Physical Therapy
Creating Visual Experiences with Flex 3.0
Flex 4 in Action
Real-world recipes for developing Rich Internet Applications
Professional Adobe Flex 3
Getting up to Speed with Rich Internet Applications
Introduces a variety of useful programming techniques, tips, and tricks for optimizing animation graphics, creating unusual visual and sound effects, and using ActionScript programming.