

Flex

HELLO

my name is

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Terms

Flash – Umbrella term for the platform

Flash Player – Plays flash-based movies, generally in browser plug-in form

Flash IDE – Development tool (IDE) for flash movies

ActionScript – Programming language used in flash

Flex – Software development kit (not a language) founded on ActionScript

Flex Builder – Old name for Flash Builder (version 3 and earlier)

Flash Builder – Development tool for flash movies (not necessarily Flex)

AIR – Runtime environment for flash apps as standalone desktop apps

MXML – Markup language used in Flex (but not restricted to Flex)

Halo – A set of components found in the Flex SDK

Spark – A newer-than-Halo set of components found in the Flex SDK (version 4+)

Mxmlc – Compiles a swf from a Flex app (doesn't require Flash Builder)

Resources

Flash Builder - <http://www.adobe.com/products/flashbuilder/>

Flex SDK - http://www.adobe.com/products/flex/flex_framework/

Flex Developer Center - <http://www.adobe.com/devnet/flex/>

Using Flex 4 - http://help.adobe.com/en_US/flex/using/index.html

Language Reference (ASDoc) – Shift+F2 in Flash Builder (not sure on the Mac)

Charles Web Debugging Proxy - <http://www.charlesproxy.com/>

Adobe Flex Forum: <http://forums.adobe.com/community/flex>

Yahoo Flexcoders Forum: <http://tech.groups.yahoo.com/group/flexcoders/>

The class: <http://groups.google.com/group/utahflexclass>

Your host: <http://aaronhardy.com> or @Aaronius

Outline

Flash example
SpriteExample.as
TypesExample.as
OOExample.as
AddUIControls.mxml
LayoutExample.mxml
XMLNamespaces.mxml
BindingExample.mxml
ValidatingExample.mxml (maybe)
EventExample.as (including debugging)
EventExample.mxml

