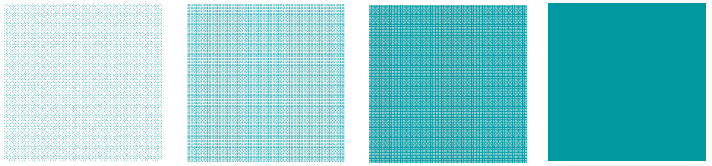
BEUTH HOCHSCHULE FÜR TECHNIK BERLIN
University of Applied Sciences



Kleine Wiederholung

Roman Bartoli

Gliederung

- Erstellungsprozess
- MXML -> Actionscript
- Layouts

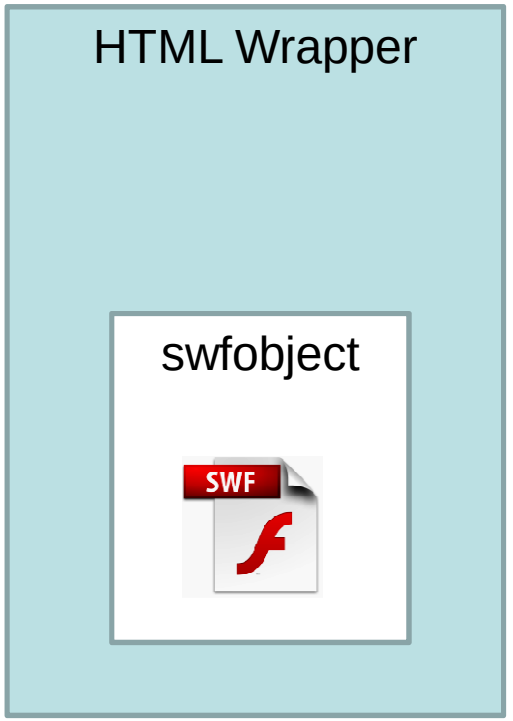
Erstellungsprozess

Flash Builder

Actionscript Files

HTML Template

<swfobject>



MXML vs. Actionscript

- Transformation von Actionscript zu MXML

Beispiel:

```
public class Button extends EventDispatcher
{
    private var _height:int;
    private var _width:int;

    public function set height(height:int):void {
            _height = height;
    }

    public function click():void {
            this.dispatchEvent(new Event("click"));
    }
    ...
}
```

MXML vs. Actionscript

- Instanziierung in Actionscript

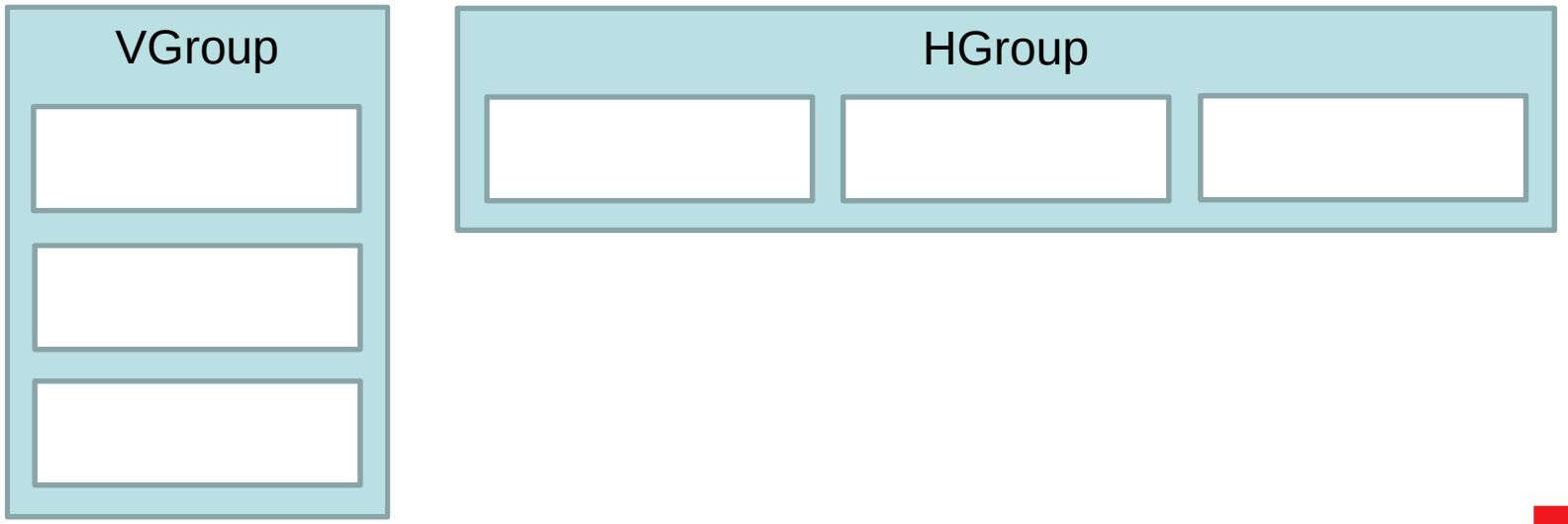
```
Button myButton = new Button();
button.addEventListener("click", onButtonClick);
button.width = 100;
```

- Instanziierung in MXML

```
<s:Button id="myButton" width="100"
    click="onButtonClick“ />
```

Layouts

- Group (default: BasicLayout, absolute Positionierung)
- HGroup (HorizontalLayout)
- VGroup (VerticalLayout)
- TileGroup (TileLayout)



Layouts

- Group kann vier verschiedene Layouts implementieren
  - **<s:BasicLayout />**
  - **<s:HorizontalLayout />**
  - **<s:VerticalLayout />**
  - **<s:TileLayout />**
- Der Vorteil von Group ist, dass zur Laufzeit das Layout geändert werden kann

```
<s:Group>
    <s:layout>
            <s:VerticalLayout />
    </s:layout>
</s:Group>
```