

ADOBE FLEX

1. Introduction
 - Understanding rich Internet applications
 - Introducing the Adobe Flex 3
 - The foundation of the RIA: Flash Player/Flash
2. Understanding Flex Builder 3
 - Exploring the Flex Builder 3
 - Creating a project and your first application
 - Creating a main application page and running it
3. Flex 3 Fundamentals
 - Creating a simple Flex 3 application
 - Laying out a Flex 3 application with containers
 - Adding user interface controls
 - Creating bindings between components
4. Learning the Basics of Scripting
 - Inline ActionScript
 - Dot Notation
 - Assignment
 - Functions
 - Variables
 - Data Types
 - Arrays
 - Objects
 - Classes
 - MXML and ActionScript Work Together
5. Working with Basic Controls
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 - The Application Container
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 - Menu Controls
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 - Sizing Controls
 - Positioning Controls
 - Changing the Appearance of Controls
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 - The htmlText Property
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 - RichTextEditor
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 - Create a MenuBar Control
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 - Understanding Events
 - Handling Events Inline
 - Using Event Constants
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 - What Is Data Binding?
 - Implementing Two-Way Bindings
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 - Creating Bindable Variables in ActionScript
 - Putting Data Binding to Work for You
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 - Flex 3 Live Cycle Data Services.
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