Developing Flex 4 Components: Using ActionScript 3.0 and MXML to Extend Flex and AIR Applications, Mike Jones, Addison Wesley Professional, 2011, 032160413X, 9780321604132, 309 pages. Provides information on using Flex 4 to develop and build components, covering such topics as implementing view states, manipulating data collections, and integrating components with Flash Builder.

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OpenGL programming guide the official guide to learning OpenGL, release 1, Jackie Neider, Tom Davis, Mason Woo, OpenGL Architecture Review Board, 1993, , 516 pages. This book explains how to create graphics programs using OpenGL, Release 1. It presents the overall architecture of OpenGL and discusses in detail every function included in ....

Cocoa Programming for Mac OS X , Aaron Hillegass, Adam Preble, 2011, Computers, 491 pages. Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, memory management, key-value coding, NSArrayController, archiving, user defaults ....

Flex 4 Fun , Chet Haase, Sep 1, 2010, , 288 pages. Provides information on using Flex 4 to develop rich Internet applications..

The Leader Who Had No Title A Modern Fable on Real Success in Business and in Life, Robin Sharma, Mar 23, 2010, Business & Economics, 224 pages. From The Monk Who Sold His Ferrari author comes an inspiring parable about the skills needed to excel in career and life..

Understanding Dreams from God , Scott Breslin, Mike Jones, Jan 1, 2004, Dreams in the Bible, 74 pages. .

Foundation ActionScript 3.0 with Flash CS3 and Flex , Steve Webster, Sean McSharry, Todd Yard, Dec 20, 2007, Computers, 566 pages. Whether one is an aspiring ActionScript developer or an experienced ActionScript developer who wants to upgrade his or her knowledge to version 3.0, this text covers all the ....

Adobe Flex 2 , Tapper, , , ..

Foundation Flex for Designers , Greg Goralski, LordAlex Leon, Jan 24, 2008, Computers, 288 pages. Provides information on creating applications and interfaces using Flex and Adobe Create Suite 3..

Hello! Flex 4 , Peter Armstrong, Nov 28, 2009, Computers, 210 pages. 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 ....

The American Girls Party Book You're Invited!, Michelle Jones, Jan 1, 1998, , . Includes ideas and
instructions for party decorations, foods, favors, and games reflecting the worlds of each of the six American Girls: Felicity, Josefina, Kirsten, Addy ....

Castle Magic, Miranda Jones, David Calver, 2006, 96 pages. When Ali brings Little Genie along on a class trip to a local castle, chaos ensues.

Flex Do Something Different, Ben (C) Fletcher, Karen J. Pine, Feb 1, 2012, Self-Help, 184 pages. Imagine being able to handle any situation with ease. Arguing that our habits undermine our ability to rise to new challenges, this self-help guide demonstrates how a change in ....

Adobe Flex 3 in 24 Hours, Ben Forta, Prayank Swaroop, Aug 20, 2010, 400 pages. Flex is Adobe's technology family for creating cross-platform RIA and is similar to Ajax (open standards), Silverlight (Microsoft), JavaFX (Sun), and OpenLazlo. The main ....

Introduction to Flex 2, Roger Braunstein, Feb 28, 2007, Computers, 88 pages. 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 ....

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The first book to completely demystify leading-edge component development with the Adobe Flex 3 platform - How to build components for Flex and AIR applications using ActionScript 3.0 and Adobe's powerful MXML user interface markup language - Covers expert techniques most books ignore, including component metadata, error handling, documentation, and creating Flex components in Flash using the Flex Component Kit - By Mike Jones, world-renowned Flex development consultant and speaker Summary Adobe Flex 3 offers a powerful new framework that web developers can use to quickly produce richer, more immersive, higher-value solutions. To help developers build the most powerful next-generation web applications, Adobe structured the Flex framework around components, and allowed developers to extend Flex's capabilities with their own components. However, few Flex developers know how to create these custom components. Developing Flex Components is the first book to completely demystify that process. Renowned Flex developer and speaker Mike Jones begins by presenting a quick overview of Flex and Flex Builder aimed at ActionScript 3.0 Flash developers. Jones explains the anatomy of a Flex component, including both visual and non-visual components, and introduces the components that come with the Flex framework. Next, one step at a time, he walks through building new Flex components that leverage the platform's powerful capabilities and can be incorporated into both Flex and AIR applications. Jones covers topics that are rarely addressed in Flex books, including component metadata, events and error handling, data binding, skinning, styling, and creating Flex components in Flash using the Flex Component Kit. He also presents a full chapter on writing and maintaining component documentation, as well as an appendix of additional resources for Flex component developers.

So, what he's talking about is taking the component's design from Flash Professional or CS4+ tools such as Photoshop, Illustrator and Fireworks and convert them into assets that can be loaded into your Flash Builder. Then, shows you how to subclass skinnable component for Spark to put it into a component ready to be used. Setting up the design is easier than you may think but inside the book he points out key methods in the various classes that need to be overridden to actually get the component ready for usage.

Why do you want to do this? Well, for enterprise developers, making a component that can be passed around to other devs makes it easy for them to use without burdening them with a lot of project configuration settings that are likely to set them back. You could also sell your component, too. He covers how to make a quality, professional grade component like we see when we use
those that come with Flash Builder. Also, the collection of subjects are rather atomic so you can skip around to whatever you may need and not have to worry about mastering everything all at once.

I am just now finishing this book and was exactly for what I was searching. Component development is such a huge part of professional application development regardless of the platform and typically is not the focus of the books/tutorials I have seen. There is an assumption by most that you already completely understand them which is a big assumption in my opinion.

Although I have used components long before reading this book I didn't quite understand many of the concepts completely especially in more complex AS components. This book is a MUST read for any Flex developer and I feel I am at an advantage now that it's a part of my library. I keep this one close to my computer at all times.

CourseSmart eTextbooks offer study advantages no print textbook can match. Students can search the entire text for key concepts; they can navigate easily to a page number, reading assignment, or chapter; they can bookmark important pages, sections, or chapters for quick review at a later date. With a CourseSmart eTextbook, students enjoy these key features:

Mike Jones has 14 years of experience developing for the Flash Platform. He was first introduced to Flash (then called Futurewave Splash) in November 1996, by his then Visual Arts studio manager while at a university. Suffice it to say, Flash made sense to Mike, and he literally ran with it and never looked back.

These days, Mike is a Platform Evangelist at Adobe and spends most of his time speaking with customers, presenting, and blogging and tweeting about the Flash Platform. Although developing is Mike’s first love, he never refuses the chance to speak at user groups and conferences about components, the Flex framework, AIR, and the Flash Platform in general.

A regular speaker at Flash on the Beach on topics such as “Flex Development in 60 Minutes” and Flex component development, anyone who has met Mike knows he speaks passionately about these technologies, which is the same passion that has kept him engaged as Flash and Flex have grown over the years. When he isn’t speaking or developing, Mike posts his thoughts and musings on Flash technologies on his blog (http://blog.flashgen.com). He lives in Haslemere, England, with his wife Emma, new baby daughter Freya, and his cat JPeg.

So many Flex books gloss over the details of component development, or focus just on MXML. Mike Jones has bucked tradition and written a book that can actually help beginning as well as experienced Flex developers. Mike covers topics that are not found in other books. This book is not on my shelf, it’s on my desk next to my keyboard.

Using Adobes Flex 4 framework, developers can build rich, immersive solutions more easily and quickly than ever. Much of Flex 4’s remarkable power is based on its component-based approach. Adobe provides many components out of the box, but you can accomplish even more by building your own. In Developing Flex 4 Components, world-renowned Flex and Flash developer Mike Jones thoroughly demystifies all facets of Flex component development, showing how to quickly create and deliver high-value components to the widest possible audience.

Jones introduces the Flex 4 component architecture, reviews its built-in components, and shows how they can be extended or incorporated into new components. Next, he walks through developing components from scratch, covering issues ranging from events to skinning. Finally, he turns to distribution, introducing best practices for everything from integration to documentation.

Mike Jones (Haslemere, England, UK) has been developing for the Flash platform for over 12 years, since the days of Futurewave Splash, the earliest versions of Flash. He now specializes in consulting on, presenting, and developing rich media solutions for a wide range of clients. Jones often speaks on Flex, AIR, and Flash technologies at user groups and major Adobe development conferences, including Flash on the Beach and Adobe MAX Europe.
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