



DIGITAL BOOTCAMP

ABOUT THIS COURSE:

Building on the success of the Flash platform, Adobe Flex gives talented designer/developers the tools to execute applications with features which would have been “science fiction” just a few months ago.

In this 48-Hour course, Students will learn everything from the basics of Flex and the Flex Builder environment to how to build real-world ready to deploy applications, such as a product configurator, an executive dashboard and an e-commerce application.

TUITION:

\$1795

PREREQUISITES:

Firm knowledge of Flash and Beginner / Intermediate knowledge of ActionScript 2.0

DIFFICULTY (0-5 STARS)

★★★★ - ★★★★★

(course begins basic and ends advanced)

WHO SHOULD ATTEND:

- Accomplished Flash Developers who want to expand their skills “off the charts”
- Visionary technologists who are responsible for shaping the direction of client projects and in-house application development

AFTER THIS CLASS, YOU SHOULD BE A:

Intermediate

Expert

Rock Star

Week 1: Overview of Flex 2.0

Flash Platform Overview and Roadmap
Why use Flex?
What is Apollo?
Pre-compiled .swf vs. Flex Enterprise Services
Eclipse and Flex Builder 2.0
The Flex Builder 2.0 Interface
Using Flex Builder with Eclipse Plugins
Broad Overview of Flex 2.0 Bootcamp
Flex 2.0 Components Briefing
Flex is MXML, Actionscript 3.0, Framework 2.0
Layout Container Components
Navigation Components
Control Components
Charting Components
Building a Hello World Application

Week 2: Developing a User Interface

Flex Fundamentals
Starting a new Flex Project
Design View - Real Deal WYSIWYG
Using layout containers
Adding control components
Welcome to Code View
Creating bindings between components
Architecting a simple application
Component properties and methods

Week 3: Adding Rich Interactivity

Events and Navigation
Creating Inline Event Handlers
Using Event Handler Functions
Placing Actionscript in External Files
Understanding the Event Object
Using the Flex 2.0 Navigation Controls
View Stacks, States and currentState()
Get “Rich” Quick
Effects and Transitions
Custom Cell Renderers
Building Reusable Custom Components
Manipulate Your Components
Be a Style Guru
Claim your Inheritance

Adobe Flex

8-Week Bootcamp

Course FactSheet

Week 4: Actionscript 3.0 Primer

Flash Player 8.5 and its Multiple Personalities
MovieClip Sprite
Strict Data Typing
Improved Debugging
Standardized DOM Event Model
Sealed vs. Dynamic Classes
Delegation and E4X
Flash Player and Display List API
Timer class
Where to find more information

Week 5: Flex your Data

Using Data Models and MVC
Creating a Flex 2.0 Data Model
Populating a Data Model from XML Source
Validation of Data in a Model
Formatting your Data
Using Actionscript Data Models
Flex 2.0 Classes
Getting Data from External Sources
Loading XML Data Recap
E4X In-Depth
Using Web Services with Flex 2.0
Retrieving Data from a Web Service
Sending Data to a Web Service
Using the ColdFusion Adapter with Flex 2.0
Formatting Data for AMF from ColdFusion
Storing Data to a SQL Database

Weeks 6-8: Real World Flex 2.0

In-Class and Independent execution of three fully-functional applications
Product Configurator
E-Commerce Store
Digital Dashboard

Week 9: BONUS MATERIAL!

Enterprise Services Overview and Final Exam