



Adobe® AIR®: Building Desktop Applications with Flex 3

Course Duration

2 days

Course Description

In this course, you will be introduced to the Adobe Integrated Runtime (AIR) and all its components through 10 modules, including creating native windows, using the file system, understanding AIR security, and more. This course is offered in an instructor-led, group-paced, classroom-delivery learning model with structured hands-on activities.

Course Prerequisites

To gain the most from this class, you should have attended the Adobe Flex: Rich Client Applications course, or have equivalent experience using MXML and ActionScript 3 to develop Adobe Flex applications, which include the following features:

- data binding
- user interface, container, and navigation components
- custom components
- in-line and scripted event handling
- view states
- custom classes

Hardware Requirements

- Intel® Pentium® 4 processor or G4 1.25 GHz PowerPC or Intel-based Mac
- 1 GB of RAM
- 300 MB of available hard-disk space

Software Requirements

You must have a recent version of one of the following browsers (Firefox, Internet Explorer, Safari, Opera), the latest debug version of the Adobe Flash Player (installed with Flex Builder 3), and must install the following software to your computer:

- If using Microsoft® Windows®:
 - Microsoft Windows XP (with Service Pack 2)
 - Microsoft Vista Home Premium or Higher
 - Java™ Virtual Machine: Sun™ JRE 1.4.2 (included), Sun JRE 1.5, IBM® JRE 1.5
 - Eclipse™ 3.2. or 3.3M7 for plug-in install
 - Any Web server
- If using Mac OS X
 - OS X 10.4.7 or higher (also should test on 10.4.9)
 - Java™ Virtual Machine: JRE 1.5 or JRE 1.6 from Apple
 - Eclipse 3.2.1 or 3.3M7 for plug-in install
 - Any Web server



SOLUTION PARTNER
Gold

COURSE CONTENT

Lesson 1: Introducing the Course

- Introducing mastery learning
- Understanding the course format
- Reviewing the course prerequisites
- Reviewing the course outline

Lesson 2: Introducing Adobe Integrated Runtime

- Exploring the AIR development toolset
- Reviewing the Adobe AIR tools for Flex Builder 3
- Walkthrough 1: Review an AIR application

Lesson 3: Getting Started with AIR

- Creating your first AIR application
- Walkthrough 1: Create an AIR application
- Packaging and deploying applications
- Walkthrough 2: Export and install an application
- Understanding AIR fundamentals
- Walkthrough 3: Examine the AIR package and change the descriptor
- Getting help and other resources

Lesson 4: Creating Native Windows

- Creating windows
- Walkthrough 1: Create, open, and close a native window
- Modifying the window display
- Walkthrough 2: Control window chrome, transparency, and full screen display
- Manipulating windows
- Walkthrough 3: Control window behaviors when a title bar is removed
- Controlling window behavior using window events
- Walkthrough 4: Control window behavior through event listeners

Lesson 5: Using the File System

- Using the File class
- Walkthrough 1: Using the File class
- Enabling visual file system interaction
- Walkthrough 2: Use file system browsing and display components
- Removing files from the file system
- Walkthrough 3: Interacting with visually specified File objects
- Using file streams
- Walkthrough 4: Create a directory or UTF-8 (Unicode) text file
- Working with binary data
- Walkthrough 5: Read, modify, and write a binary file to the desktop

Lesson 6: Connecting applications

- Communicating between applications
- Walkthrough 1: Connect to and call a method in another AIR applications
- Connecting to Web applications using URL requests over HTTP
- Walkthrough 2: Interact with a remote service using posted URL data
- Displaying HTML content
- Walkthrough 3: Load HTML into an AIR application
- Detecting network availability
- Walkthrough 4: Add network detection

Lab 1

Lesson 7: Using the Clipboard

- Moving data with copy and paste
- Walkthrough 1: Moving data to and from the system clipboard
- Using drag and drop
- Walkthrough 2: Drag images from the operating system into the application

Lesson 8: Persisting application data

Using an embedded SQL database

Walkthrough 1: Create a new database

Using SQL statements

Walkthrough 2: Update the database and records

Working with SQL data types

Walkthrough 3: Use date / time and BLOB data

Lesson 9: Understanding AIR security

Considering AIR security

Walkthrough 1: Respond to player capability

Using encrypted data storage

Walkthrough 2: Using encrypted local storage

Understanding AIR application updating

Walkthrough 3: Updating applications and preventing downgrade attacks

Lesson 10: Customizing Deployment

Setting the application's desktop icon

Walkthrough 1: Add icon to application

Setting system tray icon

Walkthrough 2: Adding a system tray icon

Customizing application chrome

Walkthrough 3: Change main application window appearances

Lab 2

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