

Learning Flex 4 Getting Up To Sd With Rich Internet Application Design And Development Adobe Developer Library

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Learn Adobe Flex 4 in a fun and engaging way with this book's unique, hands-on approach. Using clear examples and step-by-step coaching from two experts, you'll create four applications that demonstrate fundamental Flex programming concepts.

Learning Flex 4: Getting Up to Speed with Rich Internet ...

Throughout the course of this book, you'll learn how to enhance user interaction with ActionScript, and create and skin a user interface with Flex's UI components (MXML) and Adobe's new FXG graphics format.

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Since Adobe released Flex 3, Rich Internet Applications (RIAs) have become so popular that the market for RIA developers has grown considerably. Now, Flex 4 makes it easy for designers and developers unfamiliar with RIAs to become a part of the process, and Learning Flex 4 provides step-by-step lessons to help beginners create apps with Flex immediately. Written by Yahoo!'s resident Flex guru ...

Learning Flex 4: Getting Up to Speed with Rich Internet ...

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Learning Flex 4 - O'Reilly Media

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'Learning Flex 4: Getting up to Speed with Rich Internet Applications' is a great guide for anyone looking to learn or improve their Flex 4 skills. A collaborative book between O'Reilly and Adobe, this text is a perfect buy for anyone that wants to get their feet wet with this new and exciting technology or just needs a refresher in the basics of how to build Web 2.0 applications.

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Learning Flex 4 offers tips and tricks the authors have collected from years of real-world experience, and straightforward explanations of object-oriented programming concepts to help you understand how Flex 4 works. Work with Flash Builder 4 and the Eclipse IDE; Learn the basics of ActionScript, MXML, and FXG; Design a Flex application layout

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Learn Adobe Flex 4 in a fun and engaging way with this book's unique, hands-on approach. Using clear examples and step-by-step coaching from two experts, you'll create four applications that demonstrate fundamental Flex programming concepts. Throughout the course of this book, you'll learn how to enhance user interaction with ActionScript, and create and skin a user interface with Flex's UI components (MXML) and Adobe's new FXG graphics format. You'll also be trained to manage dynamic data, connect to a database using server-side script, and deploy applications to both the Web and the desktop. Learning Flex 4 offers tips and tricks the authors have collected from years of real-world experience, and straightforward explanations of object-oriented programming concepts to help you understand how Flex 4 works. Work with Flash Builder 4 and the Eclipse IDE Learn the basics of ActionScript, MXML, and FXG Design a Flex application layout Build an engaging user interface Add interactivity with ActionScript Handle user input with rich forms Link Flex to a server with PHP and MySQL Gather and display data Style applications and add effects, filters, and transitions Deploy applications to the Web, or to the desktop using Adobe AIR

How soon can you learn Adobe Flex 3? With this book's unique hands-on approach, you will be able to tinker with examples right away, and create your own Rich Internet Applications with Flex within the first few chapters. As you progress, you learn how to build a layout, add interactivity, work with data, and deploy your applications to either the Web or the desktop. Learning Flex 3 offers step-by-step instructions that are clear and concise, along with tips and tricks that author Alaric Cole has gathered after years of using Flex and teaching it to fellow developers at Yahoo! You'll understand how Flex works, how to use the MXML markup language and work with ActionScript, how to deploy RIAs to the desktop using Adobe AIR, and much more. Whether you're a beginner, or an experienced web developer coming to Flex from another platform, Learning Flex 3 is the ideal way to learn how to: Set up your environment with FlexBuilder and Eclipse Create a new Flex project Use the different design views in Flex Write code with MXML Lay out your Flex application Embed images and graphics Build a user interface Add interactivity with ActionScript Handle user input Move, display, and collect data Add custom components with MXML Add sound effects, filters, and transitions Style your applications with CSS, skins, and themes Deploy applications to the Web, or to the desktop using Adobe AIR Also included are brief explanations of objects, classes, components, properties, methods, types, and other Flex attributes. You will find that Learning Flex 3 is not only the most complete tutorial for Flex, it's also the quickest way to get going with the latest version of this powerful framework.

Learn Adobe Flex 4 in a fun and engaging way with this book's unique, hands-on approach. Using clear examples and step-by-step coaching from two experts, you'll create four applications that demonstrate fundamental Flex programming concepts. Throughout the course of this book, you'll learn how to enhance user interaction with ActionScript, and create and skin a user interface with Flex's UI components (MXML) and Adobe's new FXG graphics format. You'll also be trained to manage dynamic data, connect to a database using server-side script, and deploy applications to both the Web and the desktop. Learning Flex 4 offers tips and tricks the authors have collected from years of real-world experience, and straightforward explanations of object-oriented programming concepts to help you understand how Flex 4 works. Work with Flash Builder 4 and the Eclipse IDE Learn the basics of ActionScript, MXML, and FXG Design a Flex application layout Build an engaging user interface Add interactivity with ActionScript Handle user input with rich forms Link Flex to a server with PHP and MySQL Gather and display data Style applications and add effects, filters, and transitions Deploy applications to the Web, or to the desktop using Adobe AIR

Discover what's possible with the latest version of Flash Builder and Flex. This hands-on guide helps you dive into the Adobe Flash Platform: through a series of quick step-by-step tutorials, you'll learn the process of building, debugging, and deploying a complete Rich Internet Application with Flex 4. Each tutorial includes complete code samples and pre-built Flex components. Follow the tutorials in sequence or simply jump to the areas that interest you. Ideal for experienced developers with or without a background in Flex, Getting Started with Flex 4 shows you how to take advantage of your existing skills. You'll quickly discover how easy RIA development can be. Create a Flex application that retrieves, displays, and modifies database records Easily add, update, and delete data in the database Test and debug the application Deploy your Flex application to a web server Change the application's appearance with styling and skinning Use Flex components to add charts and graphs "Alaric and Elijah do a great job of guiding a newbie Flex developer through the myriad of components offered by this hugely popular framework. Flex novices will find it well worth a read." --Jodie O'Rourke, Adobe Certified Expert (Flash Platform) & Community Professional Community Leader, Adobe User Group Program

AN INTERACTIVE EXPERIENCE CHILDREN WILL NOT FORGET! Word Queen Book Two features three stories: digraphs (th, sh, ch-tch, wh, ph, gh), QU, and oo, ou, ow, ue, ui, ew. The Word Queen is a mysteriously, irresistible character that ingrains the endless rules of decoding the English language into the minds of children. This exciting reading program, created by a National Board Certified teacher, instills the ability to read into kindergarten thru second grade students. Since only about 10% of text can be decoded using the basic 26 letter sounds of the alphabet, this is a much needed program in education today. It is easily implemented and designed to accommodate the time constraints of teachers. The Word Queen engages children holistically through real life interactions and creates an enthusiasm and eagerness to learn! Teachers say: "The kids are so excited, they don't even realize they are learning!"

I Am Earth introduces kids to the basic concepts of earth science while also encouraging the importance of taking care of our special planet through environmental awareness and sustainability. Keeping Earth a happy healthy place to live is important for everyone big and small. In this Earth science book for beginners, kids learn what makes our planet so uniquely special and how people can work together to keep it a healthy home.

NEW EDITION!!Well... it seems that these animals don't want to take their medicine! But step by step, each one discovers that taking medicine is very important for the animals, as well as for the children!A funny way to learn and a funny way to teach. As everyone knows how difficult it can be to explain to young children how important it is to take medicine...---THE BOOK OF THE ANIMALS:FUN LEARNING FOR CHILDREN AND PARENTSWhat are certainly the most occurring moments in a parent's life? When their child doesn't want to wash, eat, sleep, go to school, share, take medicine, get vaccinated... And what can a parent answer to these refusals?The successful "Book of The Animals" bilingual children's books series was created with the aim to help both parents and children to discover the benefits of washing, eating, sleeping, going to school, sharing, taking medicine, getting vaccinated... in a fun as well as educational manner. Since the books are also bilingual, parents will enjoy the teaching and the interactivity they can gain from reading them with their children.THE AUDIENCEThe books are geared towards children aged 2-5, before elementary/primary school.They will likely be bilingual children whose parents want to encourage the learning of their two current languages.They will also be children whose parents want to teach a language at a young age.Some teachers have also been using the books of the series as a way to teach a second language to children, with themes easy for them to both understand and memorise.THE CURRENT BOOKSThere are currently seven books in the series.Each episode brings on new animals, new words, new situations and new stories.- Ep.1. "These Animals... Don't Want to Wash!" (2008)- Ep.2. "These Animals... Don't Want to Eat!" (2009)- Ep.3. "These Animals... Don't Want to Sleep!" (2010)- Ep.4. "These Animals... Don't Want to Go to School!" (2011)- Ep.5. "These Animals... Don't Want to Share!" (2011)- Ep.6. "These Animals... Don't Want to Take their Medicine!" (2012)- Ep.7. "These Animals... Don't Want to Get Vaccinated!" (2012)The books are all available in either bilingual or monolingual versions:- Bilingual versions: English-French, English-Portuguese, English-Italian, English-Spanish, English-Swedish, English-Creole, English-Japanese...More versions still to come!Check out the official website: www.TheBookOfTheAnimals.comREVIEW"The Book of the Animals is a planned series of illustrated books for young children. [...] These delightful books tell the story of what happens when the animals in the stories, like many young children, don't want to eat and don't want to wash...The books are very suitable both for reading to young children and for older children to use to learn to read in both languages. They might even persuade them to wash and eat their dinner!The repetitive structure is supportive of children learning new words and the illustrations work well alongside the text to help understanding of unfamiliar words.I can easily imagine young children demanding repeat readings and enjoying learning the text by heart as many children do with favourite stories. Children learning to make up and write their own stories might well want to write a personalised version, using the structure as a prop.I think the stories would work well both in the home and in the classroom."(Review published in The Cass School of Education, by Dr Raymonde Sneddon, Research Fellow for "The Cass School of Education" at the University of East London, and Honorary Research Fellow of Birkbeck College, in the Department of Applied Linguistics)SUPPORT'The Book of The Animals' series is supported & recommended by ABRIR UK, a Brazilian Association for Educational Projects in the United Kingdom. www.Abrir.org.ukOfficial website: TheBookOfTheAnimals.com

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 also provides powerful data handling for industrial-strength applications. We think it should be just as much fun to learn Flex as it is to use it. And we know that fun learning gets better results. Hello! Flex 4 demonstrates how to get started without getting bogged down in technical detail or academic edge cases. In this book, User Friendly cartoon characters offer commentary and snide side comments, as the book moves quickly from Hello World into practical techniques. Each one is illustrated with a hands-on example. Along the way, readers will build a unique Flex application that mashes Yahoo Maps with Twitter to keep track of

friends. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Learning to Read: New Testament Stories is designed for children, homeschoolers, or ESL learners who will improve their reading skills with new vocabulary words. They will also enjoy reading this book, either as bedtime stories or just for fun. The companion activity book, Learning to Read: New Testament Stories Study Guide, provides useful practice activities and exercises for each story. Together they will enhance your reading development experience. About the Author Faith Sheptoski-Forbush is a veteran school teacher, reading specialist, and blog writer with a master's degree in reading. Faith, together with her family, enjoys wholesome entertainment, travel and outdoor recreation. For free educational resources follow us on Facebook and Twitter, or visit us at ChristiansForever.com. ISBN: 978-0-9985228-0-7 (print)

These are the magic stories of RUMPLESTILTSKIN, THE FROG PRINCE, and THE UNGRATEFUL SON told in rhymes and beautiful illustrations for your delight. The Grimm stories are a collection of German fairy tales first published in 1812 by the Grimm brothers, Jacob, and Wilhelm. These stories have certainly endured the test of time and keep delighting our children. For more than 200 years, millions of children have enjoyed and learned with these tales. Perhaps no other stories possess as much power to enchant, delight, and surprise as those penned by the immortal Brothers Grimm. In this edition, your children will enjoy three classic tales now told in catchy rhymes and beautiful modern illustrations. Enjoy the reading! Each story has a moral for educating your children with entertainment.

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