

Data Visualization With Flash Builder Designing Ria And Air Applications With Remote Data Sources Visualizing The Web

Over the past few years, the now-open source Adobe Flex framework has been adopted by the Java community as the preferred framework for Java rich Internet applications (RIAs) using Flash for the presentation layer. Flex helps Java developers to build and maintain expressive web/desktop applications that deploy consistently on all major browsers, desktops, and operating systems. Beginning Java and Flex describes new, simpler, and faster ways to develop enterprise RIAs. This book is not only for Java or Flex developers, but also for all web developers who want to increase their productivity and the quality of their development. The aim of the book is to teach the new frontier of web development using open source, agile, lightweight Java frameworks with Flex. Java lightweight framework programming helps Flex developers create dynamic-looking enterprise applications. Flex and Java are becoming very popular for both business and interactive applications.

Ready to flex your Web development muscles and start building rich Internet applications? With Flex 3.0, you can create great RIAs that perform like desktop applications using Adobe Flash Player, which is already installed on more than 95 percent of Internet-connected computers. And the fun and easy way™ to get up to speed on Flex is with Adobe Flex 3.0 For Dummies. This friendly guide shows you how Flex lets you leverage the power of Adobe's ubiquitous Flash technology to build large applications. If you've written code in any language, Adobe Flex 3.0 For Dummies will get you started, introduce you to FlexBuilder and the Flex framework, and have you building some really "flashy" stuff before you know it. You'll find out how to: Develop interactive applications without worrying about browser differences Use the Event Model Work with ActionScript and MXML Build simple user interface controls and data-driven controls Set up data binding Format and validate user data Create, run, and clean a project Explore Flex manager classes Work with styling and skinning Flex components All the code used in the book is on the companion Web site to save you that much more time. Adobe Flex 3.0 For Dummies helps you become Flex-literate in a flash! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

IBM® ILOG® Visualization products allow you to create the most advanced graphical user interfaces for line-of-business applications, help users understand their data better, and react to a changing market faster and smarter. This IBM Redbooks® publication describes two IBM Visualization products: IBM ILOG JViews Enterprise and IBM ILOG Elixir® Enterprise. It provides detailed samples and scenarios covering how these products can be integrated with other IBM software such as IBM WebSphere® REST Technology, IBM Cognos®, IBM Mashup Center, IBM WebSphere Business Monitor and Business Space, and IBM WebSphere Dashboard Framework to provide Web 2.0 and Ajax visualization solutions. This book is targeted to application interface developers and programmers who develop highly advanced graphical user interfaces using IBM ILOG Visualization products with IBM Cognos, IBM Mashup Center, IBM WebSphere Business Monitor and Business Space, and IBM

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WebSphere Dashboard Framework.

The digital age has presented an exponential growth in the amount of data available to individuals looking to draw conclusions based on given or collected information across industries. Challenges associated with the analysis, security, sharing, storage, and visualization of large and complex data sets continue to plague data scientists and analysts alike as traditional data processing applications struggle to adequately manage big data. *Big Data: Concepts, Methodologies, Tools, and Applications* is a multi-volume compendium of research-based perspectives and solutions within the realm of large-scale and complex data sets. Taking a multidisciplinary approach, this publication presents exhaustive coverage of crucial topics in the field of big data including diverse applications, storage solutions, analysis techniques, and methods for searching and transferring large data sets, in addition to security issues. Emphasizing essential research in the field of data science, this publication is an ideal reference source for data analysts, IT professionals, researchers, and academics.

Foundation ActionScript 3.0 Image Effects discusses the ins and outs of graphical manipulation through code of all the different elements available in a Flash project, from vectors to bitmaps to videos, from animated text effects to dynamic video filters. Flash 8 introduced a vast array of image features, such as blend modes and filters as well as ActionScript's powerful `BitmapData` object, and this book covers all those effects in their CS4 form, as well as the graphical options that are available, such as the Pixel Bender Toolkit. It also details the many possible effects that can be achieved and the associated practical applications, with a focus on strong object-oriented programming methodologies to make the code more modular and reusable across projects. Gives detailed information on all of the image manipulation abilities of Flash CS4 Covers complex technology, such as the Pixel Bender Toolkit There is no other book like it, covering the same topics in as much depth

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

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version of this powerful framework.

Net Works offers an inside look into the process of successfully developing thoughtful, innovative digital media. In many practice-based art texts and classrooms, technology is divorced from the socio-political concerns of those using it. Although there are many resources for media theorists, practice-based students sometimes find it difficult to engage with a text that fails to relate theoretical concerns to the act of creating. Net Works strives to fill that gap. Using websites as case studies, each chapter introduces a different style of web project--from formalist play to social activism to data visualization--and then includes the artists' or entrepreneurs' reflections on the particular challenges and outcomes of developing that web project. Scholarly introductions to each section apply a theoretical frame for the projects. A companion website offers further resources for hands-on learning. Combining practical skills for web authoring with critical perspectives on the web, Net Works is ideal for courses in new media design, art, communication, critical studies, media and technology, or popular digital/internet culture.

If you want to use Adobe Flex to build production-quality Rich Internet Applications for the enterprise, this groundbreaking book shows you exactly what's required. You'll learn efficient techniques and best practices, and compare several frameworks and tools available for RIA development -- well beyond anything you'll find in Flex tutorials and product documentation. Through many practical examples, the authors impart their considerable experience to help you overcome challenges during your project's life cycle. Enterprise Development with Flex also suggests proper tools and methodologies, guidelines for determining the skill sets required for the project, and much more. Choose among several frameworks to build Flex applications, including Cairngorm, PureMVC, Mate, and Clear Toolkit Apply selected design patterns with Flex Learn how to extend the Flex framework and build your own component library Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS-based servers Determine the actual performance of your application and improve its efficiency Implement the powerful multimedia and interactive capabilities offered by HTML5, including style control tools, illustration tools, video, audio, and rich media solutions. Understand how HTML5 is changing the web development game with this project-based book that shows you-not just tells you-what HTML5 can do for your websites. Reinforce your practical understanding of the new standard with demo applications and tutorials, so that execution is one short step away. HTML5 is the future of the web. Literally every web designer and developer needs to know how to use this language to create the types of web sites consumers now expect. This new edition of the bestseller teaches you to enhance your web designs with rich media solutions and interactivity, using detailed descriptions and hands-on projects for every step along the way. The second edition contains completely updated information, including more on mobility and video standards, plus new projects. The companion website, visualizetheweb.com, is packed full of extra information, online code libraries, and a user forum, offering even more opportunity to learn new skills, practice your coding and interact with other users.

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

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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 Flex your development muscles with this hefty guide Write programs using familiar workflows, deliver rich applications for Web or desktop, and integrate with a variety of application servers using ColdFusion, PHP, and others-all with the new Flex Builder 3 toolkit and the comprehensive tutorials in this packed reference. You'll learn the basics of Flex 3, then quickly start using MXML, ActionScript, CSS, and other tools to create applications that can run on any browser or operating system. Install and learn how to use Flex Builder 3 Explore MXML, ActionScript 3, and the anatomy of a Flex application Lay out Flex controls and containers, and use Cascading Style Sheets (CSS) to create look and feel Incorporate Advanced List controls, Flex charting components, and data entry forms Integrate your Flex applications with a variety of application servers Create cross-operating system desktop applications with Adobe Integrated Runtime (AIR) Companion Web Site Visit www.wiley.com/go/flex3 to access code files for the projects in the book.

This four-volume set LNCS 6761-6764 constitutes the refereed proceedings of the 14th International Conference on Human-Computer Interaction, HCII 2011, held in Orlando, FL, USA in July 2011, jointly with 8 other thematically similar conferences. The revised papers presented were carefully reviewed and selected from numerous submissions. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers of this first volume are organized in topical sections on HCI design, model-based and patterns-based design and development, cognitive, psychological and behavioural issues in HCI, development methods, algorithms, tools and environments, and image processing and retrieval in HCI.

Create awe-inspiring, mind-blowing Flash ads, microsites, advergames, and branded applications that engage consumers and demonstrate their worth to clients. Creating Flash Advertising delivers the nuts and bolts of the development process from initial design conception to ad completion. You'll learn the best practices for: Mastering the myriad of ad specs, deadlines, quality and version control issues and creating ads that balance campaign goals with design constraints. Preparing and building ads with team and QC standards. Using forms and data in ads without file bloatt. File optimization techniques for swf files 3rd party rich media technologies that transcend the 30k banner. Integrating video into sites and banners. Social media applications. Trafficking and tracking ads for impressions, interactions, clicks, and conversions.Using ActionScript to save development time and implement team standards. Published projects developed with the practices and AS code presented in the book are available on the companion website <http://www.flashadbook.com>

Practical data design tips from a data visualization expert ofthe modern age Data doesn't decrease; it is ever-increasing and can beoverwhelming to organize in a way that makes sense to its intendedaudience. Wouldn't it be wonderful if we could actually visualizedata in such a way that we could maximize its potential and tell astory in a clear, concise manner? Thanks to the creative genius ofNathan Yau, we can. With this full-color book, data visualizationguru and author Nathan Yau uses step-by-step tutorials to show youhow to visualize and tell stories with data. He explains how together, parse, and format data and then design high qualitygraphics that help you explore and present patterns, outliers, andrelationships. Presents a unique approach to visualizing and telling storieswith data, from a data visualization expert and the creator offlowingdata.com, Nathan Yau Offers step-by-step tutorials and practical design tips forcreating statistical graphics,

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geographical maps, and information design to find meaning in the numbers Details tools that can be used to visualize data-native graphics for the Web, such as ActionScript, Flash libraries, PHP, and JavaScript and tools to design graphics for print, such as Rand Illustrator Contains numerous examples and descriptions of patterns and outliers and explains how to show them Visualize This demonstrates how to explain data visually so that you can present your information in a way that is easy to understand and appealing.

* This is the only up-to-date book on the market that covers Flash mobile application development. * Evidence of demand – large companies such as Nokia and Samsung are Flash-enabling their phones. * The book will support the new FlashLite version available with the next version of Flash, released later on this year.

Understand the architecture of the AIR framework, the merits of AIR applications vs. Flex applications, and the capabilities of the framework including reading and writing files, interacting with local databases, and detecting and manipulate storage devices connected to the computer. Example projects demonstrate how to set up an AIR project, how AIR might be considered an extension to the Flex library to handle interaction with the operative system, and the variety of methods package an application for distribution. Building AIR Applications is the first of four articles that will be compiled in the book, Data Visualization with Flash Builder: Designing RIA and AIR Applications with Remote Data Sources. Each full-color article illustrates specific aspects of Flash Builder data visualization with techniques to employ them. The book, Data Visualization with Flash Builder, features exclusive material in the form of a related real-world tutorial project to go alongside each article. This article is equivalent to 43 print pages.

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

Personalize user interface components of your projects. Example projects are grouped together in an AIR application and

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the appearance is totally customized. Learn how to change visual properties by means of style directives or create brand new skins by knowing and exploiting their internal architecture.

A guide on how to visualise and tell stories with data, providing practical design tips complemented with step-by-step tutorials.

Design and create functional applications that interact with remote data sources with the powerful tools in Flash Builder. Beginning with a thorough introduction to the Flash Builder toolset, you learn how to use built-in wizards, MXML, and pure AS3 to build information-rich applications targeted to the browser and the desktop (AIR). --

The two-volume set LNCS 9734 and 9735 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, Canada, in July 2016. HCII 2016 received a total of 4354 submissions of which 1287 papers were accepted for publication after a careful reviewing process. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas This volume contains papers addressing the following major topics: information presentation; big data visualization; information analytics; discovery and exploration; interaction design, human-centered design; haptic, tactile and multimodal interaction.

A hands-on guide to creating Rich Internet Applications (RIA) using BlazeDS BlazeDS enables you to easily connect to back-end distributed data and push data in real time to Adobe Flex and Adobe AIR applications in order to garner more responsive Rich Internet Application (RIA) experiences. It is a scalable option for Flex and Java integration and allows you to create excellent RIAs with both Flex and Java. This informative resource provides you with detailed examples and walkthroughs that explain the best practices for creating RIAs using BlazeDS. You'll begin with the essentials of BlazeDS and then move on to more advanced topics. Along the way, you'll learn the real-world concerns that surround enterprise-based Java and Flex applications. BlazeDS enables you to connect to back-end distributed data in order to garner more responsive Rich Internet Application (RIA) experiences Begins with an introduction to BlazeDS, and explains the necessary features for integrating new and existing Java data sources and applications with Flex-based RIAs Provides hands-on examples and addresses real-world concerns surrounding enterprise-based Java and Flex applications Serves as a comprehensive walk through for creating RIAs using BlazeDS If you're looking to create rich, productive, and engaging applications, then this book is for you. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

This two-volume set (CCIS 201 and CCIS 202) constitutes the refereed proceedings of the International Conference on Computer Science and Education, CSE 2011, held in Qingdao, China, in July 2011. The 164 revised full papers presented in both volumes were carefully reviewed and selected from a large number of submissions. The papers address a large number of research topics and applications: from artificial intelligence to computers and information technology; from education systems to methods research and other related issues; such

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as: database technology, computer architecture, software engineering, computer graphics, control technology, systems engineering, network, communication, and other advanced technology, computer education, and life-long education.

Design and create functional applications that interact with remote data sources. You get a thorough introduction to the latest Flash Builder tools learning how you can use the built-in wizards, MXML or pure ActionScript 3 to build information-rich applications for the browser or AIR applications. Hand's on tutorials guide you through each iteration including building user interaction, charting, incorporating audio and video, customizing the UI; and a code repository provides re-usable code that you can modify and deploy in your own applications.

The Flash Platform is changing. Flash Builder and Flash Catalyst have brought a new separation of design and coding to web development that enables a much more efficient and streamlined workflow. For designers and developers used to the close confines of Flash, this is a hugely liberating, but at first alien concept. This book teaches the new workflow for the Flash platform. It gives an overview of the technologies involved and provides you with real-world project examples and best-practice guidelines to get from design to implementation with the tools at hand. Includes many examples Focuses on real-world situations Covers designer and developer workflow

Visualize This is a guide on how to visualize and tell stories with data, providing practical design tips complemented with step-by-step tutorials. It begins with a description of the huge growth of data and visualization in industry, news, and gov't and opportunities for those who tell stories with data. Logically it moves on to actual stories in data-statistical ones with trends and human stories. the technical part comes up quickly with how to gather, parse and format data with Python, R, Excel, Google docs, etc and details tools to visualize data-native graphics for the Web like ActionScript, Flash libraries, PHP, JavaScript, CSS, HTML. Every chapter provides an example as well. Patterns over time and kinds of data charts are followed by proportions, chart types and examples. Next, examples and descriptions of outliers and how to show them, different kinds of maps, how to guide your readers and explain the data "in the visualization". The book ends with a value-add appendix on graphical perception. Data Points focuses on the approach to visualization and data. Visualization is a medium that can be used as a tool, art, a way to tell stories, etc., Data Points guides readers through making data approachable through visualization techniques and best practices. The focus is on designing with a purpose in mind. Data Points discusses why recipes (from the rules) work and expands on how readers can make their own recipes. The book is example-driven, featuring work from people in areas of art, design, business, statistics, computer science, cartography, and online media, as well as many of the author's own illustrations. The major sections of the book cover:

Visualization as Medium -- In the same way not all movies are documentaries, not all visualization is about optimal visual perception. Data Representation -- There are rules across all visualization applications, such as the use of appropriate shapes to accurately represent values.

Design with Purpose -- Rules can be broken though. It all depends on who and what you're designing for. Data Points digs deep into the foundations of data visualization: Understanding Data and Visualization Representing Data Exploring Data Visually Designing for an Audience Visualizing with Clarity Putting Everything Into Practice with Tools and Resources

Develop a working understanding of events and components, and containers and states so you can build and deploy RIAs in Flex. Work through a demo implementation of a login panel that employs feedback from the server side, to hone your understanding. Use the validators and the debugger to inspect your code execution. Building User Interaction is the second of five articles that will be compiled in the book, Data Visualization with Flash Builder: Designing RIA and AIR Applications with Remote Data Sources. Each full-color article illustrates specific aspects of Flash Builder data visualization with techniques to employ them. The book, Data Visualization with Flash Builder, features exclusive material in the form of a related real-world tutorial project to go alongside each article. This article is equivalent to 33 print pages.

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This book contains the thoroughly refereed and revised best papers from the 8th International Conference on Web Information Systems and Technologies, WEBIST 2012, held in Porto, Portugal, in April 2012, and organized by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), in collaboration with ACM SIGMIS. The 23 papers presented in this book were carefully reviewed and selected from 184 submissions. The papers were selected from those with the best reviews also taking into account the quality of their presentation at the conference. The papers are grouped into parts on Internet Technology; Web Interfaces and Applications; Society, e-Business, and e-Government; Web Intelligence; and Mobile Information Systems.

Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript library that lets you express data visually in a web browser.

Charting and multimedia are two vital tools for data-driven applications. Learn about the main components of the chart library included in Flash Builder, and see how to build and customize widely used charts. Turning your attention to the multimedia capabilities of the Flex framework, you will review the multimedia components built into the Flex library, and learn how to use ActionScript to manipulate video and audio files. Charting and Multimedia is the third of five articles that will be compiled in the book, *Data Visualization with Flash Builder: Designing RIA and AIR Applications with Remote Data Sources*. Each full-color article illustrates specific aspects of Flash Builder data visualization with techniques to employ them. The book, *Data Visualization with Flash Builder*, features exclusive material in the form of a related real-world tutorial project to go alongside each article. This article is equivalent to 37 print pages.

With this collection of proven recipes, you have the ideal problem-solving guide for developing interactive Rich Internet Applications on the Adobe Flash Platform. You'll find answers to hundreds of common problems you may encounter when using Adobe Flex, Flex 4 Framework, or Flash Builder, Adobe's GUI-based development tool. *Flex 4 Cookbook* has hands-on recipes for everything from Flex basics to solutions for working with visual components and data access, as well as tips on application development, unit testing, and Adobe AIR. Each recipe provides an explanation of how and why it works, and includes sample code that you can use immediately. You'll get results fast, whether you're a committed Flex developer or still evaluating the technology. It's a great way to jumpstart your next web application. Topics include: Using Spark Component Text Layout Framework Groups and Layout Spark List and ItemRenderer Images, bitmaps, videos, and sounds CSS, styling, and skinning States and Effects Working with Collections Using DataBinding Validation, formatting, and regular expressions Using Charts Services and Data Access Using RSLs and Modules Working with Adobe AIR 2.0

Microsoft's BI growth rate is twice that of the industry, averaging close to 30 percent annually with analytics growing 40 percent Technical editor is Sean Boon, Microsoft Product Manager for the new Dundas Analytics for SQL Server 2008 Unlike many Flex books that presume readers want to develop applications from scratch, *Flex on Java* is for developers

in the real world-where Flex is one more technology being added to existing systems developed in Java, and where integration is the key indicator of success. Written for Java developers beginning to use Flex, Flex on Java shows how to use Flex alongside existing Java applications, and how to integrate Flex using familiar server-side technologies such as Spring, EJBs, JMS, and more. The authors, both Agile development experts, focus on Agile and test-driven development to enable readers to redesign applications that deliver more value and with zero defects. Throughout the book, readers will apply these techniques to refactoring a single application into a rich internet application using Flex and the BlazeDS framework. 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.

Build your first Flex application! Discover MXML as a great markup language to quickly create a working app. Get acquainted with the Flash Builder IDE, then get your hands dirty with some Flex basics, a few components and some data service features in Flash Builder to build an application that will load and display data from RSS. Your First Information-Rich Application is the first of five articles that will be compiled in the book, Data Visualization with Flash Builder: Designing RIA and AIR Applications with Remote Data Sources. Each full-color article illustrates specific aspects of Flash Builder data visualization with techniques to employ them. The book, Data Visualization with Flash Builder, features exclusive material in the form of a related real-world tutorial project to go alongside each article. This article is equivalent to 55 print pages.

The Complete Insider's Guide to Building State-of-the-Art Components with Adobe's Flex 4 Platform Using Adobe's 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. Jones draws on nearly 15 years' experience developing with Flex and Flash. You'll find extensive sample code, plus dozens of practical tips that are available nowhere else. After reading this book, you'll be able to

- Set up your Flex and Flash Builder development environment
- Understand key differences between Flex 3 and Flex 4 component frameworks
- Learn how Flex components are typically structured, developed, and rendered
- Leverage ActionScript and MXML to quickly create

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components · Implement view states, transitions, effects, and events · Manipulate and store complex data collections · Use Flex 4's FXG and MXMLG to support skinning and styling · Create components with Flash Professional CS5's drawing tools · Integrate components with Flash Builder · Package components for easy distribution with or without source code · Streamline implementation with manifests, design view extensions, and metadata If you're an experienced Flash, Flex, or AIR developer, this book will help you create any component you can imagine—and deliver solutions others can only dream about.

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