

# TOTAL TRAINING™ FOR ADOBE® FLEX® 2

## RICH INTERNET APPLICATIONS

### QUICK REFERENCE GUIDE

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  - 1 The Evolution of the Rich Internet Application
  - 2 Introducing the Flex Product Line
  - 3 Introducing the Flash® Player
  
- 2 USING FLEX BUILDER™ 2 19:50**
  - 1 Creating a New Flex Project
  - 2 Building a Simple Form
  - 3 Compiling the Application into a SWF
  - 4 Debugging the Application
  - 5 Setting Up Break Points
  
- 3 FLEX FUNDAMENTALS 33:50**
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  - 2 Looking at the Flex Component Explorer
  - 3 Creating Data Bindings between Label Controls
  - 4 Architecting an Application with MXML Components
  - 5 Defining a Property to Access outside the Component
  - 6 Adding in Bindable Meta Tags
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- 4 HANDLING EVENTS 17:09**
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  - 2 Creating Event Handlers Using Inline ActionScript
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- 6 RETRIEVING XML DATA 37:22**
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- 7 USING VIEW STATES 23:58**
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