

# An Introduction To Apache Flex

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# Who am I?

- Programming for 25 years
- Developing and creating web applications for 15 years
- Certified developer and trainer in Flex
- Adobe Community Professional
- Apache Flex Podling PMC member and committer



# Apache Flex



# History of Flex

- 2004 Macromedia closed source server solution Flex 1.0 + 1.5 \$15K/CPU
- 2005 Adobe acquisition of Macromedia
- 2006 open source Flex 2.0
- 2007 Flex 3.0 2010 Flex 4.0 2011 Flex 4.5
- End 2011 donation to Apache



# What is Apache Flex?

- Application Framework
- Developer friendly
- Target a wide range of platforms
- Currently uses the Flash or AIR runtimes
- Adobe continues to provide support and resources to Apache Flex



# Apache Flex Framework

- Application architecture
- Common UI components
- Rapid cross platform application development
- Easy Integration with back end services
- Create mobile applications
- Aimed at enterprise style applications



# What was Donated?

- Flex SDK (including automation and data visualisation)
- ActionScript and MXML compilers
- New spark UI components
- BlazeDS
- Flex testing tools (Mustella)
- New generation compiler (Falcon)



# Why Apache?

- iOS would never support Flash in a browser
- Adobe unable to keep up with growing number of hardware platforms
- Flex was open source but model was broken
- Adobe was unable to work out a way to make money out of Flex





# Current Status

- Flex SDK 4.6 framework donated
- Apache Flex 4.8 Parity release
- IDE packager (10 release candidates!)
- Infrastructure set up (few issues)
- Several new committers
- Moving from SVN to Git



# Apache Flex Development



# ActionScript Overview

- Based on JavaScript with Java/C features
- Open source specification, compiler and VM
- Class based not prototype based
- Package and namespace support
- Strongly typed (mostly)
- Both compile time and runtime type checking
- Event handling based on DOM events



# Compared to Java

- Dynamic - flexibility when you need it
- No difference between functions and variables
- Setters and getters show as properties
- No method overloading
- Function parameters default parameters
- Primitive types and references
- XML is a native type
- Fully featured arrays, collections and vectors



# MXML

- XML UI markup language
- Used to create flexible and simple layout
- Can nest files / reuse components
- Supports binding and event handlers
- Include optional code blocks
- Treated as an ActionScript class



# MXML Snippet

```
<s:FormItem label="Name">  
  <s:Label text="{person.name}" />  
</s:FormItem>  
<s:FormItem label="Email">  
  <s:Label text="{person.email}" />  
</s:FormItem>  
<s:FormItem label="Apache ID">  
  <s:Label text="{person.apacheID}" />  
</s:FormItem>
```



# Components

- Breaks up complex UI into bite size pieces
- Components can be reused
- Components can be MXML or ActionScript
- Components can be used in MXML or ActionScript
- Components communicate with each other via variable binding and dispatching/listening for events



# Using MXML Components

```
<s:Application  
xmlns:components="components.*">  
  <components:SelectPerson  
people="{people.people}"  
selectPerson="changePerson(event)" />  
  <components:PersonDetails  
person="{currentPerson}" />  
</s:Application>
```





# Binding

- Group of classes to allow variable binding
- Watch for changes of value to a variable and updates anything bound to that variable
- Can be implemented in MXML or ActionScript
- [Bindable] metadata and { } indicate binding
- Used to update UI
- Used to bind component properties



# MXML Snippet

```
[Bindable] public var person:Person;
```

```
<s:FormItem label="Name">  
  <s:Label text="{person.name}" />  
</s:FormItem>  
<s:FormItem label="Email">  
  <s:Label text="{person.email}" />  
</s:FormItem>
```



# Events

- Dispatched via user interaction with your application OR when something occurs in your application
- Register interest in an event by either writing an event handler OR by listening for an event
- Can dispatch your own custom events
- Use to reduce dependancies / loosely couple components



# Event Handlers

- Method called when an event occurs
- Take an event (of some type) and return void
- Can cancel, prevent default behaviour or stop events propagation



# Event Handler

protected function

```
onChangePerson(event:IndexChangedEvent):void
```

```
{
```

```
    var person:Person =  
    (event.target as List).selectedItem;
```

```
    var personEvent:PersonEvent = new  
    PersonEvent(PersonEvent.SELECT_PERSON, person, true);
```

```
    dispatchEvent(personEvent);
```

```
}
```

```
<s:List dataProvider="{people}"  
    change="onChangePerson(event)" labelField="name" />
```



# Event Bubbling

- 2 main phases in events - target and bubbling
- Target events occurred on component eg a button is clicked
- Event then bubbles to parent of the target eg a button inside you was clicked
- Event bubbles all the way up to base application



# MVC for free!

- Custom components are your view
- Have your view bind to simple ActionScript classes (your model)
- Dispatch custom event for loose coupling to tell application (your controller) to update model
- Update model and views automatically change because of binding



# Browser Application

- Runs in Flash Player virtual machine in the browser





# Desktop Application

- Runs in the AIR runtime
- AIR runtime can be packaged with application
- Browser to Desktop just change Application to WindowsApplication
- Also supports application updates, file access, web views, SQLite, native windows, menus and more



# Mobile

- Runs in AIR runtime but compiled natively for IOS and Android
- Can deploy applications in app stores
- Application structure slightly different need to use View's and Navigator to move between them
- UI components optimised for mobile and touch
- Support gestures, notifications and other mobile specific functionality
- Native extensions



# Many More features

- Advanced debugger and profiler
- Unit testing framework
- Datagrid UI control
- Item editors and item renderers
- RSLs/modules
- CSS support
- I18n and L10n support



# Get Involved

- Download and have a play give us feedback
- Sign up and contribute to the mailing list
- Look through JIRA there's fair amount of simple issues to fix
- We're new to this so need help with things not Flex related



# Links

- Apache Flex site  
<http://incubator.apache.org/flex/>
- Mailing list sign up  
<http://incubator.apache.org/flex/mailling-lists.html>
- Apache Flex mail archives  
<http://markmail.org/search/+list:org.apache.incubator.flex-dev>
- Apache Flex JIRA  
<https://issues.apache.org/jira/browse/FLEX>
- Apache Flex SVN viewer  
<http://svn.apache.org/viewvc/incubator/flex/trunk/>



# Adobe White Papers

- Adobe Flex white paper:  
<http://www.adobe.com/devnet/flex/whitepapers/roadmap.html>
- Adobe Flash white paper and roadmap:  
<http://www.adobe.com/devnet/flashplatform/whitepapers/roadmap.html>



# Questions?

Ask now, see me after the session,  
follow me on twitter @justinmclean  
or email me at justin@classsoftware.com.

Slides can be found at Google Docs  
[https://docs.google.com/open?  
id=0B3cTQYHN73CEZXBoaE1VaWFLRWs](https://docs.google.com/open?id=0B3cTQYHN73CEZXBoaE1VaWFLRWs)

Code can be found at GitHub  
[https://github.com/justinmclean/  
ApacheConFlexExample](https://github.com/justinmclean/ApacheConFlexExample)

