



Flex 4 and LiveCycle Data Services 3: Level 2

Data Driven Development

Duration: 2 Days | 16 Hrs

F4DDD is a 2 day comprehensive introduction to using LiveCycle Data Services 3 with the Adobe Flex 4 framework. Emphasized topics include:

- Messaging, remoting, and web services
- Performance profiling and unit testing
- Client-side data manipulation
- Model-driven development using the Fiber Framework and Flash Builder 4

Audience :

Developers wishing to extend their Flex knowledge and leverage LiveCycle Data Services in Flex applications

Prerequisites :

Flex 4: Level 1 - Developing Rich Internet Applications course or significant hands-on Adobe Flex experience



Course Outline

Unit 1: Introducing the Courseme (AIR)

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

Unit 2: Accessing Web Services

- Using web services
- Invoking web service methods and using the results
- Handling results using an event handler
- Handling faults
- Calling multiple methods from the same WebService object
- Passing parameters to web services

Unit 3: Using Remote Object Connections

- Introducing LCDS / BlazeDS
- Understanding the Remoting Service
- Handling RPC events
- Complex remote method calls
- Type conversion during data transfer between ActionScript and Java
- Managing RemoteObject events using AsyncToken
- Remoting Service Runtime Configuration

Unit 4: Managing Data on the Client

- Understanding collection classes
- Filtering data on the client
- Sorting data on the client
- Using the IViewCursor interface



Unit 5: Using the Message Service

- Introducing the message service
- Sending messages
- Receiving and processing messages
- Sending and receiving complex data
- Implementing message filtering

Unit 6: Using Flash Builder Development Tools

- Using logging
- Running the debugger
- Introducing the profiler
- Monitoring Flex RPC network traffic

Unit 7: Developing applications using model driven development

- Introducing model driven development using LCDS 3
- Creating and using the data model
- Adding properties to the model
- Using styles in a form
- Filtering returned data

Unit 8: Implementing Advanced Model Driven Development Techniques

- Creating conditional properties with variants
- Using resource bundles for localization
- Altering the form generator template
- Generating the server side Java