



MAX

Build Your First Mobile Flex Application

Narciso (nj) Jaramillo | Principal Scientist



Right now...



Install Flash Builder “Burrito” from your MAX DVD!

Also, make sure you have TwitterTrendsAssets.zip

(Raise your hand and ask a TA if you don’t)

About me



- Product designer/manager for Flex and Flash Builder mobile features
- Worked on Flash Catalyst, Flash Builder, and Dreamweaver

About you



- Have you used Flex?
- Have you created a desktop AIR app?
- Have you created a mobile AIR app?
- Have you tried out the preview release yet?
- Why not?
 - (Oh, wait, that's why you're here.)

Before we get started...



- Install Flash Builder “Burrito” preview release and launch it
- If you don’t already have it, download the TwitterTrendsAssets.zip file:
 - Go to <http://max.adobe.com/register> and log in
 - Click on the BYOL Assets tab
- Unzip the TwitterTrendsAssets.zip file on your desktop

If you get stuck...



- Ask a TA if you need help
- Start the next exercise by importing an FXP from the **staticCheckpoints** folder

And remember...

- **This is a preview release!**



- Same framework
- Same compiler
- Same components
 - Spark only
- Same MXML language



What's different?



- Mobile Theme
- Mobile Components
- Touch Screens
- AIR applications only

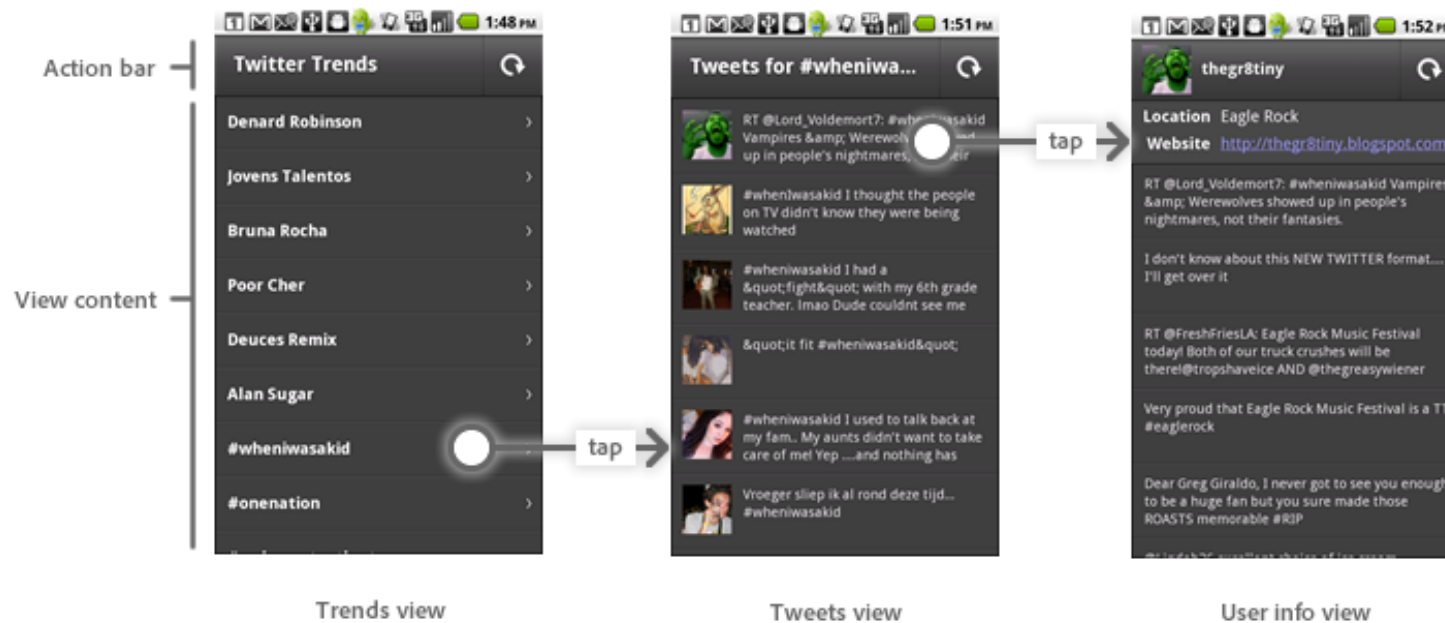


Mobile development with Flex and Flash Builder



- New mobile development features in Flex SDK “Hero”
 - Existing Spark components made “mobile-ready”
 - New app components simplify creation of smartphone apps
 - Targeted at building standalone Adobe AIR applications
- Mobile workflow features added to Flash Builder “Burrito”
 - Very similar to standard desktop/web workflow
 - Design mode supports mobile components and app structure
 - Run/debug both on desktop and on device
 - Package for deployment to users/app stores

What we'll be building



Architecture of a Flex Mobile Application



- Mobile Application
- View
- Action Bar
- View Navigator

EXPENSE TRACKER		+
[Search Bar]		
	American Airlines Submitted	\$689.12 08/28/2010
	Sheraton Tower Submitted	\$1,098.25 10/28/2010
	Enterprise Car Rental Submitted	\$324.56 10/28/2010
	Yellow Cab Company Submitted	\$27.00 10/22/2010
	Yellow Cab Company Submitted	\$30.00 10/27/2010
	Gayot Steakhouse Submitted	\$46.50 10/22/2010
	Brasserie Restaurant Submitted	\$16.00 10/23/2010



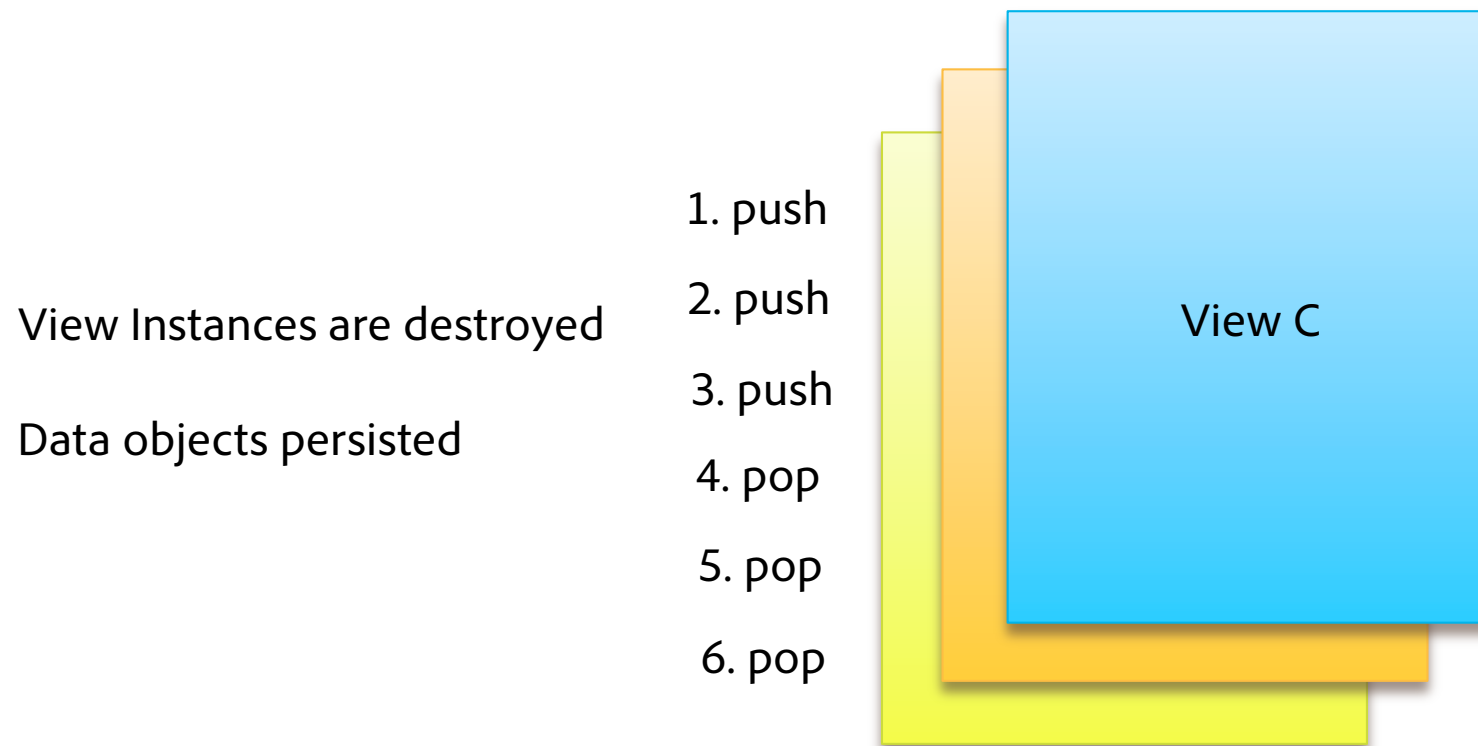


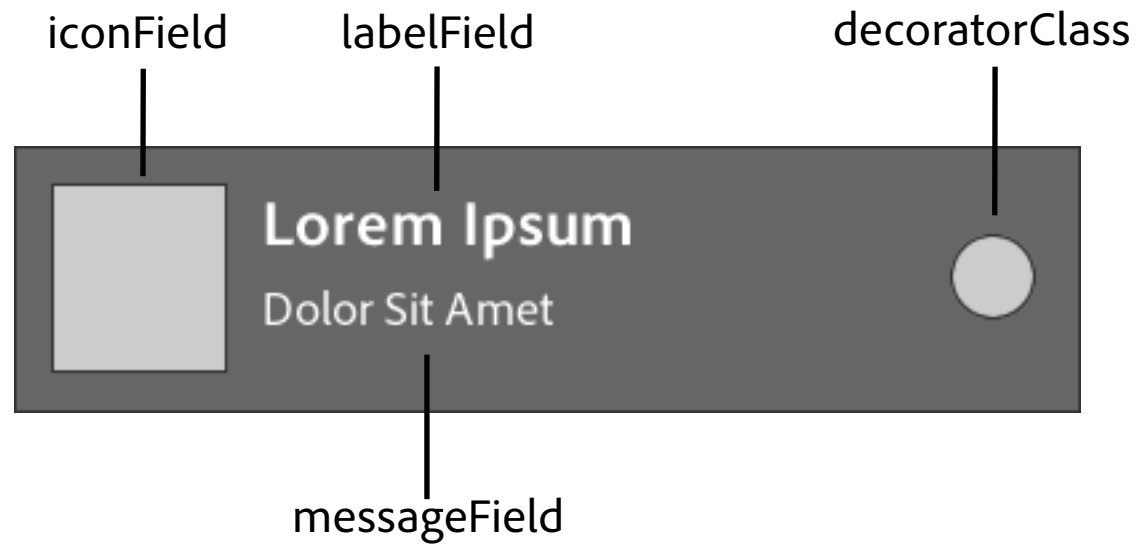
Let's get started!

What is a View Navigator?



- Manages the navigation model of the application
- Uses push and pop operations on the **Navigation Stack**
- Top most view is active and visible
- Automatically Transitions from one view to the next





Some things we didn't cover



- Splash screen
- Application icon
- Text input
- Using states to control portrait/landscape layout
- AIR features (e.g. camera integration, multitouch, geolocation, accelerometer)
- More features to come!

Check out the **Tour de Mobile Flex**
on the Android Market for more examples!



- Stop by the Flash Platform booth or the Device Lab
- **Deep Dive into Mobile Development with the Flex SDK**
 - Glenn Ruehle/Chiedo Acholonu, Wed 8 am
- **Screens of Possibility: Pushing Multiscreen Experiences with Spark and Flex**
 - Juan Sanchez/RJ Owen (EffectiveUI), Tue 4:30 pm
- **Performance Tips and Tricks for Flex and Flash Development**
 - Ryan Frishberg, Tue 4:30 pm and Wed 1:30 pm
- **Camera, GPS, and Accelerometer: Tapping into Device Features with Adobe AIR**
 - Ryan Stewart, Tue 1:30 pm

After MAX...



- Check out more tutorials and samples on Adobe Labs:
 - labs.adobe.com/technologies/flexsdk_hero/samples
- Give us feedback on the forums:
 - forums.adobe.com/community/flash_builder
 - forums.adobe.com/community/flex
- I'll post the workbook, assets, and updated slides on my blog:
 - www.rictus.com/muchado
- Follow @rictus on Twitter

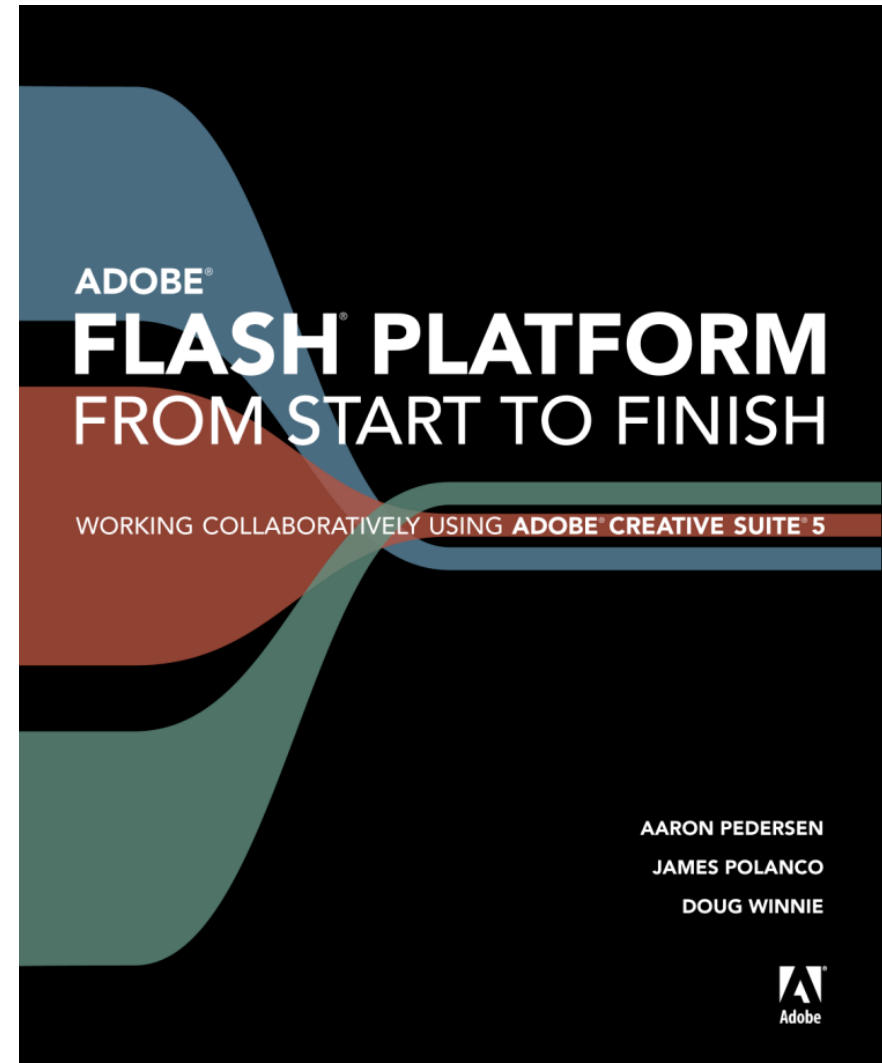
Turn in your Surveys for a chance to WIN!



- Hand in your surveys to the room monitors
- One survey will be selected as a winner of the Adobe Press e-book

Adobe Flash Platform from Start to Finish: Working Collaboratively Using Adobe Creative Suite 5

- Winners will be notified via e-mail at the end of each day



MAX

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