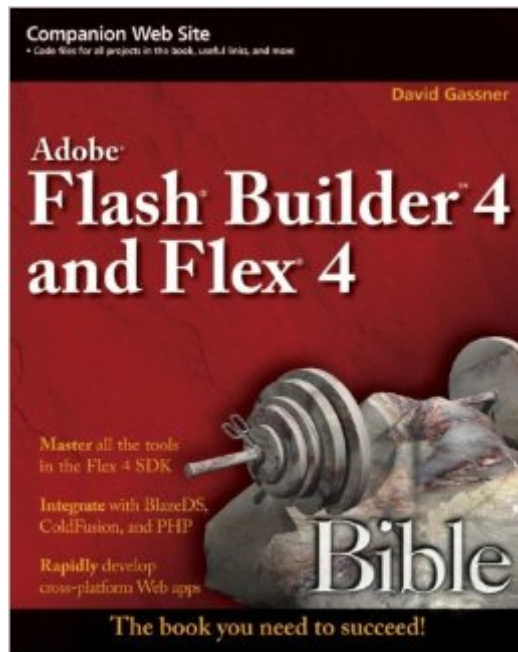**The book was found**

Flash Builder 4 And Flex 4 Bible

Synopsis

A complete and thorough reference for developers on the new Flex 4 platform Create desktop applications that behave identically on Windows, Mac OS X, and Linux with Adobe's new Flash Builder 4 platform and this in-depth guide. The book's tutorials and explanations walk you step-by-step through Flash Builder's new, faster tools; the new framework for generating code; how to connect to popular application servers; upgrading from Flex 3; and much more. Shows you how to create rich applications for the Web and desktop with the very latest version of Flex, with detailed coverage for both new and veteran Flex application developers Walks you through Flex basics; upgrading from Flex 3; how to create desktop applications with AIR; and integrating Flex applications with the most popular application servers, including ColdFusion, ASP.NET, and PHP Includes extensive code samples of common tasks that you can use to jump-start your development projects Flex your development muscles with the Flex 4 and this comprehensive guide.

Book Information

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Customer Reviews

Confronted with 1028 pp (more or less) book on Flash Builder 4 and Flex 4 isn't as daunting as I expected. I would imagine that users come to FB4/F4 from different angles ranging from the novice to both programming ActionScript 3.0 and using the FB4 IDE to those who are familiar with Eclipse using Java who want a familiar environment to develop their programs. There's likely to be a sizable group who have an extensive Flash Professional/AS3.0 background who are migrating to FB4 for a more robust AS3.0 development environment. I represent this last group. Having fiddled with Flex

since version 2, I'm somewhat familiar with it, but would almost rather program AS3.0 using Notepad than learn a new IDE.Living on the more advanced side of ActionScript 3.0, any IDE (Flash included) is viewed as an impediment getting between me and cranking out code. Favoring OOP and Design Patterns, I like to create lots of files containing classes that communicate with one another in a loosely coupled fashion. So, what is most important to me is how well a tool can do that and how well a book can explain how I can keep my classes happily available for development and change. So the first thing I look for is OOP, and on Page 11, that's where the author tells the reader that using an OOP approach to program development is favored. (Declaring he's using OOP on page 11 of a 1028 pp book is like putting it on the cover!) Better and better.Since I don't have to learn ActionScript 3.0, I want to jump in and get going, and right away the author is talking about modularity! I love this book! That's exactly what I want to hear. (If you're a novice, that's great news because you can learn how to code AS3.0 and use the FB4 IDE is smaller chunks.

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