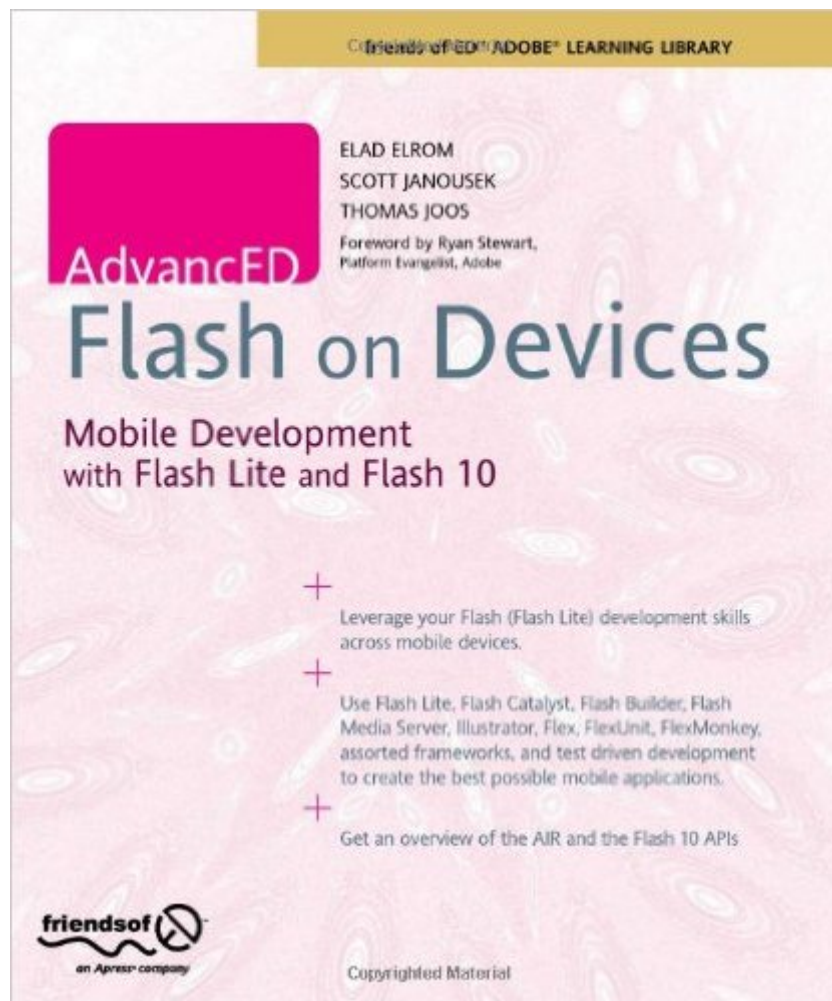# AdvancED Flash On Devices: Mobile Development With Flash Lite And Flash 10 (Friends Of Ed Abobe Learning Library)

Synopsis

AdvancED Flash on Devices beginsÂ with a discussion of the mobile development landscape—the different players, tools, hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book covers AIR applications for multiple screens and includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile How to include platform and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application   The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace. What you’ll learn Create Flash Lite-based widgets on Nokia Series 60 devices and other Flash enabled devices Extend device capabilities using both Sony Ericsson Capuchin and Nokia S60 Platform Services with Flash Leverage Flash Video on smartphones and other Non-PC devices Approach migrating existing Flash content into native iPhone content using 3rd Party Developer tools Create two full working real life touch screen Flex mobile applications   Who this book is for AdvancED Flash on Devices, written for existing Flash developers and other interested mobile professionals, covers both mobile and device development with Flash Lite, as well as Flash 10 for smartphones and other non-PC devices. Table of Contents The Mobile and Device Landscape Flash Lite Platform Fundamentals Flash Lite 3 Tips and Tricks for Developing Flash Mobile Applications Mobile and Device Widget Platforms with Flash Flash Lite User Interface Components and Frameworks Extending Flash on Mobile and Devices Using OEM-Based Solutions Porting Flash Lite Applications to the iPhone using Third-Party Tools Adobe Integrated Runtime on Mobile Devices Adopting AIR for Mobile Devices Developing Cross-Platform Air Applications Mobile Applications and Development Strategies with Flex 4 and Flash Catalyst Adopting Flex for Multiple Devices Building Mobile Applications Using Test-Driven Development Creating a Cross-Platform Video Player and Optimizing Content

Book Information

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Customer Reviews

This extensive book shows all the possibilities of development for mobile devices using different applications and technologies such as Flash Lite, Flash Catalyst, Flash Media Server and Flex, among others. This is not a basic book containing tutorials otherwise a compendium of examples that will be very useful for experienced developers who want to enter the world of applications for mobile devices.The book is divided into four parts:Mobile Development Landscape: This part shows and explains the extensive mobile universe composed of multiple devices types and different platforms.Flash Lite Platform Overview: This part begins with an explanation of the Flash Lite platform, especially the differences between versions of Flash Lite from 1.1 through 3.1. focusing especially on Flah Lite 3 for which it has destined an entire chapter. Then we find a chapter destined for tips and tricks to improve the applications performance and another chapter for the development of Widgets. The following chapters are destined to show components of Flash Lite, different Frameworks and third party solutions that extend the Flash Lite capabilities. The last chapter of this part teaches the techniques to carry to the iPhone the applications developed with Flash LiteAIR Applications for Multiple Screens and Mobile Internet Devices: This part explain the AIR technology focused on mobile devices with a number of examples of connectivity and touch screen, among others, as well as techniques to develop multi-platform AIR applications.

My name is Brian McClain. I am an Adobe Certified Expert (ACE) in Flash 8, CS3 and CS4. I am

also an Adobe Certified Instructor (ACI) and I teach Flash and other Adobe apps at Pace University in NYC. I have been using Flash for about 10 years, and am proficient in all three versions of ActionScript: AS1, AS2 and AS3. Lately, as I've watched the meteoric rise of mobile apps at the expense of desktop eyeballs, I have been growing increasingly anxious to find a way to start leveraging my ActionScript 2 and AS3 expertise in the realm of mobile dev. Hunting around on the web for guidance has been more than a little bewildering, as the rapidly evolving nature of the mobile industry makes it hard to hit a moving target. Adobe offers a few tutorials and there are other resources here and there, but no comprehensive book on the subject of Flash mobile dev has really existed. Until now, that is. This book, Flash on Devices (pub. by AdvancED) is exactly what I have been hoping would appear. Now, I am finally able to teach myself how to take both AS2 and AS3 and use them to create mobile apps. The book lays out the entire process and is really a turnkey solution. As an author of tech manuals, myself, I am amazed that the authors were able to capture, sort through, process and present the essentials of the fast-changing mobile world. This book explains the basics of AS2 and AS3 for those with no ActionScript background, although, naturally, if you have AS programming skills, you will be at a big advantage. The book's numerous practical examples and tutorial presentations are all about getting you up and running with real apps. Despite the technical nature of the subject matter, the gratuitous geek speak is kept to a minimum, and the points are made in plain English.

Flash Lite is a theme of my interests for a few years. I have been waiting for this book for a long time. I was wondering about the form of the book. This book can both delight and disappoint. The target group for the book are technologists. It gives understanding about existing technologies and suitability for mobile applications creation. This book is a collection of solutions, which are published on blogs and forums. The book also attempts to systematize knowledge about mobile phones with different platforms. I think people who are programmers will not be satisfied with this book.In Chapter I and II, there is some information about the mobile market and about Flash Lite. In Chapter III, we can find more specific information about Flash Lite 3.0. There are also presented forms of distribution of Flash Player.In Chapter IV, we get a description of how to optimize Flash Lite applications. Thanks to the chapter IV, a Project Manager will know how much time she needs to optimize applications. But In my opinion this chapter should also consist a summary of processes of specific mobiles. The book help us also to learn how to create plug-ins in the WRT, and learn a bit more about the components on the market, and frameworks.This book certainly has some drawbacks, too few practical examples, and too much theory. For those not sitting in a subject, the

book seems to be wordy. For people who have all actual information the book shows that still only few little things have been made in this technology, and how much is a theory. Creating applications is a challenge. Most of time when creating applications in Flash Lite for many phone models, is the time primarily spent on research. I did not like the book described the Catalyst Flash.

AdvancED Flash on Devices: Mobile Development with Flash Lite and Flash 10 (Friends of Ed Abobe Learning Library) Learning: 25 Learning Techniques for Accelerated Learning - Learn Faster by 300%! (Learning, Memory Techniques, Accelerated Learning, Memory, E Learning, ... Learning Techniques, Exam Preparation) Mobile Apps Made Simple: The Ultimate Guide to Quickly Creating, Designing and Utilizing Mobile Apps for Your Business - 2nd Edition (mobile application, ... programming, android apps, ios apps) Mobile Design and Development: Practical concepts and techniques for creating mobile sites and web apps (Animal Guide) Apps: Make Your First Mobile App Today- App Design, App Programming and Development for Beginners (ios, android, smartphone, tablet, apple, samsung, App ... Programming, Mobile App, Tablet App Book 1) Learn: Cognitive Psychology - How to Learn, Any Skill or Subject in 21 Days! (Learn, Learning Disability, Learning Games, Learning Techniques, Learning ... Learning, Cognitive Science, Study) Symbian OS C++ for Mobile Phones: Volume 1: Professional Development on Constrained Devices (Symbian Press) Advanced Mos Devices (Modular Series on Solid State Devices, Vol 7) 101+ Great Ideas for Libraries and Friends: Marketing, Fundraising, Friends Development, and More Professional Flash Mobile Development: Creating Android and iPhone Applications Nonvolatile Memory Technologies with Emphasis on Flash: A Comprehensive Guide to Understanding and Using Flash Memory Devices App Development: Swift Programming : Java Programming: Learn In A Day! (Mobile Apps, App Development, Swift, Java) Apps: Mobile App Trends in 2015 (iOS, Xcode Programming, App Development, iOS App Development, App Programming, Swift, Without Coding) ((Android, Android ... App Programming, Rails, Ruby Programming)) Mobile App Marketing And Monetization: How To Promote Mobile Apps Like A Pro: Learn to promote and monetize your Android or iPhone app. Get hundreds of thousands of downloads & grow your app business Mobile Computing Principles: Designing and Developing Mobile Applications with UML and XML Designing Mobile Payment Experiences: Principles and Best Practices for Mobile Commerce The Bike Doctor's Mobile Bicycle Repair Manual: How to Start and Run A Mobile Bicycle Repair Shop The Mobile Mind Shift: Engineer Your Business to Win in the Mobile Moment Hacking University: Sophomore Edition. Essential Guide to Take Your Hacking Skills to the Next Level. Hacking Mobile Devices, Tablets, Game Consoles, and ... (Hacking Freedom and Data Driven Book 2) Data Hiding:

Exposing Concealed Data in Multimedia, Operating Systems, Mobile Devices and Network Protocols