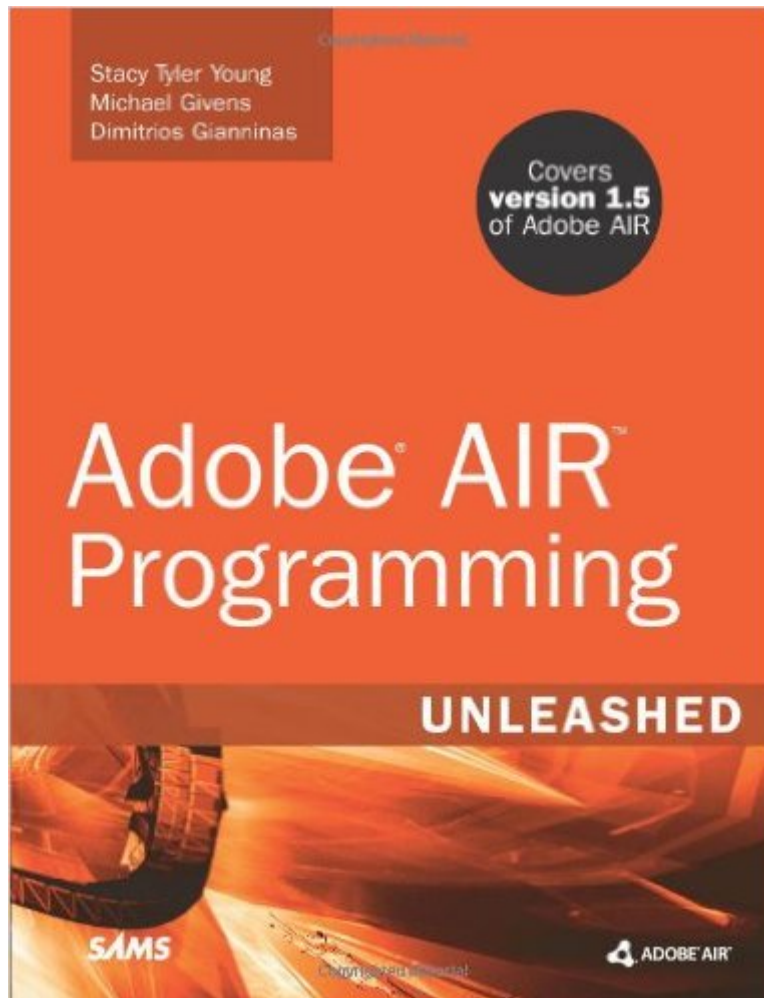


The book was found

# Adobe AIR Programming Unleashed



## Synopsis

Covers version 1.5 of Adobe AIR. Written to help you hit the ground running, this book teaches you how to build state-of-the-art rich desktop applications on the breakthrough Adobe AIR platform. Stacy Tyler Young, Michael Givens, and Dimitrios Gianninas illustrate the power of this technology through practical application examples based on the official 1.5 release of Adobe AIR. You'll discover how Adobe AIR helps you solve problems you just couldn't solve before by extending the reach of your web applications onto users' desktops. Building on your existing knowledge of Adobe Flex, HTML, JavaScript, and Ajax software, you'll master the powerful Adobe AIR platform--moving quickly from task-oriented examples to larger-scale, real-world projects. The authors don't just cover coding--they help you maximize your effectiveness throughout the entire development lifecycle via design patterns, frameworks, build process, continuous integration, and automated testing. If you're ready to build the next generation of rich hybrid desktop applications, Adobe AIR is the development platform you've been searching for...and this is the book you need to kick-start new projects using this exciting new technology.

Detailed information on how to...

- Install and configure your Adobe AIR development environment
- Build the next generation web/desktop hybrid applications to run on Adobe AIR
- Add new desktop capabilities to your web applications such as native windows, local file I/O, and client-side databases
- Create HTML/Adobe Flex mash-up applications
- Push data to Adobe AIR clients using BlazeDS, an open source Java remoting and messaging technology
- Package, distribute, and update Adobe AIR applications
- Work with display objects in 3D space by leveraging Adobe Flash Player 10
- Build Adobe AIR applications using common frameworks like Cairngorm
- Create automated builds using Apache Ant, complete with FlexUnit testing strategies
- Create a peer-to-peer photo-sharing application by combining Adobe AIR and Java

Part I

- Getting Started with Adobe AIR
- 1 Introduction to Adobe AIR
- 2 Setting Up the Development Environment
- 3 Creating an Adobe AIR Application
- 4 Debugging Adobe AIR Applications

Part II

- Building Adobe AIR Applications
- 5 Working with Windows
- 6 Working with Screens
- 7 Working with Files and Directories
- 8 Understanding the Drag-and-Drop API
- 9 Working with Copy and Paste
- 10 Working with Native Menus
- 11 Adding User Notifications
- 12 Working with Local Databases
- 13 Understanding Networking and Local Connections
- 14 Working with Adobe Flex AIR Components

Part III

- Securing Adobe AIR Applications
- 15 Understanding Security

Sandboxes 263 16Â Â Â Â Â Â Using the Encrypted Local Store 273 Part IVÂ Â Â Â Â Â  
Deploying Adobe AIR Applications 17Â Â Â Â Â Â Distributing Adobe AIR Applications 283  
18Â Â Â Â Â Â Updating Adobe AIR Applications 309 Part VÂ Â Â Â Â Â Architecting Adobe AIR  
Applications 19Â Â Â Â Â Â Introduction to Frameworks and Design Patterns 321 20Â Â Â Â Â Â  
Building Adobe AIR Applications Using the Cairngorm Microarchitecture 335 Part VIÂ Â Â Â Â Â  
Agile Development with Adobe AIR 21Â Â Â Â Â Â Creating a Build Process 359 22Â Â Â Â Â Â  
Incorporating Unit Testing 373 23Â Â Â Â Â Â Continuous Integration with Adobe AIR 393 Part  
VIIÂ Â Â Â Â Â Real-World Projects 24Â Â Â Â Â Â Contact Manager with Integrated Yahoo!  
Maps 411 25Â Â Â Â Â Â Peer-to-Peer Photo Sharing Using Adobe AIR, Bonjour, and Java 421  
26Â Â Â Â Â Â Building a Video Distribution System 427 Part VIIIÂ Â Â Â Â Â Adobe AIR 1.5 and  
Adobe Flash 10 Extras 27Â Â Â Â Â Â Using Adobe Flash 10 Features in Adobe AIR 439  
Appendices AÂ Â Â Â Â Â Adobe AIR Resources for Developers 451 BÂ Â Â Â Â Â Adobe  
AIR API Reference Poster (Downloadable) 455 CÂ Â Â Â Â Â Downloading Source Code for  
Adobe AIR Programming Unleashed 457 Index 463 Â

## Book Information

Paperback: 504 pages

Publisher: Sams Publishing; 1 edition (November 19, 2008)

Language: English

ISBN-10: 0672329719

ISBN-13: 978-0672329715

Product Dimensions: 7.1 x 1.2 x 9.1 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #3,620,839 in Books (See Top 100 in Books) #73 inÂ Books > Computers &  
Technology > Programming > Cross-platform Development #3973 inÂ Books > Textbooks >  
Computer Science > Software Design & Engineering #8710 inÂ Books > Computers & Technology  
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## Customer Reviews

I am an experienced developer and ActionScript Guru. About to face a huge project in AIR, I needed something that I could quickly go through to avoid reading online and clicking around (yes reading a book at the park its much nicer then browsing blogs and reading PDFs).Although the book is very verbose, therefore may suit well beginners, its a very handy book for experienced developers who

want to delve into AIR. I am not a FLEX guy (I hate FLEX), and the book is aimed almost totally at FLEX and some Webkit apps. But even as a pure ActionScript developer I could follow the whole book with no problem understanding the logic of AIR.- The book is well written, and although its a bit flooded of not-so-really-useful screen captures, it saves you the time to click and read the popups yourself. Good also for beginners.- Chapters are organized intelligently. Very easy to skip directly to the part you need.- Common pitfalls and bug possibilities are highlighted, saving you hours of bug hunting.- If you are an advanced developer and want quickly understand how to dive in AIR, or if you are a beginner and need verbose how-to help, in both cases I strongly recommend this book. Respect to the authors Filippo

Version 1.5 of Adobe AIR is included in this fine guide illustrating the application through a series of examples based on the official 1.5 release. Libraries strong in Adobe AIR development guides will appreciate a programmer's guide covering how to customize and tweak the program for maximum benefit. Included are downloadable examples and source code on the web, making for an even more valuable study tool.

Adobe is making a pitch to the javascript and open source community with its AIR. The attraction is to move towards a unification of the browser and desktop application environments and capabilities. Think of AIR perhaps as an extension of the browser. Long overdue to those of you who have chafed at the limitations of HTML compared to running a full native application on the desktop. The book shows how with AIR you can use skills built up in Ajax, HTML and Flash. A strong point is the multilanguage capability. Plus the means of using it on linux, Mac and MS Windows. In essence, AIR is a software layer between your code and the operating system. Not unlike the way that java operates, come to think of it.

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