

# **Download Developing Flex 4 Components Using Actionscript Mxml To Extend Flex An Pdf**

Jones introduces the Flex 4 component architecture, reviews its built-in components, and shows how they can be extended or incorporated into new components. Next, he walks through developing components from scratch, covering issues ranging from events to skinning. Finally, he turns to distribution, introducing best practices for everything from integration to documentation. Start by marking “Developing Flex 4 Components: Using ActionScript 3.0 and MXML to Extend Flex and AIR Applications” as Want to Read: Developing Flex 4 Components: Using ActionScript & MXML to Extend Flex and AIR Applications By Mike E. Jones Published Jan 4, 2011 by Addison-Wesley Professional . In Developing Flex 4 Components, world-renowned Flex and Flash developer Mike Jones thoroughly demystifies all facets of Flex component development, showing how to quickly create and deliver high-value components to the widest possible audience.