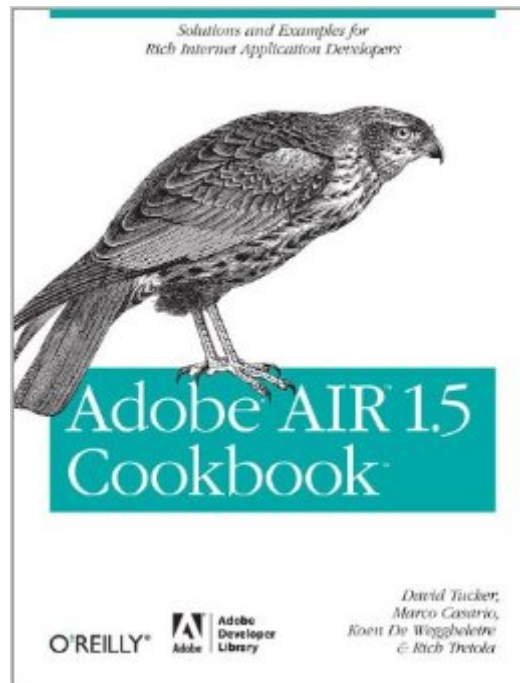


The book was found

Adobe AIR 1.5 Cookbook



Synopsis

Thoroughly vetted by Adobe's AIR development team, Adobe AIR 1.5 Cookbook addresses fundamentals, best practices, and topics that web developers and application designers inquire about most. The hands-on recipes in this cookbook help you solve a variety of tasks and scenarios you may encounter using Adobe AIR to build Rich Internet Applications for the desktop. It's an ideal way to learn the nuances of Adobe AIR, with practical solutions you can use right away, and detailed explanations of why and how they work. These recipes will help you:

- Build an AIR application with Flex, Flash, or HTML and Ajax
- Create a database and connect it to your application
- Put together native menus for PCs and Macs
- Work with the Service Monitor Framework
- Utilize the Adobe AIR Update Framework
- Create branded desktop experiences with custom chrome and custom application icons
- Distribute your AIR application with the Seamless Install Badge
- And more.

Adobe AIR 1.5 Cookbook includes dozens of recipes from rising stars in the AIR development community-David Tucker, Rich Tretola, Marco Casario, and Koen De Weggheleire-along with the best solutions posted by visitors to the Adobe AIR Cookbook community website hosted by Adobe and O'Reilly (www.adobe.com/go/air_cookbook). If you're ready to expand your skill set with Adobe AIR, this is the book you've been waiting for.

Book Information

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Customer Reviews

§The competition of application development frameworks is the bane of those of us who have to figure out how to explain inherent potentials to managers tasked with getting new apps out the door.

No one knows the future -- but Adobe's Integrated Runtime (AIR) is certainly on everyone's list as a strong contender. This book has a cookbook format which means it is full of examples that focus on the scenarios that will most likely provoke head-scratching and Googling by programmers tackling basic and not so basic tasks in AIR development. This book is for intermediate developers who already have a good working knowledge of the Flex tool and ActionScript or JavaScript. Chapters 1-2 impart basic dev environment setup tips. Chapters 3-15 provide solutions for file system, network, and database scenarios. Chapters 16-17 focus on distribution and install issues. There is also a bonus chapter which is online at the O'Reilly publisher site. This bonus chapter does a bit of AIR mashup to integrate some of the individual solutions found in the book. This is a solid book for keeping up with the times. ¶

This is a good starter book on Adobe AIR. It starts at the VERY beginning, explaining every point in the description files and what are their options. It builds precept upon precept. Then it shows you examples of completed code - PLUS the code can be downloaded from their website so you don't have to type it in yourself. Very nice. I liked the "state the problem, then show the solution" format of the book. It keeps the explanations uncluttered by extraneous details and since I haven't coded since 1986, that's exactly what I needed.

In the IT department, we purchase software, technical support books and hardware regularly for use and in order to further develop personal skills and provide support to our end users.

Covers both MXML/Actionscript and Javascript in the recipes. Good "How-To" book for either type of developer. Good to have on the shelf as a backup.

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