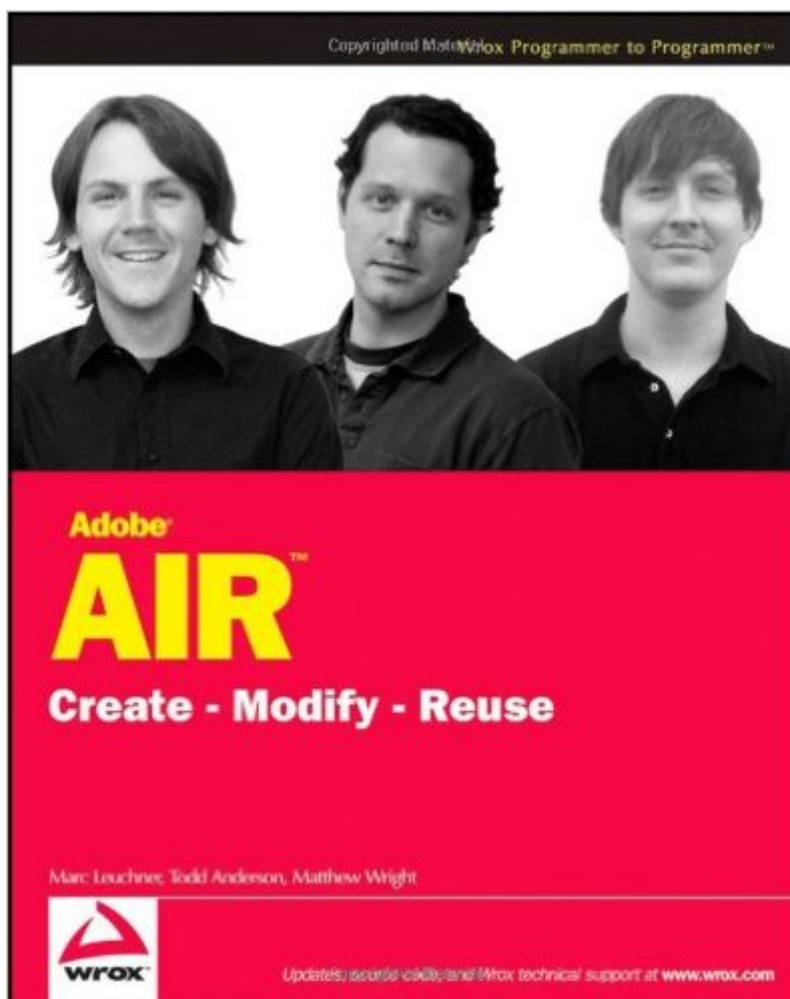


The book was found

# Adobe AIR: Create - Modify - Reuse



## Synopsis

Adobe Integrated Runtime (AIR) revolutionizes the way Rich Internet Applications (RIAs) are deployed and supports two primary technologies?Flash and HTML/Ajax?in order to make desktop development something that every web developer can do. This book walks you through eleven fully implemented AIR applications with source code that you can use as they currently exist or customize. Each project begins with a discussion of architecture and design, followed by code implementation. You'll get hands-on knowledge of AIR application design and development that you can then use to build dynamic RIAs.

## Book Information

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Average Customer Review: 4.5 out of 5 starsÂ Â See all reviewsÂ (6 customer reviews)

Best Sellers Rank: #3,396,739 in Books (See Top 100 in Books) #28 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Reuse #1539 inÂ Books > Computers & Technology > Graphics & Design > Desktop Publishing #1944 inÂ Books > Computers & Technology > Programming > Web Programming > JavaScript

## Customer Reviews

This is a really good book. It has complete code example of using air to create real world examples. Each chapter is a different example. There are two things I would change about the book: 1. The Title. I don't see what this has to do with create, modify, reuse. There is sql hard coded right in variables! If it is called create, modify, reuse, you would think I would learn about good ways to set up an air database without hard coded create table statements! 2. The long code blocks could use a few comments! There are pages and pages of just code...with no comments. While it is explained before and after, a few comments in the code examples would be nice. While I mentioned the negatives, overall I think this book is a really good learning experience with real applications.

The examples are pretty good but it is really hard to follow if you are using FlexBuilder as I am.

There are no instructions on how to use them in FlexBuilder, though it is not very hard to figure out. The really bad part is that the examples tend to do the UI's last. This makes it VERY hard to follow the examples. If you completely type in the examples, you tend to not be able to find the error until you COMPLETELY finish typing in all of the code. Also, the file name and path of the file you are typing in is given after the code which is backwards of most books. The examples are cool but the explanations are a bit weak and there is very little docs in the code which makes it a bit more difficult to follow especially if you are new to this.

Adobe AIR has a dual personality. On one hand it doesn't spend a lot of time hand-holding when you get to the pages of code. But the good part is, they've told you most of what matters by that time - these authors really know their code. I learned more than I thought - as a beginner I thought I'd use this latter on but what I found is that (just like learning any language) it is best to just immerse yourself and you'll eventually see how it all fits together. Really :)

The product is just what I expected and it arrived in a timely manner.

Adobe AIR investigates 11 practical application from start to finish. Music players, video players, slideshows, Mini CMS (whoo hoo!) are some of the apps. This book is NOT ideal for beginners, and intermediate developers might miss some of the jewels. The authors basically dump TONS of excellent OOP code on you and only point out the AIR specific bits. For example, the authors will extend classes, call public variables instantiated in super-classes, and override custom abstract methods and not even mention it. If you're not comfortable with this, you may wonder what is going on. You can of course still learn about some AIR methods and pick up some tricks, but the book will sit on your desk until you've learned enough to attack it. What really excites me is that the examples were written to be cannibalized and improved on. If you are proficient in FLEX and Actionscript and just want a jump start to build your next app - this is the book. The one drawback I have encountered is, even though the sample apps are not built with expansive classes, a UML or other application diagram would be nice for each application. That would just be the icing on top of icing.

This is truly an amazing book. Seldom are books (like this one) written which provide applicable programs that I can use to create more advanced applications on. This is a must buy for the serious Adobe Air programmer. I just completed an application based on the code in this book. Check it out on Youtube and Google Code at [Adobe Air Collada-Papervision3D Viewer\[...\]](#) Many Many Many

Thanks to the authors!!! I plan to write many more applications based on the code in this book. This book has saved me hours and hours and hours of work!

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