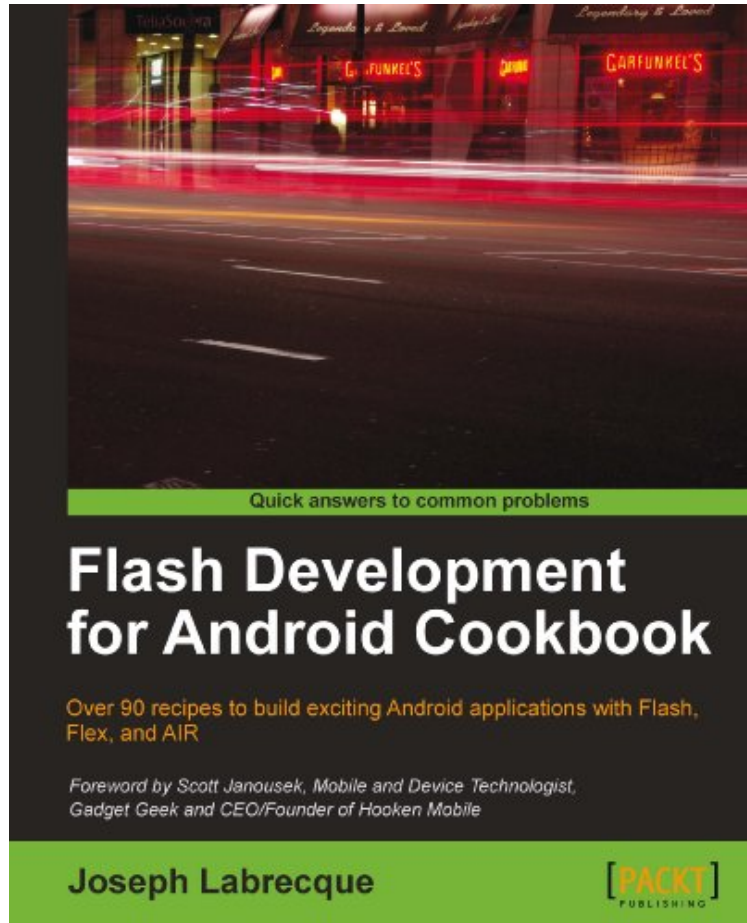


(Get free) Flash Development for Android Cookbook

# Flash Development for Android Cookbook

Von Joseph Labrecque

\*Download PDF | ePub | DOC | audiobook | ebooks



[Download](#)

[Read Online](#)

Produktinformation -Verkaufsrank: #1624616 in eBooksVerffentlicht am: 2011-06-16Erscheinungsdatum: 2011-06-16File Name: B005HIK8E8 | File size: 74.Mb

**Von Joseph Labrecque : Flash Development for Android Cookbook** before purchasing it in order to gage whether or not it would be worth my time, and all praised Flash Development for Android Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich.  
Awesome book to bring your Flash games and programs to Android!Von C. MoellerThis book provides you with everything you need to start developing programs and games on android using Adobe AIR, assuming you already have some knowledge in ActionScript.It shows short 'recipes' on how to interface with everything that you would want to on the phone, from gestures, drawing, acceleration and geolocation, camera, microphone, images, video, audio, local storage and SQLite, to even putting the final app on the market.Every recipe is well written, and specific to the interface you will be looking for, so you can easily find how to use the accelerometer, or load up the browser within your app. Most examples show how to do everything in Flash Builder (Flex), Flash 'professional', FDT, and even command line, so you have many options (although the code will work well in any of them).The only negative I found with the book is that in Chapter 1, you learn how to compile, and run a program on Android, but Chapter 10 is when it

actually goes into debugging, and setting up different configurations for testing your app. I wasn't sure how to have the app test run in Windows instead of running on my Android directly until that chapter (although it is a cookbook- you pick which chapter is relevant what you're trying to do). If you have built applications or games using Flash/Flex before, and would like to have a version running on Android, this book will give you all the information you need, and is a great reference as well! Get it now to get your Flash apps running on Android!

0 von 0 Kunden fanden die folgende Rezension hilfreich. A really useful book on mobile development with Flash and AIR. Von Adrian Parr. For any Flash or Flex developer looking to create applications for mobile (in particular Android ones) then this is a great book to have on your desk! Weighing in at 372 pages, there is a lot of content in there just waiting for you to try out and play with. First things first, this is a Cookbook. It's not a reference title listing every single API and documenting every single class available. Though to be honest, it seems to cover most of the new AIR for Android features. The idea behind a Cookbook is to provide you with a selection of 'recipes' or common tasks, and then explain how to go about solving them in a clear and concise way. This book does this brilliantly. It is the sort of book you can dip into when you have a specific thing to get done in your app and you're not sure where to start. Having said that, I basically read it from cover to cover, and still found it very informative and enjoyable. The book is broken up into the following 11 chapters:

- Chapter 1: Getting Ready to Work with Android: Development Environment and Project Setup (10 recipes)
- Chapter 2: Interaction Experience: Multitouch, Gestures, and Other Input (13 recipes)
- Chapter 3: Movement through Space: Accelerometer and Geolocation Sensors (9 recipes)
- Chapter 4: Visual and Audio Input: Camera and Microphone Access (6 recipes)
- Chapter 5: Rich Media Presentation: Working with Images, Video, and Audio (7 recipes)
- Chapter 6: Structural Adaptation: Handling Device Layout and Scaling (12 recipes)
- Chapter 7: Native Interaction: StageWebView and URI Handlers (10 recipes)
- Chapter 8: Abundant Access: File System and Local Database (7 recipes)
- Chapter 9: Manifest Assurance: Security and Android Permissions (6 recipes)
- Chapter 10: Avoiding Problems: Debugging and Resource Considerations (6 recipes)
- Chapter 11: Final Considerations: Application Compilation and Distribution (10 recipes)

All these chapters are equally important and cover a wide range of features, but which ones you'll actually need to use will depend on your project and what you are trying to achieve. Although the title of this book specifies Android, most of the code in this book will work equally well on iOS devices and the BlackBerry PlayBook. That's the joy of developing using ActionScript and AIR! I was particularly pleased to see that nearly all the code examples were IDE agnostic and didn't tie you in to the Flex framework. They concentrated on using pure ActionScript in whatever IDE you feel comfortable working in. In fact, Joseph even went to the trouble of explaining any IDE specific stuff using example in Flash Pro CS5.5, Flash Builder 4.5 and FDT 4.1. Once you have had a flick through at some of the examples it quickly becomes clear that Adobe have done a really good job at providing a consistent and logical API for achieving all these new mobile specific things. And this book does a great job of demystifying it all. My one criticism would be that there is quite a lot of repetitive code (about 14 lines) in each example, where Joseph sets up an output textfield (and accompanying textformat) for demonstration purposes. But I guess I noticed it more because I was reading the book straight through (not how it was intended to be read). At least this way, each 'recipe' or example is self contained and provides everything you need to get you up and running easily. I did notice a few errors here and there (code and layout), but nothing too serious that would cause you issues. I'd thoroughly recommend this title to anyone who is interested in creating mobile apps for either Android, iOS or PlayBook using AIR and ActionScript.

**Kurzbeschreibung** Written in cookbook style, this book offers solutions to all common Flash Android development problems through recipes. Each recipe contains step-by-step instructions followed by analysis of what was done in each task and other useful information. The book is designed so that you can read it chapter by chapter, or you can look at the list of recipes and refer to them in no particular order. This book contains recipes covering a variety of topics from the very simple to those that are more advanced. If you are a seasoned Flash developer, this book will get you quickly up to speed with what is possible with Android. For those who are new to Flash, welcome to the world of visually rich, rapid application development for mobile Android devices! If you have any interest in Flash development for Android, this book is for you.

**Kurzbeschreibung** Written in cookbook style, this book offers solutions to all common Flash Android development problems through recipes. Each recipe contains step-by-step instructions followed by analysis of what was done in each task and other useful information. The book is designed so that you can read it chapter by chapter, or you can look at the list of recipes and refer to them in no particular order. This book contains recipes covering a variety of topics from the very simple to those that are more advanced. If you are a seasoned Flash developer, this book will get you quickly up to speed with what is possible with Android. For those who are new to Flash, welcome to the world of visually rich, rapid application development for mobile Android devices! If you have any interest in Flash development for Android, this book is for you.

ber den Autor und weitere Mitwirkende Joseph Labrecque is primarily employed by the University of Denver as a senior interactive software developer specializing in the Adobe Flash Platform, where he produces innovative academic toolsets for both

traditional desktop environments and emerging mobile spaces. Alongside this principal role; he often serves as adjunct faculty, communicating upon a variety of Flash Platform solutions and general Web design and development subjects. In addition to his accomplishments in higher education, Joseph is the proprietor of Fractured Vision Media, LLC; a digital media production company, technical consultancy, and distribution vehicle for his creative works. He is founder and sole abiding member of the dark ambient recording project "An Early Morning Letter, Displaced" whose releases have received international award nominations and underground acclaim. Joseph has contributed to a number of respected community publications as an article writer and video tutorialist. He regularly speaks at user group meetings and industry conferences such as Adobe MAX, FITC, and D2WC. In 2010, he received an Adobe Impact Award in recognition of his outstanding contribution to the education community. He has served as an Adobe Education Leader since 2008 and is also a 2011 Adobe Community Professional. Visit him on the Web at <http://memoryspiral.com/>.