

LiveCycle Mosaic ES2: Learning the Fundamentals

Course Description

Target Student: Student should be an experienced Adobe Flex developer, or have taken either the Adobe Flex 4: Developing Rich Internet Applications course, or Adobe Flex 3: Rich Client Applications course, and be familiar with XML and CSS.

Performance-Based Objectives

Discuss the benefits of developing Mosaic applications; define key terms associated with Mosaic applications; describe the development models associated with Mosaic applications; configure Flash Builder for a mosaic project; create a Mosaic Tile; implement View context and message-based Tile communication; persist data from a View between sessions; debug and deploy a Mosaic application

Course Content

Lesson 1: Learning LiveCycle Mosaic ES2 Fundamentals

- Topic 1A: Discussing the Solution
- Topic 1B: Introducing the Terminology
- Topic 1C: Discussing the Development Models
- Topic 1D: Configuring the Flash Builder Developer Environment
- Topic 1E: Creating Mosaic Tiles with Adobe Flex
- Topic 1F: Implementing External Resources
- Topic 1G: Building and Running a Mosaic Application
- Topic 1H: Communicating Between Tiles by Context
- Topic 1I: Communicating Between Tiles with Messaging
- Topic 1J: Persisting Data Between Views
- Topic 1K: Debugging a Mosaic Application
- Topic 1L: Learning More About LiveCycle Mosaic ES2

