



# Beginning Flash, Flex, and AIR Development for Mobile Devices

*Jermaine G. Anderson*

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Easily create cross-platform, standalone native applications for mobile devices using AIR. AIR allows you to develop the rich, creative, interactive media experiences for mobile applications. This easy-to-follow guide covers everything you need to know to create rich mobile applications using Adobe Flash Builder. Packed with examples, this book shows you how to build applications for mobile devices using a combination of ActionScript, the Flex framework and AIR. You'll discover how these applications are able to run across multiple mobile and tablet devices, targeting Google Android, Apple iOS, and BlackBerry platforms. Plus, hands-on instructions detail how to leverage the unique hardware and software features that are available to each various device and platform. Serves an ideal starting point for learning to create rich, interactive applications for mobile devices. Includes hands-on examples that demonstrate how to best use the variety of hardware and software features. Escorts you through mobile app concept to completion with sample code and step-by-step instructions. Discusses such topics as enabling multitouch; developing for multiple screen sizes; maintaining app data; and much more. Start building standalone mobile applications today with Beginning Flash, Flex, and AIR Development for Mobile Devices .

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