

Flex Development

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Flex (.org)

- Adobe
- Framework to build RIA
- Delivered on the web via the Flash Player or the desktop via Adobe Apollo
- free Flex SDK or Flex Builder (Eclipse++)

Why using Flash

- The files are small
- Designers and developers can work easily on the same project
- Flash has been for years the tool of designers
- Supports OOP and components

Why using Flash (2/2)

- Flash is the number one add-on for browsers
- Platform independent (Linux, Windows, Mac)
- Backwards compatible to older browsers
- Supports animation and vector information
- Asynchronous data request to one or many servers

Hands on Flex Builder

Flex Samples

Papervision3D (.org)

- Fake 3D Framework
- Samples
 - <http://www.papervision3d.org>
 - http://www.velloff.com/demos/video_cube

APE

- Physics engine (<http://www.cove.org/ape>)
- Samples

Future

- Adobe announced to move the development of Flex to an open-source model (more stuff will get in)
- More startups will succeed using Flex (IMHO)

More stuff I wanted to show you

- WebOS front - <http://www.jooce.com>
- <http://mosoto.com/>
- FlashMeeting

**Congratulations
BarCamp 2007!**

Thank you!