

# Designer – Developer workflows with Flash Catalyst and Flash Builder

## Prisma IT

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# Today's Program

- Design versus Development
- Flash Catalyst
  - Design
  - Behaviour
  - Mock Data
- Flash Builder
  - Logic
  - Real Data



# Turning this

The screenshot shows the UniversalMART Inventory Manager dashboard. At the top left is the logo for UniversalMART Inventory Manager. To the right are four navigation icons: Dashboard (bar chart), Products (barcode), Suppliers (truck), and Shipping (box). The main content area is divided into three sections:

- Shipping Center West Michigan** (dated JUN 15): A progress bar shows 8% completion. Below it, 'Current Stock' is 133,741 units and 'Units Shipped' is 1,000 units. A 'Units Shipped On Time Today' indicator shows 8% with a green triangle.
- Shipments**: A table with columns 'Code' and 'Status'. One entry shows code '1515891' with status 'Delayed' and a yellow warning icon.
- Stock Level**: A search bar with 'Electronics TV' and a 'View' link. Below is a table with columns 'Code', 'Name', and 'Stock Level'. One entry shows '88755' for 'Product Name Here' with a 'Stock Level' of 100 and a green circle indicator.

**Fx**

into this

```
package net.vandieten.ForumClient.controller
{
    import com.universalmind.cairngorm.control.FrontController;

    import net.vandieten.ForumClient.controller.commands.*;
    import net.vandieten.ForumClient.controller.events.*;

    public class ForumClientController extends FrontController {

        public function ForumClientController() {
            super();
            registerAllCommands();
        }

        private function registerAllCommands():void {
```



# Current workflow

Design



Development



- Visual Design
- Define user experience

- Import visual assets
- Implement user experience
- Development



# Flex vs. traditional (print) design

- Dynamic
- Changing size
- Static
- Fixed size



# Flex vs. Flash

- Click == event
- Data centric
- Business application
- 24 frames per second
- Animated shapes
- Skip intro



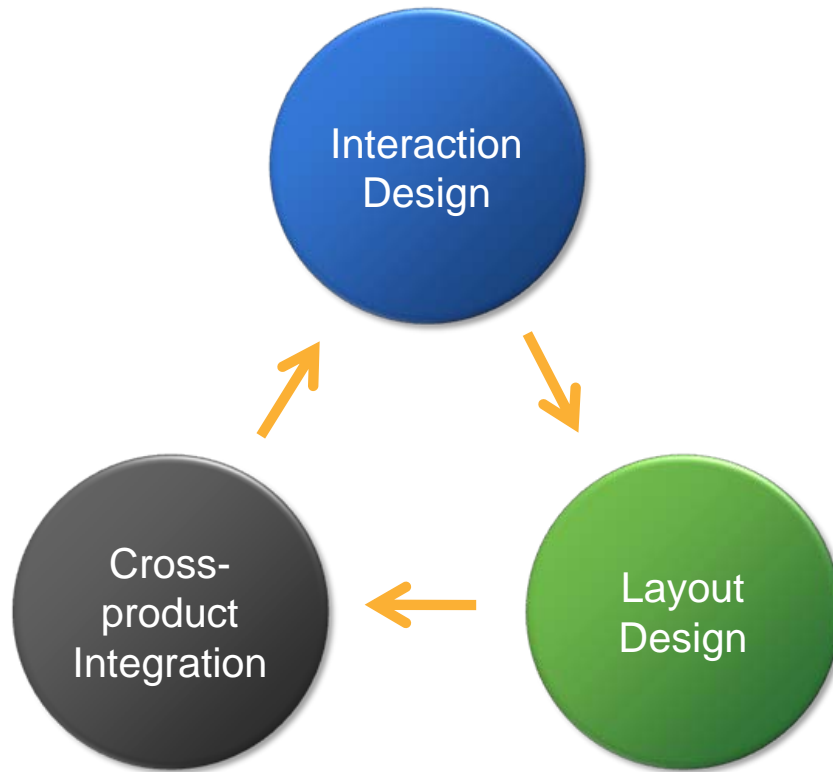
# Flash Catalyst

A professional interaction design tool for rapidly creating the user experience of applications and interactive content *without coding*





# Flash Catalyst features



# Interaction design

- Interaction design without writing code
- Turn static artwork into dynamic components
- Design-Time data
- Interactions
- Transitions
- States



# Layout design

- Support for Photoshop and Illustrator import
- Layers
- Vector drawing tools
- Artboard

The logo consists of the letters 'Fx' in a white, sans-serif font, centered within a dark gray square.

# Cross Product integration

- Integration with Photoshop and Illustrator
- Flash Player 10 support
- Export to Flash (swf) for demo / publishing
- Flex 4 support
- Export to Flash Builder 4
- New FXP format

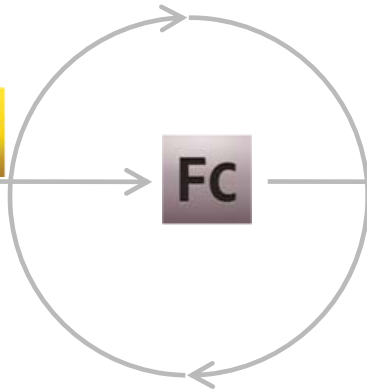


Demo



# Recursive workflow

Design



Development



- Visual Design
- Define user experience

- Import visual assets
- Implement user experience
- Development

## The problem: iterating

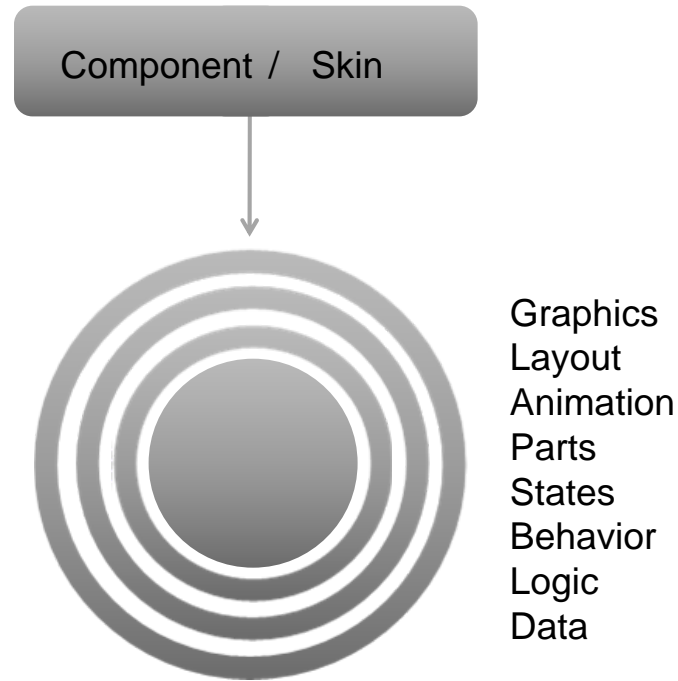
- Designer has delivered the design
- Client has approved the design
- Developer has integrated the design
- Client changes his mind
- Designer delivers new design
  
- You need to change an existing, well tested project 3 days before final deadline

# Flash libraries

- Reusable libraries of code and assets
- Export from Flash Catalyst
- Import into Flash Builder
- As a separate library project
- Updateable without having to repeat everything from scratch

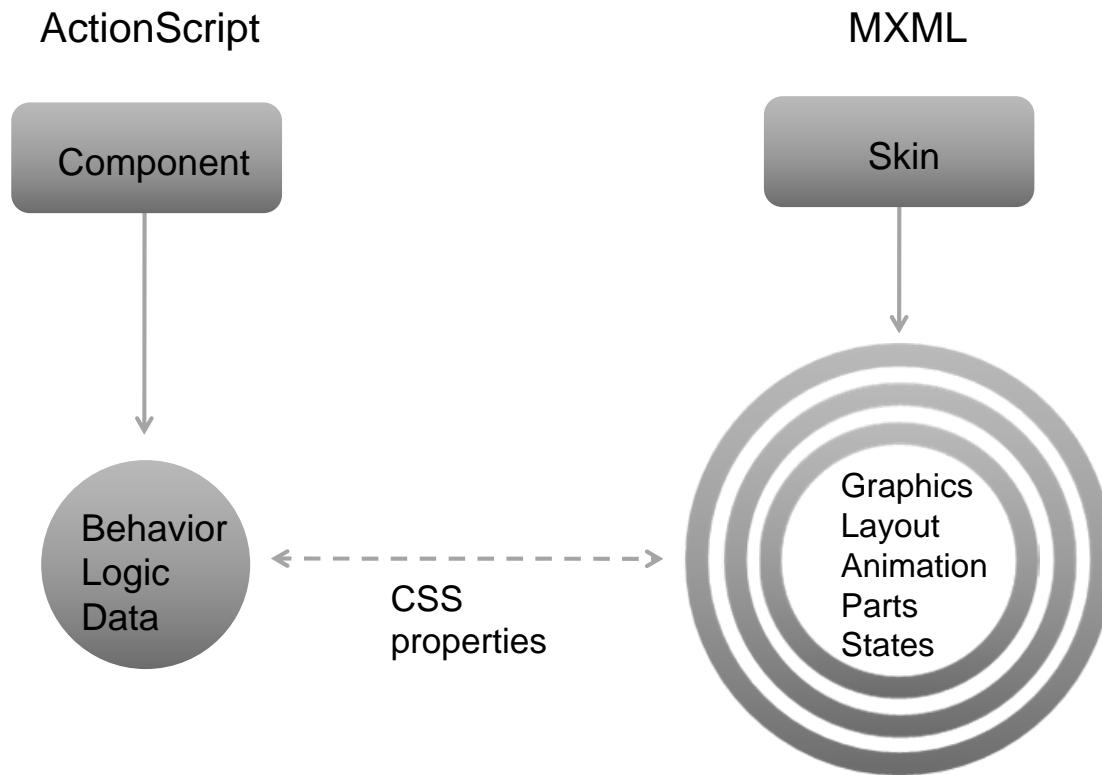


# Halo Component Model





# Spark Component Model





Demo



# Q & A



Thanks!