Flash Mobile: Developing Android and iOS Applications (Visualizing the Web)

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Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials-from setting up your development environment to publishing your apps to the Google Market Place/Apple iTunes App Store.

Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including:

*Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging

User interfaces are presented in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

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