

BAADAUG FLEXICON
A LEXICON FOR FLEX 2 AND FLEX BUILDER 2
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Common Terms Within Flex Builder 2

Eclipse – The open-source IDE upon which Flex Builder 2 is based.

Workbench – The Flex Builder 2-specific implementation of Eclipse.

Editor – A tool within the Workbench that is optimized to edit a specific kind of document. Flex Builder 2 delivers with 3 editors: MXML, ActionScript 3, and CSS.

View (aka Panel) – A rectangular area that provides a specific kind of functionality in support of the Flex Builder 3 IDE or one or more of its editors. Following is an incomplete list of Views (or Panels) available within Flex Builder 2:

Navigator	Outline	Problems	Tasks
Bookmarks	Components	Flex Properties	States
Debug	Variables	Expressions	Console
Search	Breakpoints	Help	

Perspective – A set of related Editors and Views that aggregate functionality for a specific development activity. Flex Builder 2 delivers with 2 predefined Perspectives: Development and Debugging. Within a Perspective, Editors and Views can be added and removed, opened and closed, hidden and revealed, resized and repositioned.

Workspace – A physical area of the operating system’s file system. Flex Builder 2 works with resources within a Workspace; a Workspace must be open; only one Workspace may be open at a time. A Workspace may well contain multiple Projects (see below).

Resources – The folders and files within a Workspace.

Project – All of the resources that constitute an application, and all applications must be contained within a Project. Flex Builder 2 supports 3 kinds of Projects: Flex 2, ActionScript 3, and Library. As a best practice, a given Project should contain but a single MXML Application file.

Working Set – Within a Workspace, the subset of Resources that relate to a single Project.

Launch Configuration – The set of settings and preferences for a Project when it is launched either to run or to be debugged. Each Project has a default Launch Configuration that can be edited to suit your needs and preferences.

Common Terms Within Flex 2

View State - One of several layouts or appearances designed for an application.

Effect - A visible or audible change to a component.

Transition - One or more Effects that play, or take effect, when a View State changes.

Trigger - An action, such as a mouse click, that sets off an Effect. Triggers are similar to but also distinct from ActionScript Events.

Behavior - The pairing of a single Trigger with one or more Effects.