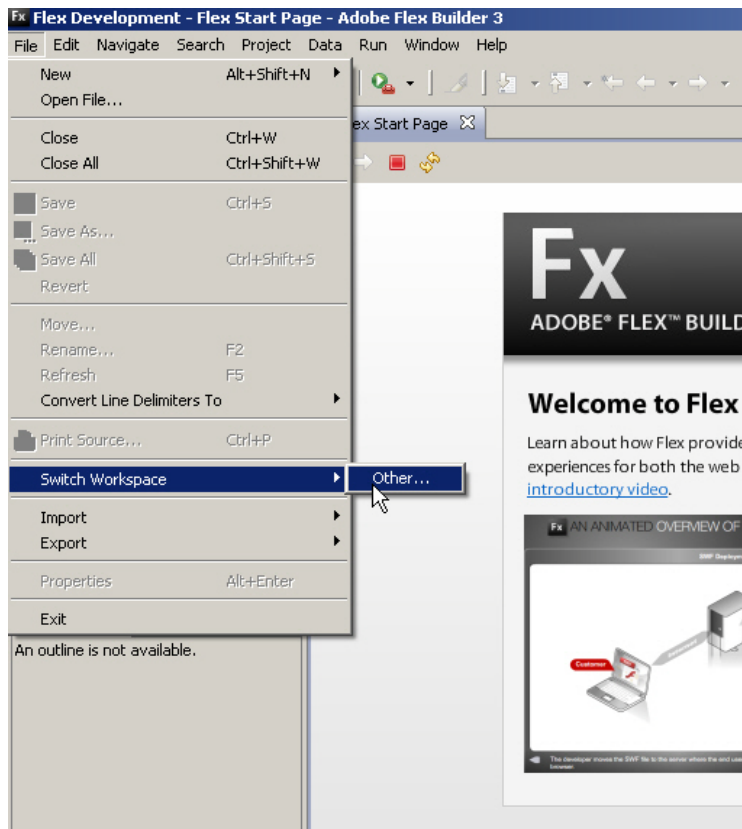


# Creating a Project and Laying out Controls

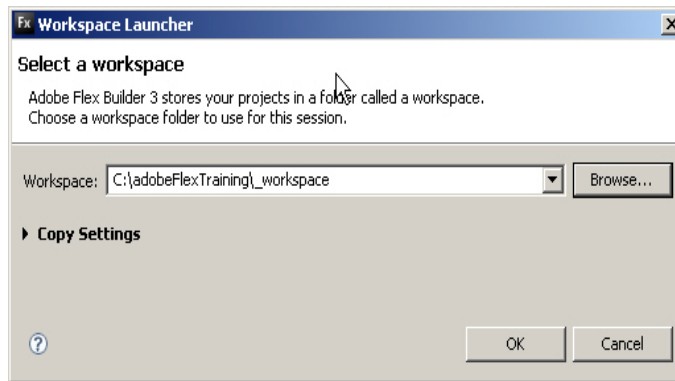
---

## Create a workspace

1. Create a directory named adobeFlexTraining on the **C:\** disk drive.
2. Inside the adobeFlexTraining directory create another directory named `_workspace`.
3. Open Flex Builder.
4. From the menu bar, select **File > Switch Workspace > Other**.



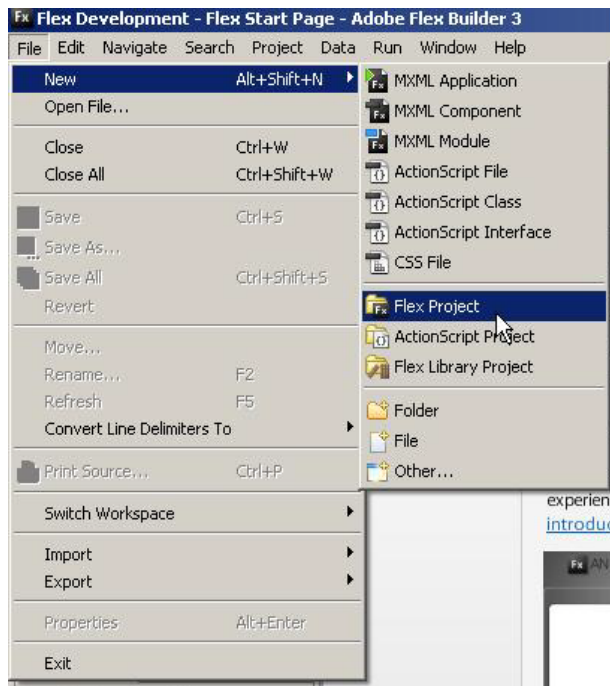
5. Enter: C:\adobeFlexTraining\\_workspace for the **Workspace** location.



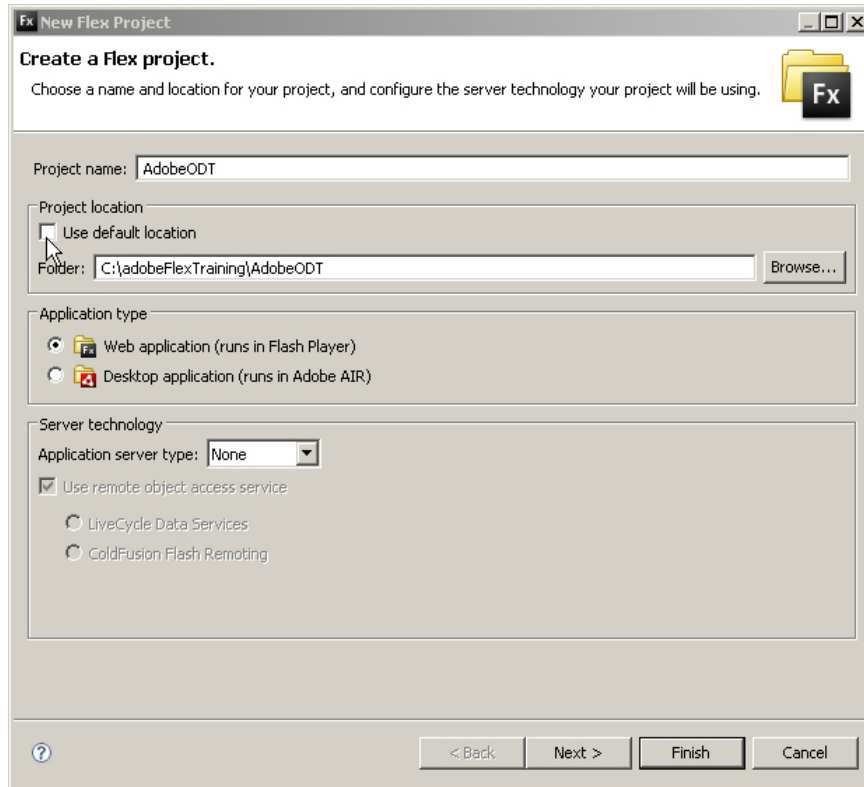
6. Click **OK**.  
**Flex Builder** will close and open into the new workspace.

## Create a project

7. From the main menu, select **File > New > Flex Project**.

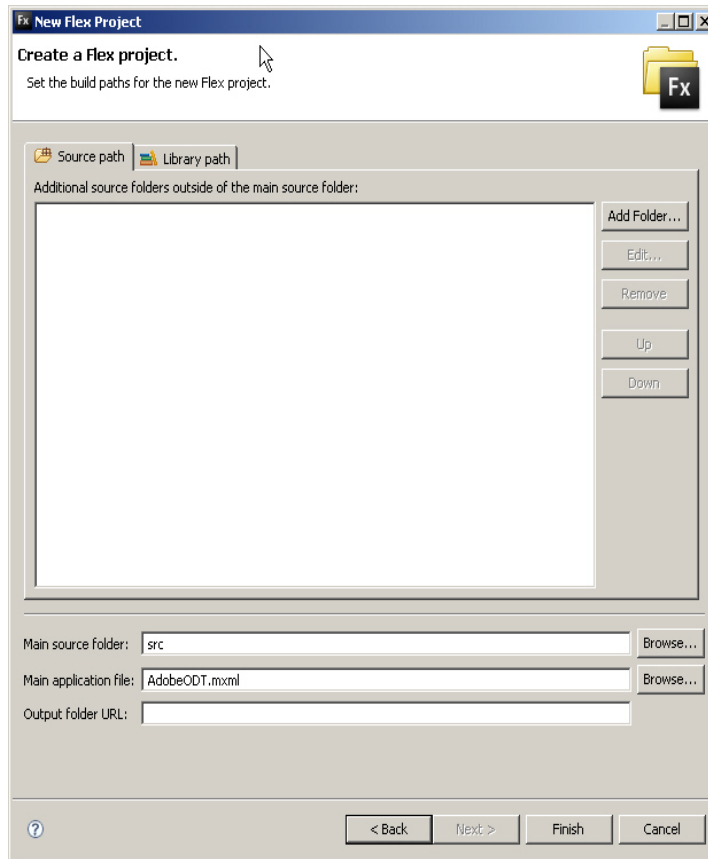


8. Enter a project name of AdobeODT.
9. Uncheck the **Use default location** checkbox.
10. Enter a project location of C : \adobeFlexTraining\AdobeODT.



11. Click **Next**.
12. Notice the default output folder is bin-debug. You do not need to change this.
13. Click **Next**.

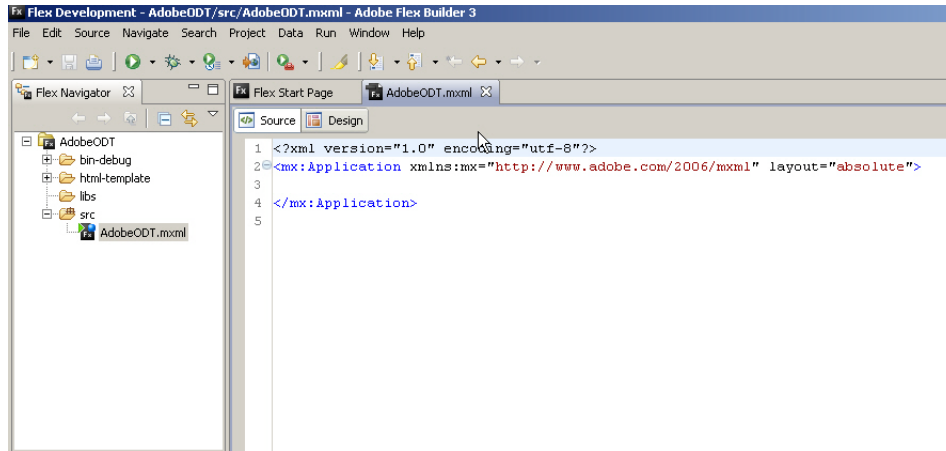
14. Notice the default **Main source folder** is `src`. You do not need to change this.
15. Notice the default **Main application file** is `AdobeODT.xml`. You do not need to change this.



16. Notice that the **Output folder URL** is blank. You do not need to change this.

17. Click **Finish**.

You should see a new project folder in the **Navigator** view and the **AdobeODT.mxml** opened in the **Editor** view.

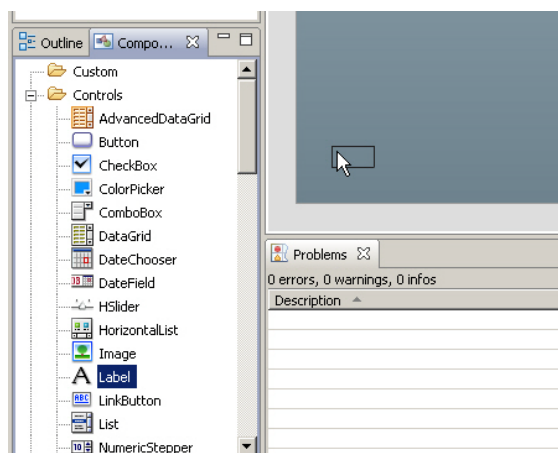


## Layout controls and change properties

18. Switch to **Design** mode.

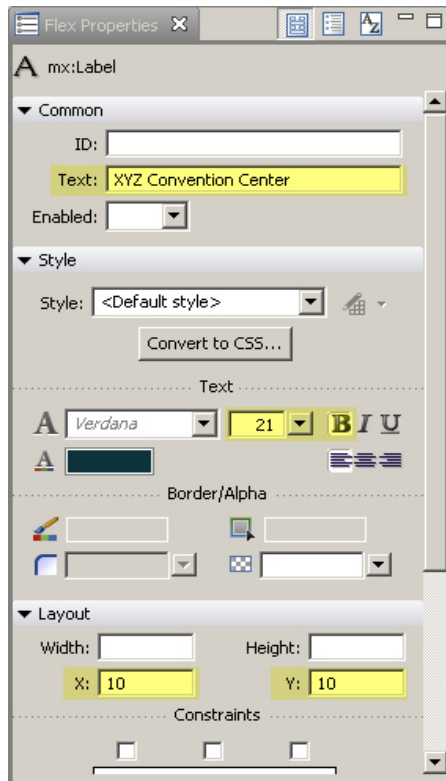


19. From the **Components** view, drag a **Label** control to the stage.



In the **Flex Properties** view:

- a. Under the **Common** section, enter the text property value of XYZ Convention Center.
- b. Under the **Layout** section, enter the X property value of 10 and the y property value of 10.
- c. Under the **Style** section, enter the text size of 21, and click the **B** (Bold).



20. Drag a Text control to the stage. In the **Flex Properties** view:
  - Enter the x property value of 10 and the y property value of 41.
  - Enter the text property value of 111 49th Ave, Denver, CO 80634.
21. Drag a Text control to the stage. In the **Flex Properties** view:
  - Enter the x property value of 208 and the y property value of 41.
  - Enter the text property value of Phone: 303-555-1212.
22. Drag a Text control to the stage. In the **Flex Properties** view:
  - Enter the x property value of 345 and the y property value of 41.
  - Enter the text property value of Fax: 303-555-1234.
23. Drag a Label control to the stage. In the **Flex Properties** view:
  - Enter the x property value of 10 and the y property value of 72.
  - Enter the text property value of Room Reservation System.
  - Enter the text size of 14, and click the **B** (Bold).
24. Drag a Label control to the stage. In the **Flex Properties** view:

- Enter the `x` property value of 10 and the `y` property value of 108.
  - Enter the `text` property value of Rooms Available:
25. Drag List control to the stage. In the **Flex Properties** view:
- Enter the `x` property value of 10 and the `y` property value of 134.
  - Enter the `id` property value of dg.
  - Under the **Layout** section, enter the width of 250.
26. Switch to the **Source** mode.

You should see the MXML code written for you. Your code should appear as follows:

```
<?xml version="1.0" encoding="utf-8"?>
<mx:Application xmlns:mx="http://www.adobe.com/2006/mxml"
  layout="absolute">
  <mx:Label x="10" y="10" text="XYZ Convention Center"
    fontSize="21" fontWeight="bold"/>
  <mx:Text x="10" y="41"
    text="111 49th Ave, Denver, CO 80634"/>
  <mx:Text text="Phone: 303-555-1212" x="208" y="41"/>
  <mx:Text text="Fax: 303-555-1234" x="345" y="41"/>
  <mx:Label text="Room Reservation System"
    fontWeight="bold" fontSize="14" x="10" y="72"/>
  <mx:Label text="Room Available:" x="10" y="108"/>
  <mx>List id="dg" x="10" y="134" width="250"></mx>List>

</mx:Application>
```

27. Locate the beginning **Application** tag at the top of the file. Add a `backgroundColor` property of `#FFFFFF`.

```
<mx:Application xmlns:mx="http://www.adobe.com/2006/mxml"
  layout="absolute" backgroundColor="#FFFFFF">
```

28. Save the file and run.

Your application should appear as follows:

