

# Creating an Item Renderer

## Create an item renderer component

1. In the Flex Builder **Navigator** view, right click on the **components** folder and select **New > MXML Component**.
2. The **Filename** is RoomRenderer
3. It is **Based on** Canvas
4. The **width** is 100% and the **height** is 100%
5. Click **Finish**.
6. Change to **Flex Design** view.
7. From the **Components** view drag an Image control to the stage. In the **Flex Properties** view enter these values:
  - a. **Source** = assets\conference.jpg
  - b. **Width** = 156
  - c. **Height** = 100
  - d. **x** = 10
  - e. **y** = 37
8. Drag a Label control to the stage. Enter these values:
  - a. **Text** = {data.name}
  - b. Click the **B** button in the **Text** area
  - c. Select 11 from the combo box in the **Text** area
  - d. **x** = 10
  - e. **y** = 10
9. Drag a Text control to the stage. Enter these values:
  - a. **Text** = Capacity: {data.capacity}
  - b. **x** = 174
  - c. **y** = 37
10. Drag a Text control to the stage. Enter these values:
  - a. **Text** = Room Size: {data.roomsize}
  - b. **x** = 174
  - c. **y** = 54
11. Drag a Text control to the stage. Enter these values:
  - a. **Text** = Max Round Tables: {data.maxroundtables}
  - b. **x** = 10

- c. **y** = 207
- 12. Drag a **Text** control to the stage. Enter these values:
  - a. **Text** = Max Rectangle Tables: {data.maxsquaretables}
  - b. **x** = 10
  - c. **y** = 222
- 13. Drag a **Text** control to the stage. Enter these values:
  - a. **Text** = Windows: {data.windows}
  - b. **x** = 10
  - c. **y** = 191
- 14. Drag a **Text** control to the stage. Enter these values:
  - a. **Text** = Wheelchair Accessible: {data.wheelchair\_accessible}
  - b. **x** = 10
  - c. **y** = 176
- 15. Drag a **Text** control to the stage. Enter these values:
  - a. **Text** = Event Types :
  - b. **x** = 10
  - c. **y** = 145
- 16. Drag a **Text** control to the stage. Enter these values:
  - a. **Text** = {createlist(data,eventtypes.event)}
  - b. **x** = 10
  - c. **y** = 162

17. Return to the **Source** view.

Your code should look like this:

```
<mx:Image source="assets\conference.jpg" width="156"
  y="37" x="10" height="100"/>
<mx:Label text="{data.name}" fontWeight="bold"
  fontSize="11" x="10" y="10"/>
<mx:Text text="Capacity: {data.capacity}"
  x="174" y="37"/>
<mx:Text x="174" y="54" text="Room Size: {data.roomsize}"/>
<mx:Text x="10" y="207"
  text="Max Round Tables: {data.maxroundtables}" />
<mx:Text x="10" y="222"
  text="Max Rectangle Tables: {data.maxsquaretables}"/>
<mx:Text x="10" y="191"
  text="Windows: {data.windows}"/>
<mx:Text x="10" y="176"
```

```
        text="Wheelchair Accessible:
{data.wheelchair_accessible}"/>
<mx:Text x="10" y="145" text="Event Types:"/>
<mx:Text x="10" y="162"
        text="{createlist(data.eventtypes.event)}/>
```

18. After the beginning **Canvas** tag, add a **Script block**.
19. Within the **Script** block, import the **ArrayCollection** class.

```
import mx.collections.ArrayCollection;
```

20. Create a private variable named **eventList** **datatyped** as **String**.

```
private var eventList:String;
```

21. Create a private function named **createlist** that takes one parameter named **edata** **datatyped** as **ArrayCollection**. The function returns a **String**.

```
private function createlist(edata:ArrayCollection):String{
}
```

22. Within the function create a locale variable named **a** **datatyped** as **Array**. Assign the **edata.source** to the variable.

```
var a:Array = edata.source;
```

23. After this variable, use the **toString()** method of the **a Array** and assign it to the **eventList** variable.

```
eventList = a.toString();
```

24. Return the **eventList**.

```
return eventList;
```

25. Save the file.

## Use the item renderer in List control

26. Open **AdobeODT.mxml** and locate the **List** control.
27. Add an `itemRenderer` property having a value of `components.RoomRenderer`.
28. Change the `width` property value to 385 and add a `height` property having a value of 501.

```
<mx:List id="dg"
  x="10" y="143"
  width="385" height="501"
  dataProvider="{roomList}"
  itemRenderer="components.RoomRenderer" />
```

29. Save the file and run.

Your application should appear as follows:

# XYZ Convention Center

111 49th Ave, Denver, CO 80634 Phone: 303-555-1212 Fax: 303-555-1234

## Room Reservation System

Please select any additional amenities needed for your room. Our staff will contact you to finalize your reservation.

- Microphone     Dance Floor     Food Station     Security     Extra Trash Recepticals  
 Projector     Special Lighting     Color Table Linens     Waitstaff     Additional Electrical Outlets

Rooms Available:

### Colorado Room



Capacity: 150  
Room Size: 20x20

#### Event Types:

Wedding, Seminar, Conference, Dinner Party, Dance, Meeting

Wheelchair Accessible: Yes

Windows: South wall all glass, garden view

Max: Round Tables: 15

Max: Rectangle Tables: 10

### Mile High Room



Capacity: 100  
Room Size: 25x30

#### Event Types:

Wedding, Seminar, Dinner Party, Dance, Meeting

Wheelchair Accessible: Yes

Windows: One window, north wall

Max: Round Tables: 10

Max: Rectangle Tables: 8

### Contact Information

Full Name:

Address:

City:

State:

Postal Code:

Phone:

### Room Information

Date Needed:

### Selected Options

Selected Options: