

Working with Containers

Modify the Application layout

1. Open **AdobeODT.mxml** and locate the beginning **Application** tag.
2. Change the **layout** property to `vertical`.
3. Add a `horizontalAlign` property having a value of `left`.
4. Add a `paddingTop` property having a value of `5`.
5. Save the file and run.

You should see all the controls displayed to the left and vertically.

Create an HBox container

6. Locate the **Label** control with the text value of XYZ Convention Center.
7. After the **Label** control add an **HBox** container.

```
<mx:Label x="10" y="10" text="XYZ Convention Center"
          fontSize="21" fontWeight="bold"/>
```

```
<mx:HBox>
</mx:HBox>
```

8. Move the three **Text** controls that have the address, phone and fax values between the **HBox** controls.

```
<mx:HBox>
  <mx:Text text="111 49th Ave, Denver, CO 80634"
           x="10" y="41" />
  <mx:Text text="Phone: 303-555-1212"
           x="208" y="41"/>
  <mx:Text text="Fax: 303-555-1234"
           x="345" y="41"/>
</mx:HBox>
```

9. Save the file and run.

You should see that the address, phone and fax displayed horizontally.

Create Canvas Container

10. Locate the **Label** control that has the text value of Rooms Available.
11. Before the control add a Canvas container.

```
<mx:Canvas>  
</mx:Canvas>
```

12. Move the two **Label** controls and the **List** control between the **Canvas** tags.

```
<mx:Canvas>  
  <mx:Label text="Rooms Available:" x="10" y="26"/>  
  <mx:Label id="mySelection" y="26" x="129"/>  
  <mx>List id="dg"  
    x="10" y="53" width="250"  
    dataProvider="{roomList}"  
    labelField="name"/>  
</mx:Canvas>
```

13. Change the x property of the first **Label** control within the **Canvas** container to 0 (zero) and y property to 26.
14. Change the x property of the second **Label** control to 116 and the y property to 26.
15. Change the x property of the **List** control to 0 (zero) and the y property to 53.
16. Save the file and run.

You should see the controls displayed like this:



Create a Form container

17. After the **List** control in the **Canvas** container, add a **Form** control.
18. Add the following properties to the beginning **Form** tag
 - a. Add an `x` with the value 439 and a `y` with the value 10.
 - b. Add a `width` with the value of 318 and `height` with the value of 349.
 - c. Add a `borderStyle` with a value of `solid` and a `borderColor` with the value of `#D4D4D4`.
 - d. Add a `dropShadowEnabled` with a value of `true` and a `dropShadowColor` with a value of `#B3B3B3`.
 - e. Add a `shadowDirection` with a value of `right` and a `shadowDistance` with a value of 10.

Your code should look as follows:

```
<mx:Form x="439" y="10"
  width="318" height="349"
  borderStyle="solid" borderColor="#D4D4D4"
  dropShadowEnabled="true" dropShadowColor="#B3B3B3"
  shadowDirection="right" shadowDistance="10" >

</mx:Form>
```

19. Between the **Form** tags, add a single **FormHeading** tag with a `label` property having a value of `Contact Information`.

```
<mx:FormHeading label="Contact Information"/>
```

20. Add **FormItem** tags with a `label` property having a value of `Full Name`.
21. Between the **FormItem** tags, add a **TextInput** control with an `id` property having a value of `fullname`.

```
<mx:FormItem label="Full Name">
  <mx:TextInput id="fullname"/>
</mx:FormItem>
```

22. Add another **FormItem** tag with a `label` property having a value of `Address`.
23. Between the **FormItem** tags, add a **TextInput** control with an `id` property having a value of `address`.

24. Add another `FormItem` tag with a `label` property having a value of `City:`.
25. Between the **FormItem** tags, add a `TextInput` control with an `id` property having a value of `city`.
26. Add another `FormItem` tag with a `label` property having a value of `State:`.
27. Between the **FormItem** tags, add a `TextInput` control with an `id` property having a value of `state`.
28. Add another `FormItem` tag with a `label` property having a value of `Postal Code:`.
29. Between the **FormItem** tags, add a `TextInput` control with an `id` property having a value of `postalcode`.
30. Add another `FormItem` tag with a `label` property having a value of `Phone:`.
31. Between the **FormItem** tags, add a `TextInput` control with an `id` property having a value of `phone`.

Your code should look as follows:

```
<mx:FormHeading label="Contact Information"/>
<mx:FormItem label="Full Name:">
    <mx:TextInput id="fullname"/>
</mx:FormItem>
<mx:FormItem label="Address:">
    <mx:TextInput id="address"/>
</mx:FormItem>
<mx:FormItem label="City:">
    <mx:TextInput id="city"/>
</mx:FormItem>
<mx:FormItem label="State:">
    <mx:TextInput id="state"/>
</mx:FormItem>
<mx:FormItem label="Postal Code:">
    <mx:TextInput id="postalcode"/>
</mx:FormItem>
<mx:FormItem label="Phone:">
    <mx:TextInput id="phone"/>
</mx:FormItem>
```

32. After the last **FormItem** tags, add a `FormHeading` tag with a `label` having a value of `Room Information`.
33. Add `FormItem` tag with a `label` property having a value of `Date Needed:`.
34. Between the **FormItem** tags, add a `DateField` control with an `id` property having a value of `dateNeeded`.

35. Add another `FormItem` tag.
36. Between the **`FormItem`** tags, add a `Button` control with a `label` property having a value of `Submit` and an `id` property having a value of `button`.

The additional code should look as follows:

```
<mx:FormHeading label="Room Information"/>
<mx:FormItem label="Date Needed:">
    <mx:DateField id="dateNeeded" />
</mx:FormItem>
<mx:FormItem>
    <mx:Button id="button" label="Submit"/>
</mx:FormItem>
```

37. 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

Rooms Available:

- Colorado Room
- Mile High Room
- Bronco Room
- Greeley Room
- Boulder Room
- Denver Room

Contact Information

Full Name:

Address:

City:

State:

Postal Code:

Phone:

Room Information

Date Needed: