

FLEX - BUTTON CONTROL

http://www.tutorialspoint.com/flex/flex_button_control.htm

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Introduction

The Button component is a commonly used rectangular button. Button typically uses event listeners to perform an action when the user selects the control. When a user clicks on a Button control, then it dispatches a click event and a buttonDown event.

Class declaration

Following is the declaration for **spark.components.Button** class:

```
public class Button
    extends ButtonBase
    implements IButton
```

Public properties

S.N. Property & Description

- | | |
|---|---|
| 1 | emphasized : Boolean
Reflects the default button as requested by the focus manager. |
|---|---|

Public methods

S.N. Method & Description

- | | |
|---|-------------------------------|
| 1 | Button
Constructor. |
|---|-------------------------------|

Methods inherited

This class inherits methods from the following classes:

- spark.components.supportClasses.ButtonBase
- spark.components.supportClasses.SkinnableComponent
- mx.core.UIComponent
- mx.core.FlexSprite
- flash.display.Sprite
- flash.display.DisplayObjectContainer
- flash.display.InteractiveObject
- flash.display.DisplayObject
- flash.events.EventDispatcher

- Object

Flex Button Control Example

Let us follow the following steps to check usage of Button control in a Flex application by creating a test application:

Step	Description
1	Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint.client</i> as explained in the <i>Flex - Create Application</i> chapter.
2	Modify <i>HelloWorld.mxml</i> as explained below. Keep rest of the files unchanged.
3	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**.

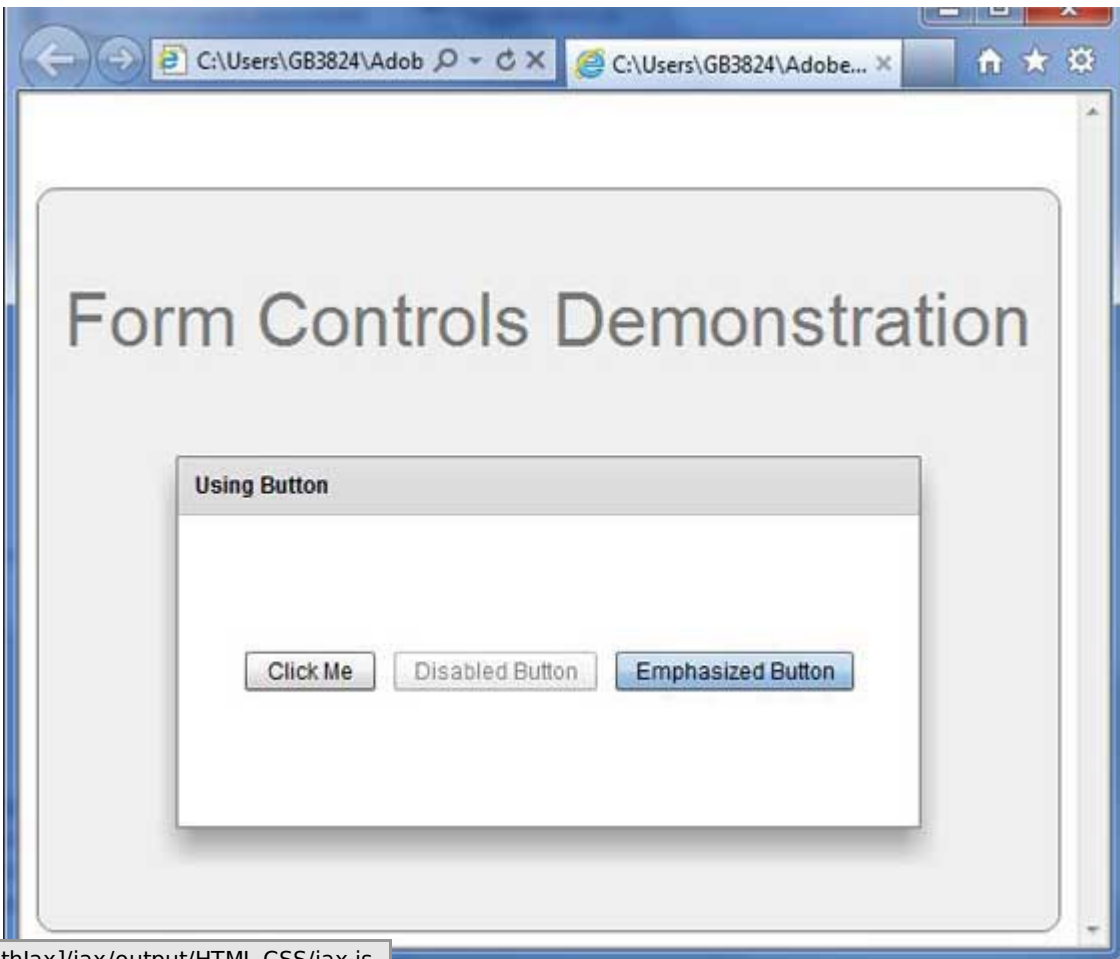
```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:s="library://ns.adobe.com/flex/spark"
  xmlns:mx="library://ns.adobe.com/flex/mx"
  width="100%" height="100%" minWidth="500" minHeight="500"
  >

  <fx:Style source="/com/tutorialspoint/client/Style.css"/>
  <fx:Script>
    <![CDATA[
      import mx.controls.Alert;
      import mx.events.FlexEvent;

      protected function button_clickHandler(event:MouseEvent):void
      {
        Alert.show("Hello World!");
      }
    ]]>
  </fx:Script>
  <s:BorderContainer width="550" height="400"
  styleName="container">
    <s:VGroup width="100%" height="100%" gap="50"
    horizontalAlign="center" verticalAlign="middle">
      <s:Label
      fontSize="40" color="0x777777" styleName="heading"/>
      <s:Panel
      height="200" includeInLayout="true" visible="true">
        <s:layout>
          <s:HorizontalLayout gap="10" verticalAlign="middle"
          horizontalAlign="center"/>
        </s:layout>
        <s:Button
        click="button_clickHandler(event)" />
        <s:Button
        enabled="false" />
        <s:Button
        emphasized="true" click="button_clickHandler(event)"/>
      </s:Panel>
    </s:VGroup>
  </s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in [Flex - Create Application](#) chapter. If everything is fine with your application, this will produce following result: [[Try it online](#)]





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