

FLEX - LINKBUTTON CONTROL

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

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Introduction

The LinkButton control is a borderless Button control whose contents are highlighted when a user hover over it. You must specify a click event handler for the LinkButton control to perform some action similar to a button.

Class declaration

Following is the declaration for **mx.controls.LinkButton** class:

```
public class LinkButton
    extends Button
```

Public methods

S.N.	Method & Description
1	LinkButton Constructor.

Methods inherited

This class inherits methods from the following classes:

- mx.controls.Button
- mx.core.UIComponent
- mx.core.FlexSprite
- flash.display.Sprite
- flash.display.DisplayObjectContainer
- flash.display.InteractiveObject
- flash.display.DisplayObject
- flash.events.EventDispatcher
- Object

Flex LinkButton Control Example

Let us follow the following steps to check usage of LinkButton 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

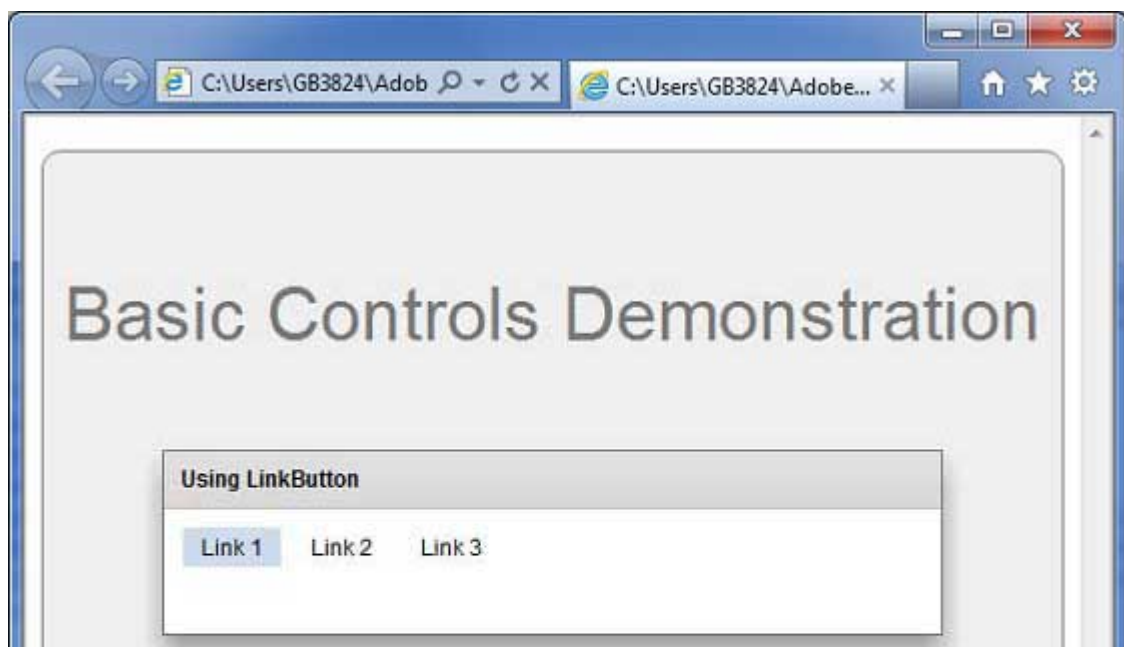
requirements.

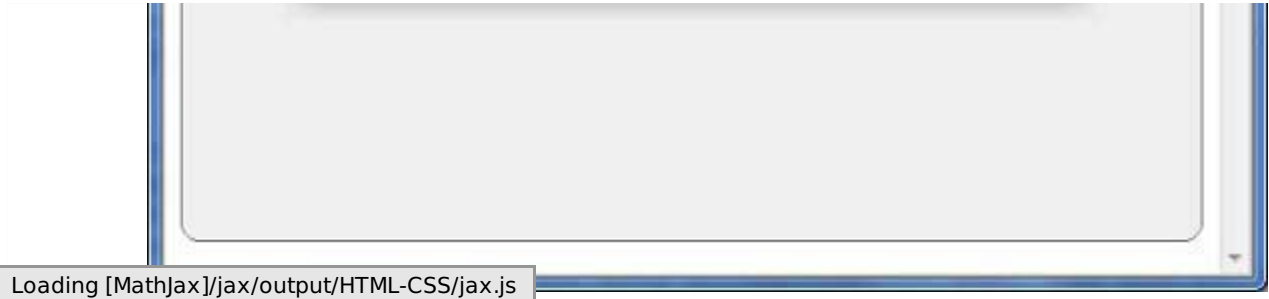
Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**

```
<?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;

    protected function clickMe_clickHandler(event:MouseEvent):void
    {
      var linkButton:LinkButton = event.target as LinkButton;
      Alert.show("LinkButton "+linkButton.id+" Clicked");
    }
  ]]>
</fx:Script>
<s:BorderContainer width="550" height="500"
  styleName="container">
  <s:VGroup width="100%" height="100%" gap="50" horizontalAlign="center"
    verticalAlign="middle">
    <s:Label
      fontSize="40" color="0x777777" styleName="heading"/>
    <s:Panel title="Using LinkButton" width="420" height="100" >
      <s:layout>
        <s:HorizontalLayout paddingTop="10" paddingLeft="10"/>
      </s:layout>
      <mx:LinkButton label="Link 1"
        click="clickMe_clickHandler(event)"/>
      <mx:LinkButton label="Link 2"
        click="clickMe_clickHandler(event)"/>
      <mx:LinkButton label="Link 3"
        click="clickMe_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](#)]



A screenshot of a web browser window. The main content area is a light gray rectangle. At the bottom left, a small gray box contains the text "Loading [MathJax]/jax/output/HTML-CSS/jax.js".

Loading [MathJax]/jax/output/HTML-CSS/jax.js