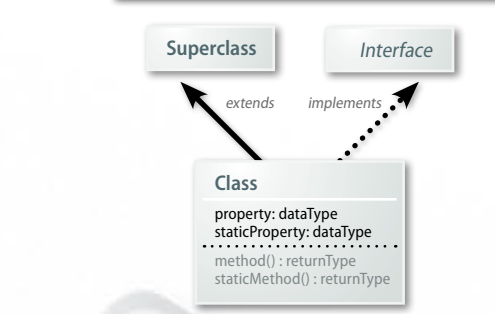








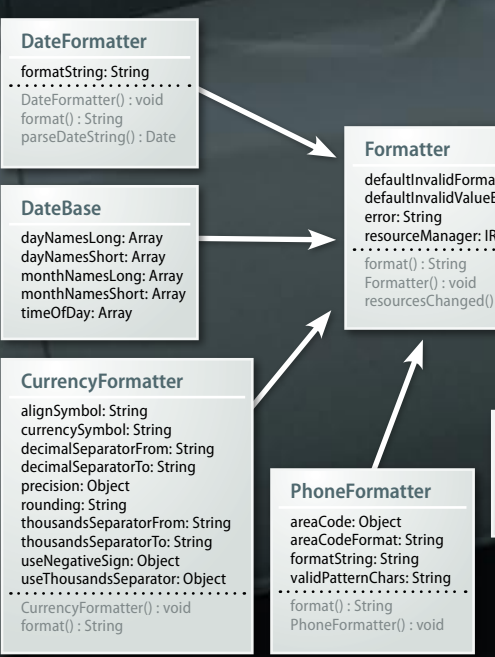
## Legend



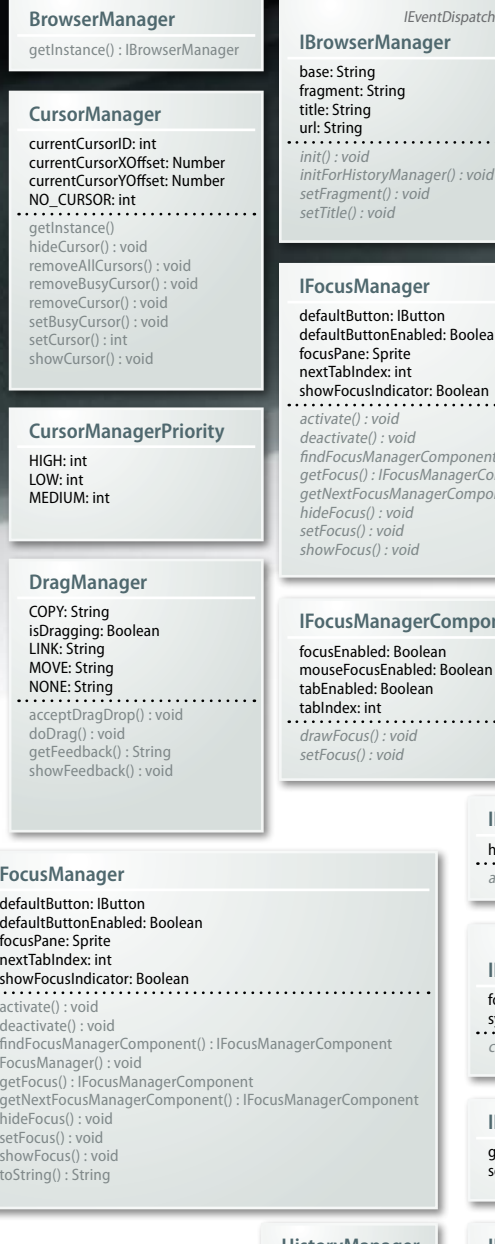
## mx.binding.utils



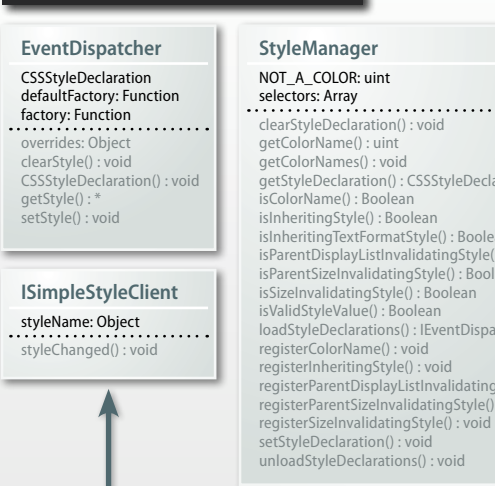
## mx.formatters



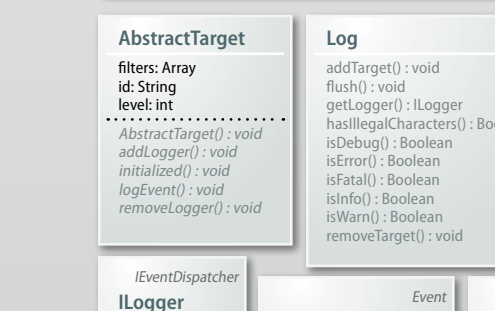
## mx.managers



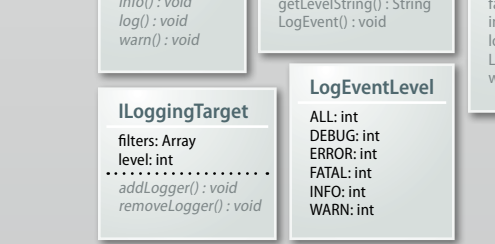
## mx.styles



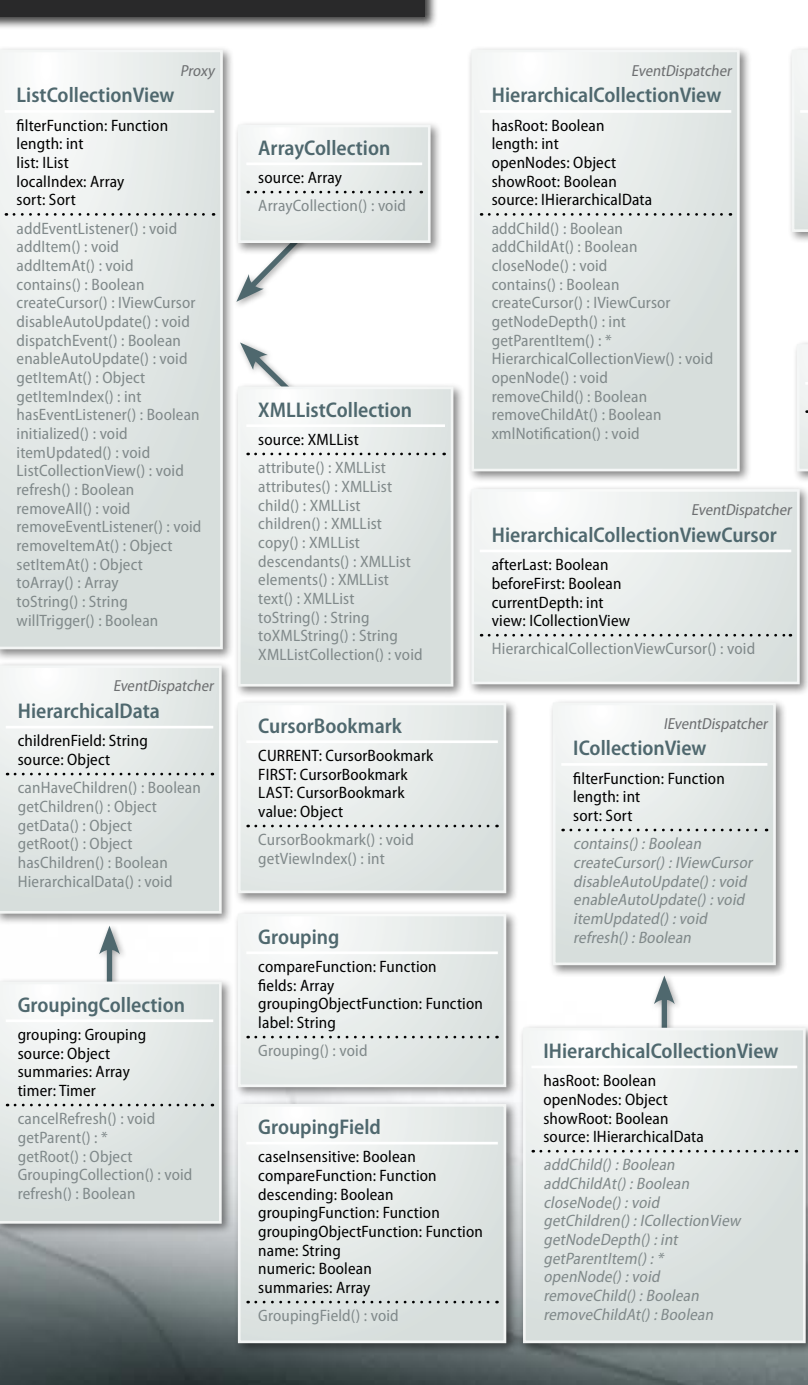
## mx.logging



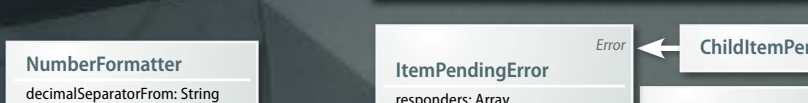
## mx.printing



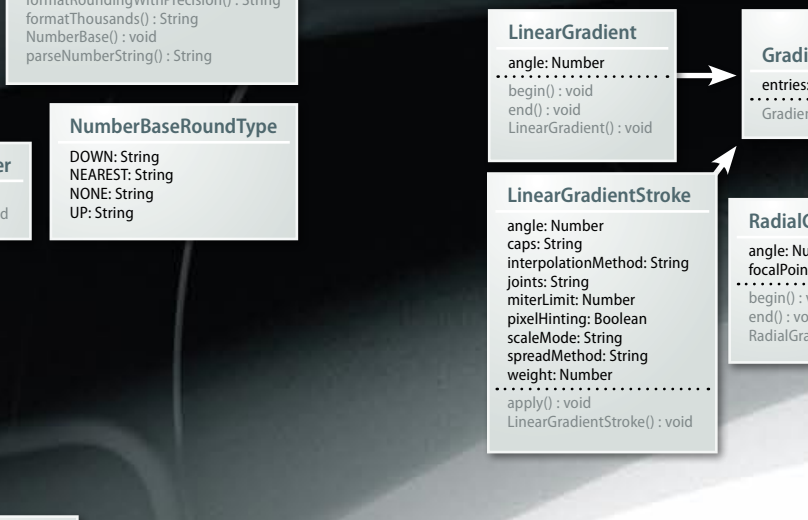
## mx.collections



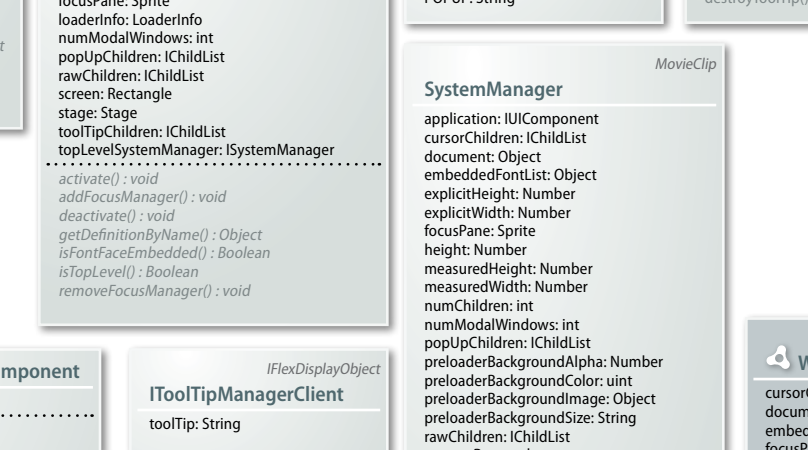
## mx.collections.errors



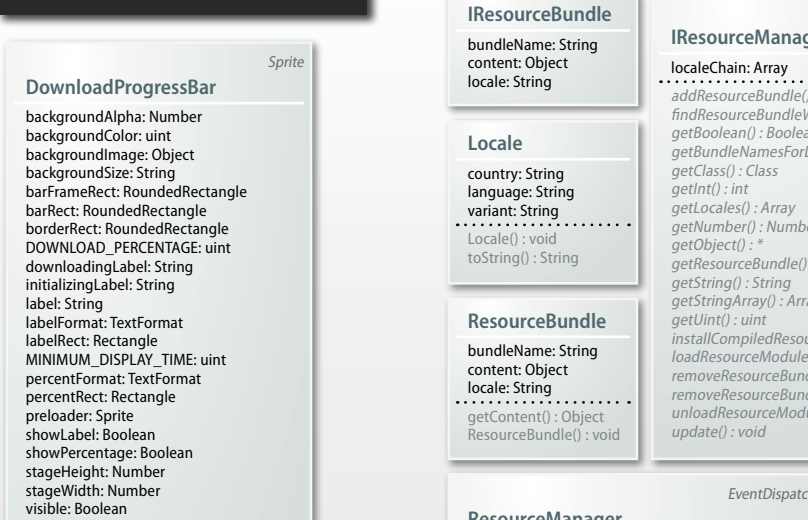
## mx.effects.effectClasses



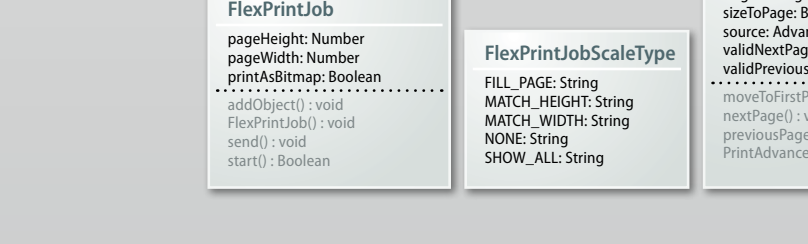
## mx.resources



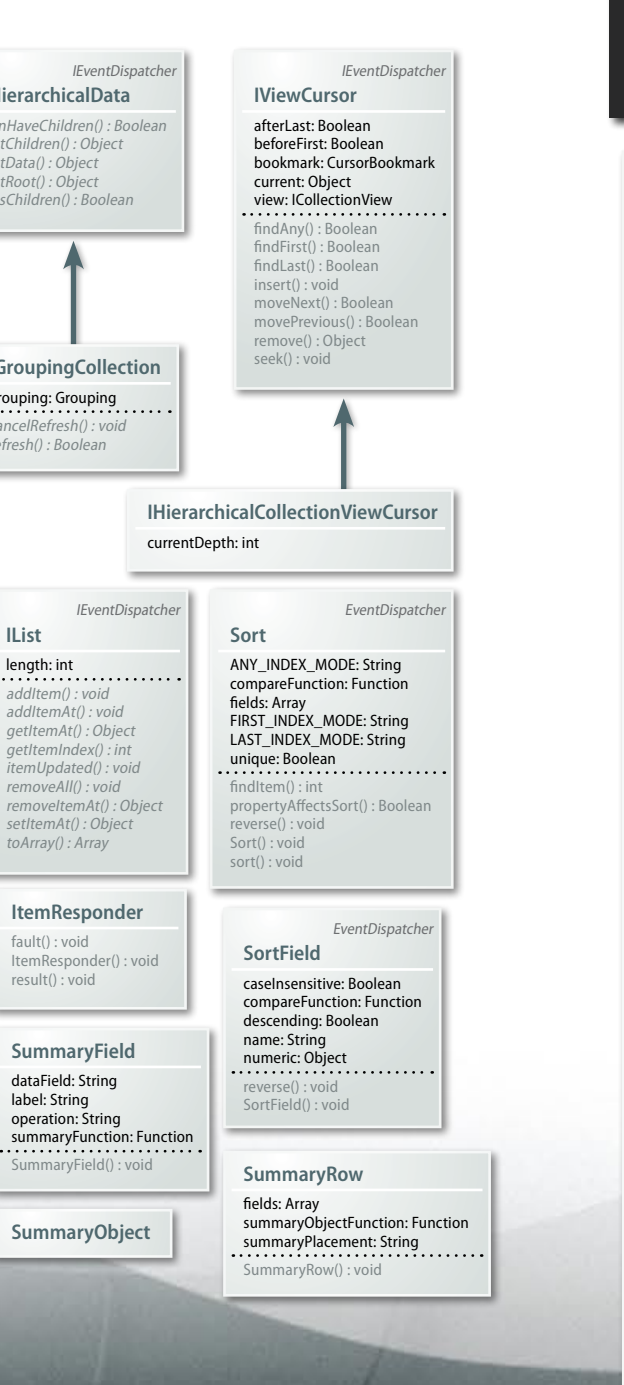
## mx.preloaders



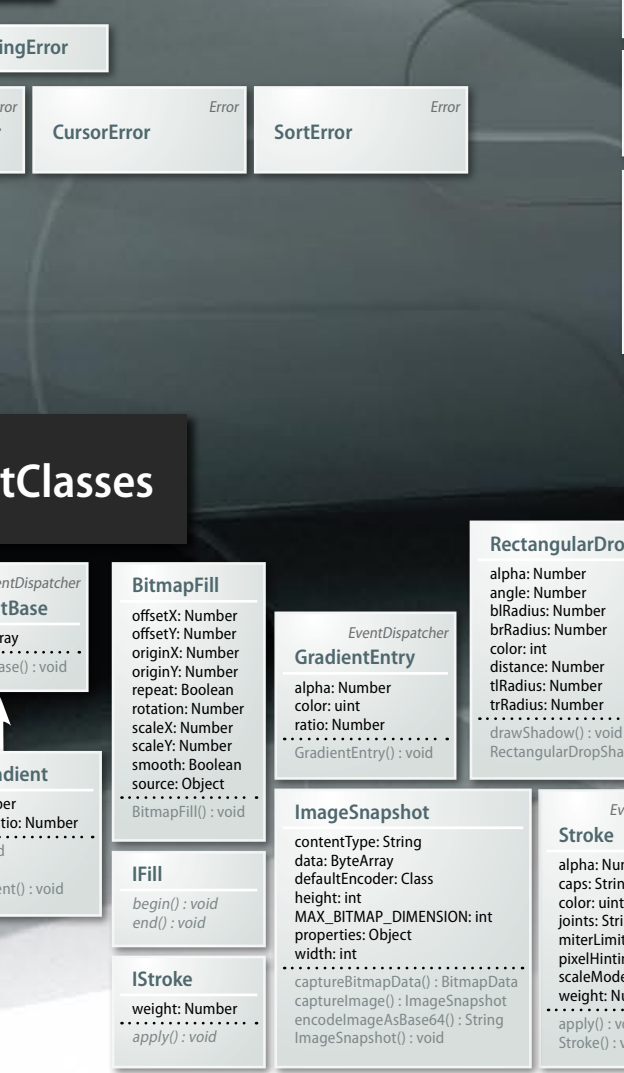
## mx.printing



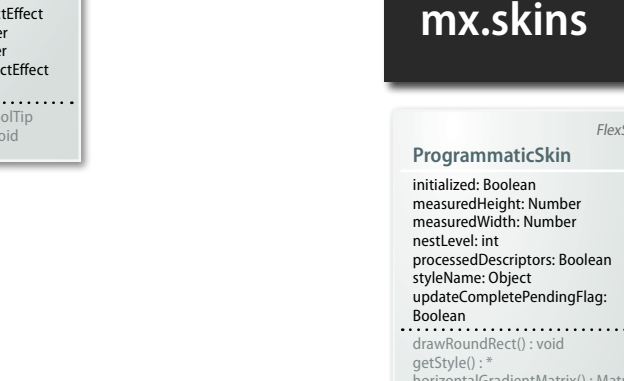
## mx.flash



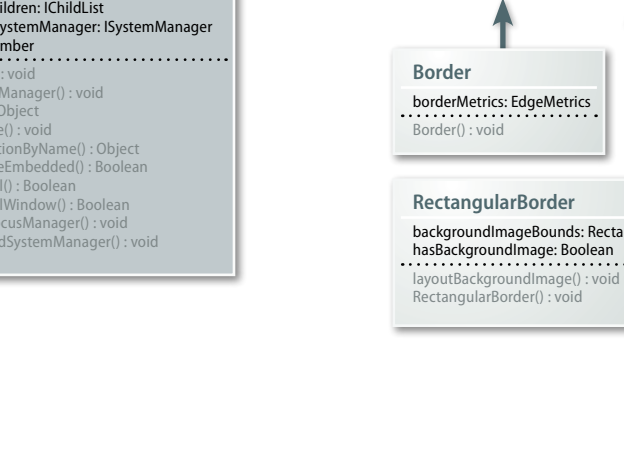
## mx.effects



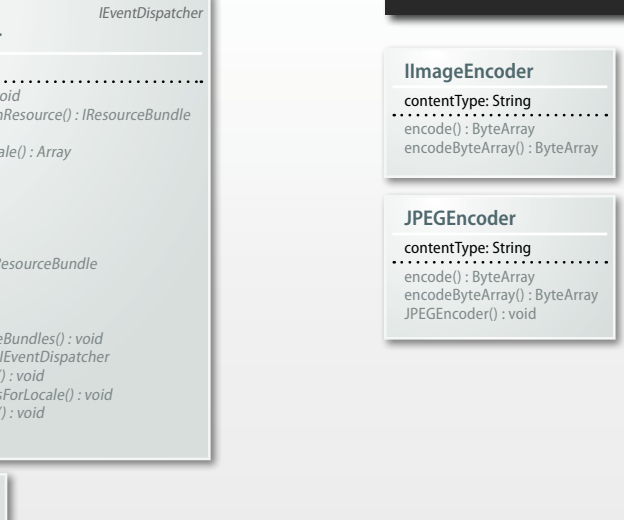
## mx.effects.easing



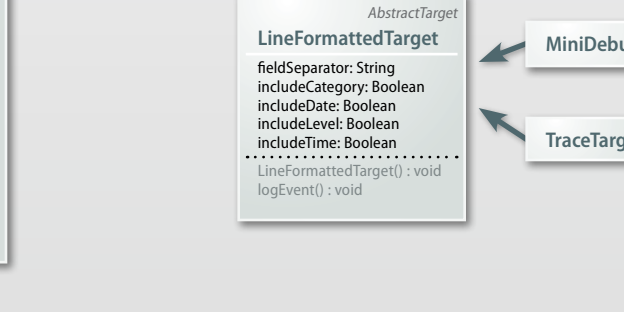
## mx.skins



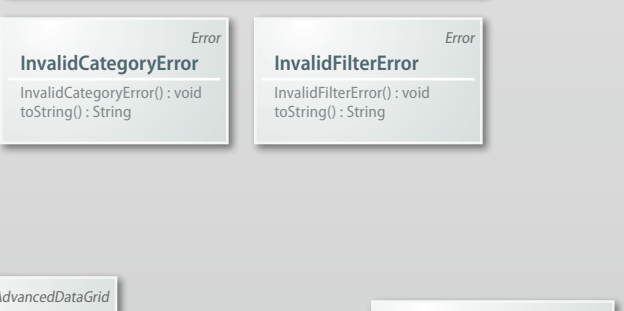
## mx.graphics.codec



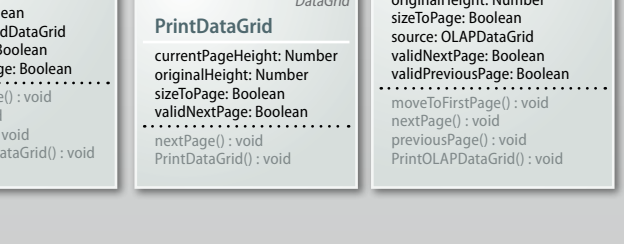
## mx.logging.targets



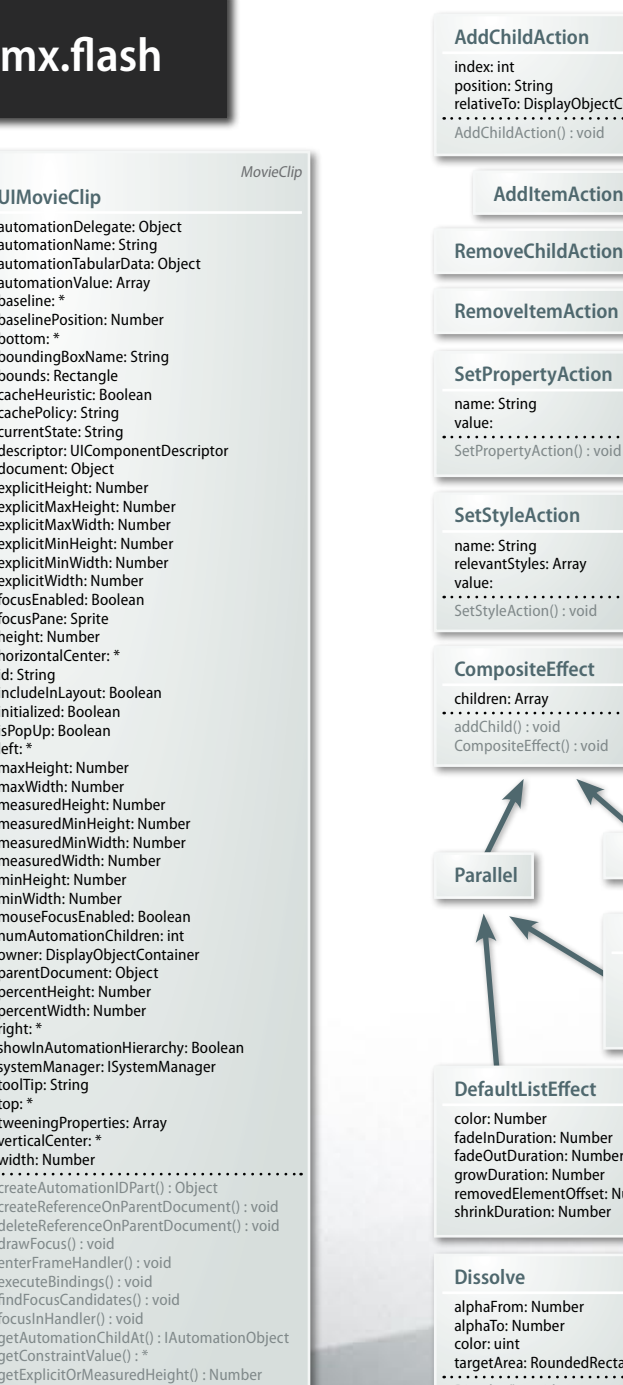
## mx.logging.errors



## mx.validators



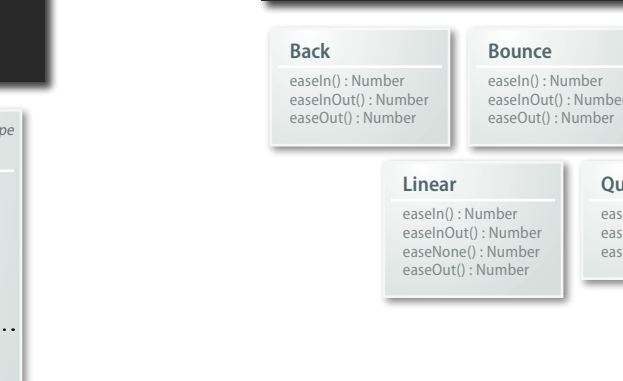
## mx.effects



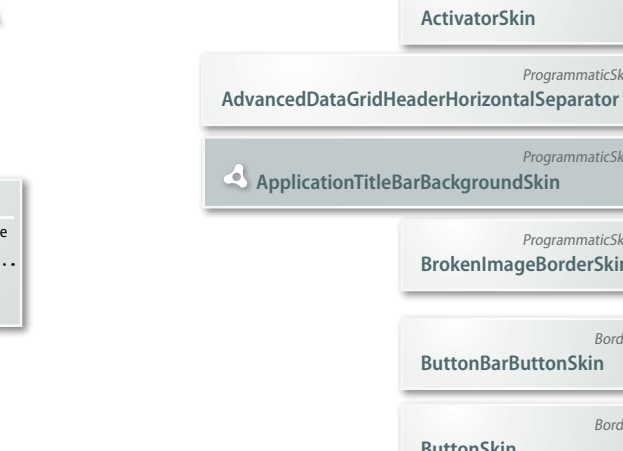
## mx.effects.effectClasses



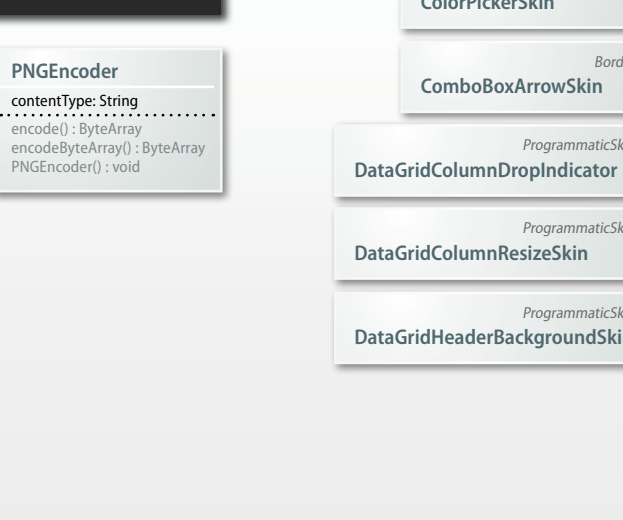
## mx.effects.easing



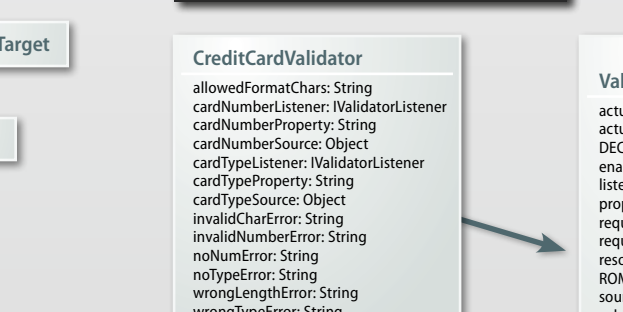
## mx.skins.halo



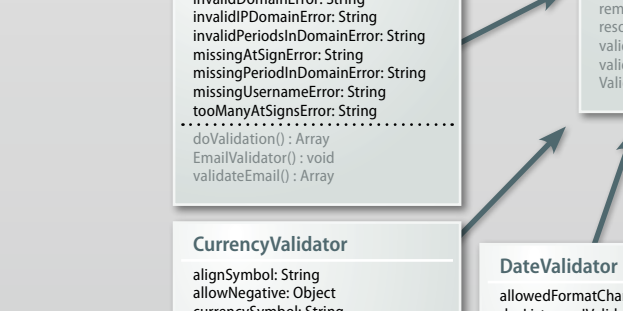
## mx.validators



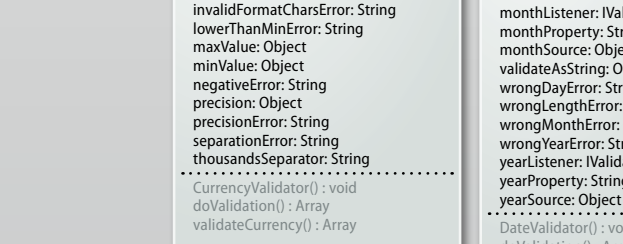
## mx.validators



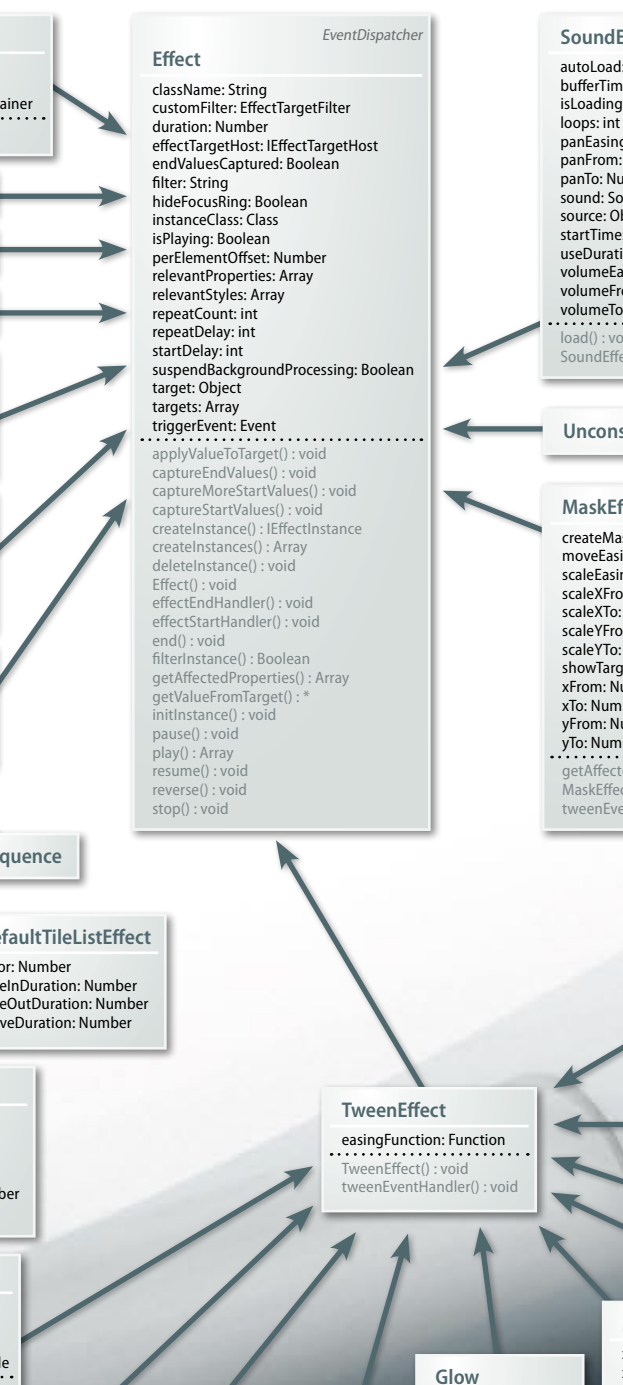
## mx.validators



## mx.validators



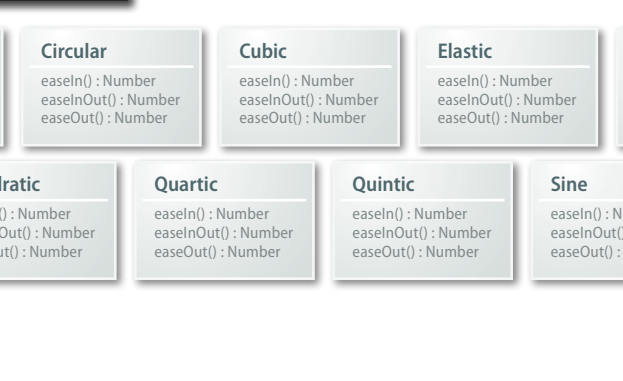
## mx.effects



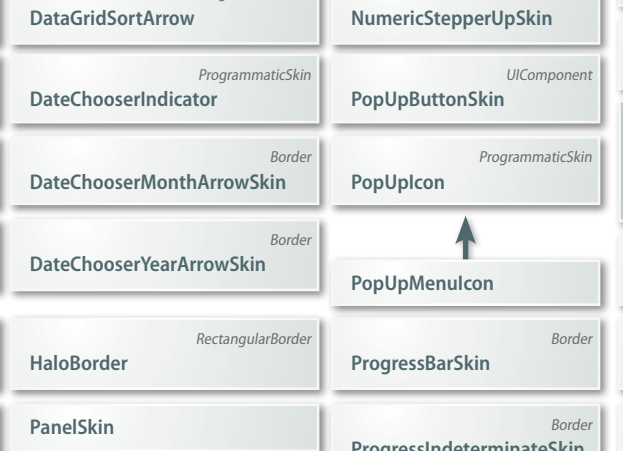
## mx.effects.effectClasses



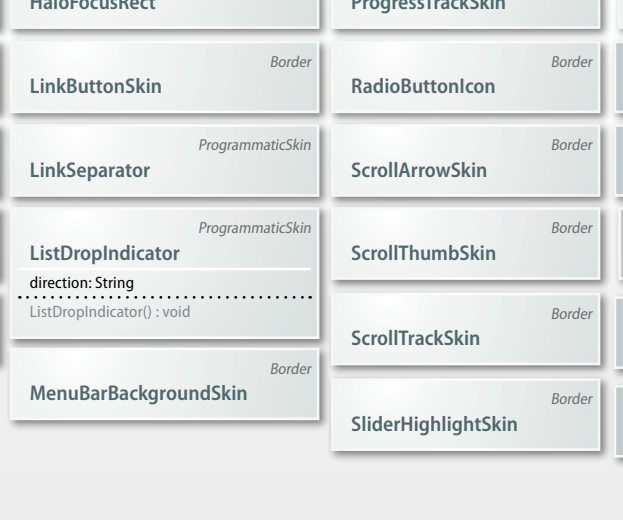
## mx.effects.easing



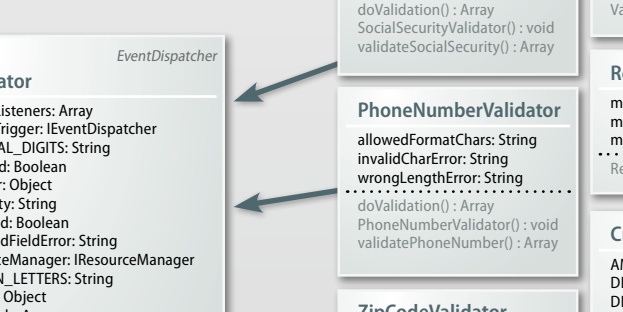
## mx.skins.halo



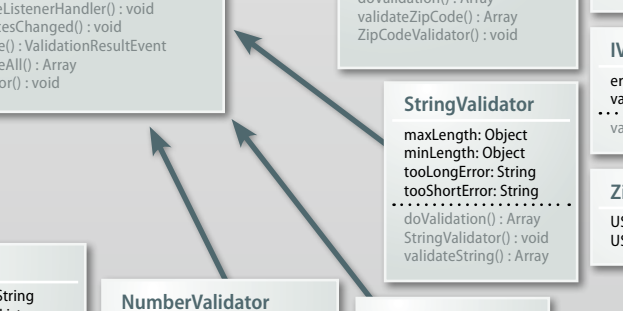
## mx.validators



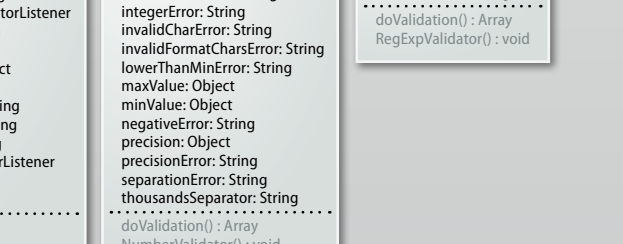
## mx.validators



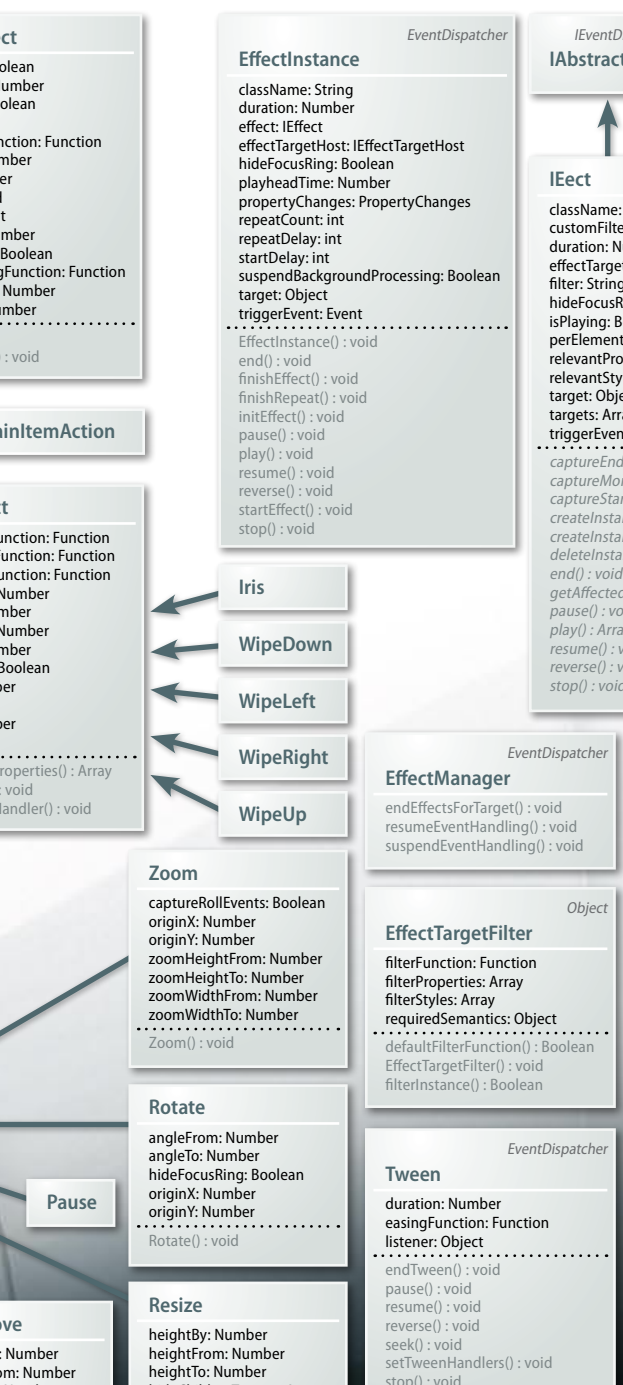
## mx.validators



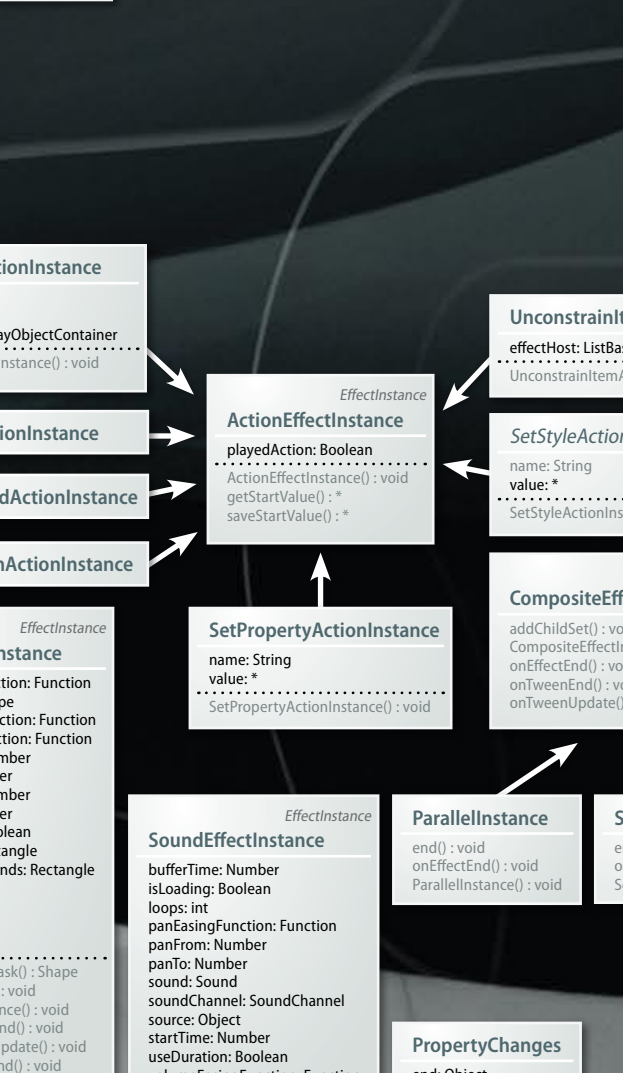
## mx.validators



## mx.effects



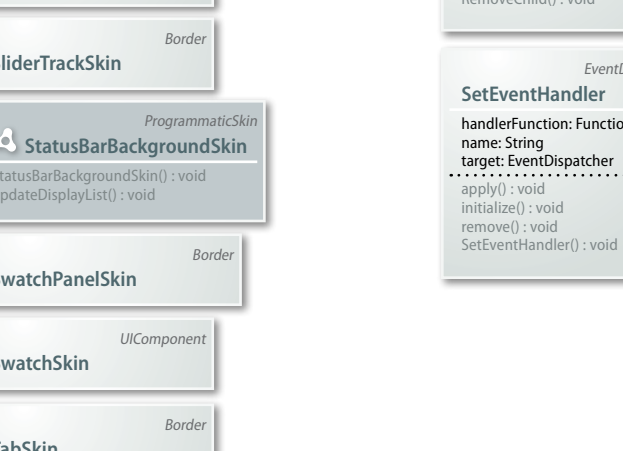
## mx.effects.effectClasses



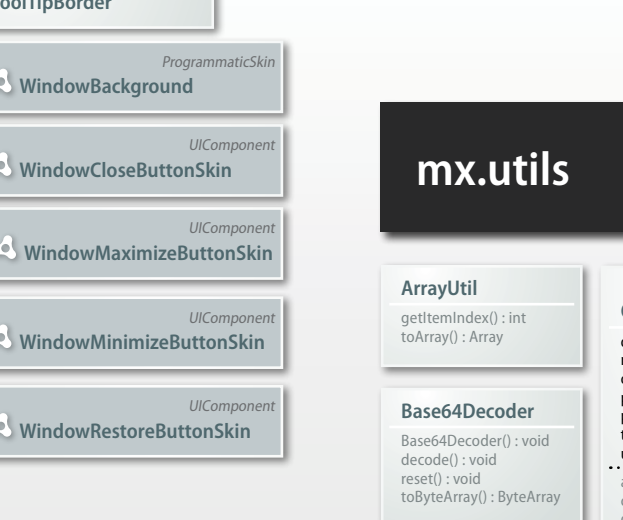
## mx.effects.easing



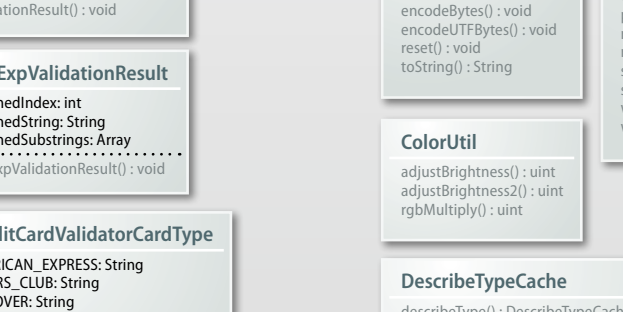
## mx.skins.halo



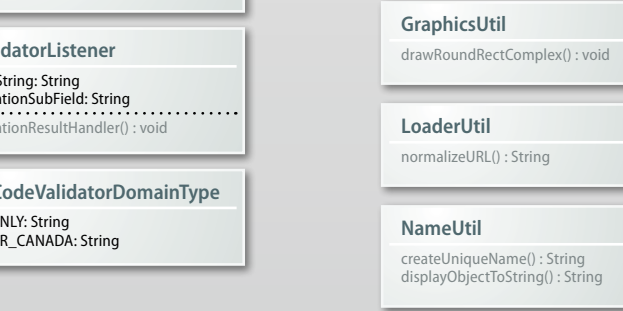
## mx.validators



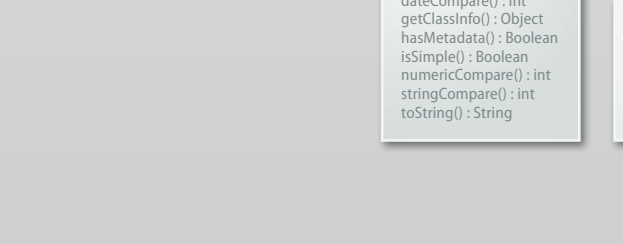
## mx.validators



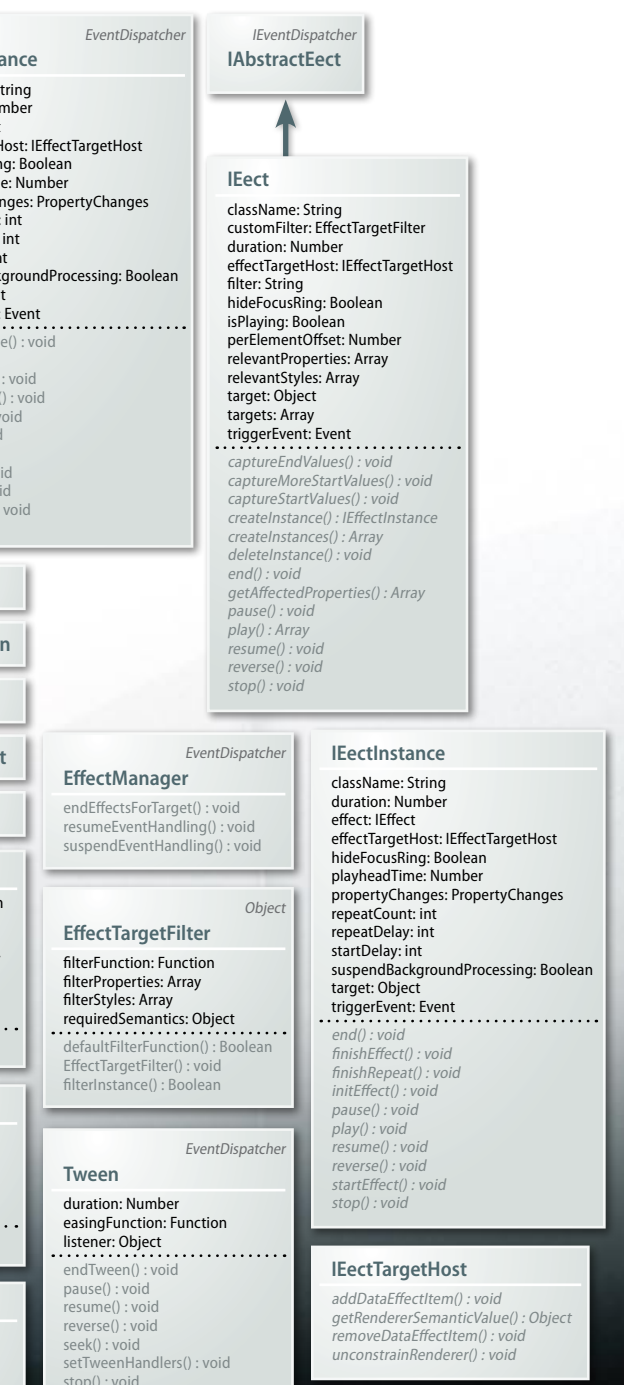
## mx.validators



## mx.validators



## mx.effects



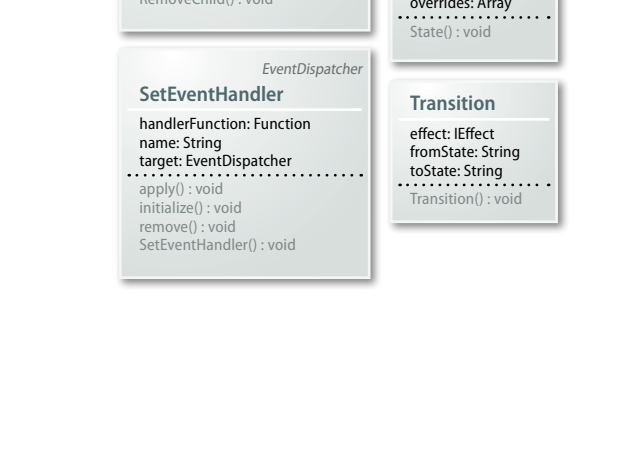
## mx.effects.effectClasses



## mx.effects.easing



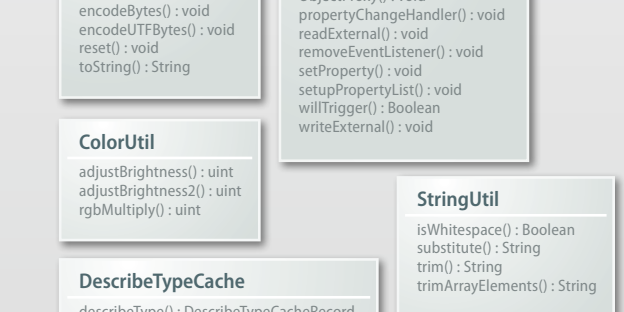
## mx.skins.halo



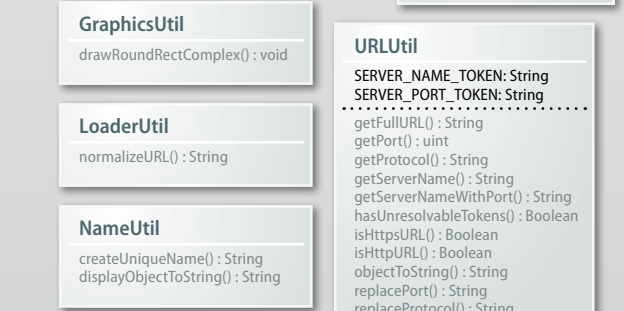
## mx.validators



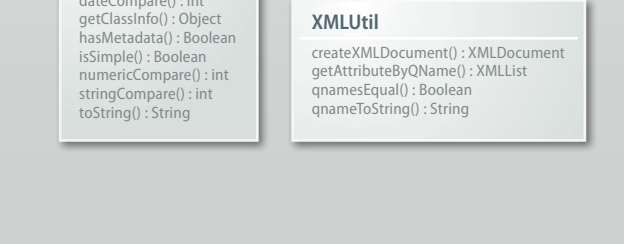
## mx.validators



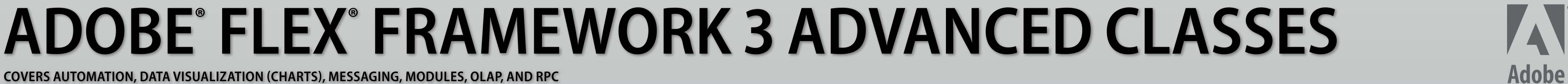
## mx.validators



## mx.validators







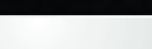




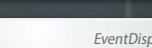
Container



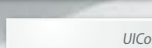
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## EventDisc



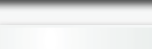
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116 *Journal of Maritime Law and Commerce*

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100



## OLAPDataGridRe







## ALEX® FRAMEWORK 3 CORE CLASSES

## CORE CLASSES, CONTAINERS, CONTROLS, AND EVENTS.



## RE CLASSES

