

CT 2020

NOV 09 1998

Programming for Graphical User Interfaces

W-99

Prerequisites: CS 2010

Instructor: David Gregg

Office/ Phone: C405/ 539-2976

Textbook: Programming Windows 95 by Charles Petzold

Evaluation:

Assignments, Projects and Quizzes	50%
Midterm Exam	20%
Final Exam	30%

Final Grade: Final percentages are converted to GPRC's nine point scale as follows:

90 - 100%	9	
80 - 89%	8	Excellent
72 - 79%	7	
65 - 71%	6	Good
57 - 54%	5	
50 - 56%	4	Pass
45 - 49%	3	Fail
26 - 44%	2	
0 - 25%	1	

Assignment Policy:

All assignments must be turned in--late or not--in order for you to receive a passing grade in this course. Late assignments will be accepted but penalized by 25%.

To pass this course you must achieve an average of 50% on all exams.

Course Description:

This course is an advanced course in programming the Windows 95/NT applications programming interface (API). C/C++ is the primary programming language used in this course, but other high level languages and tools may be used as well. Topics will include: messages, event handling, memory management, use of resources, DDE, DLL, OLE, COM, and other neat sounding (and looking) acronyms and terms related to windowed environment programming.

Course Format:

This course is 3 lecture hours and 2 lab hours per week.