

JAN 18 2001

CT 2020

Programming for Graphical User Interfaces

Prerequisites: CS2010

Instructor: David Gregg
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Text: *Programming Windows* 5th ed., Microsoft Press (The book is in electronic format on the included CD)
By Charles Petzold

Evaluation:	Assignments, Projects, Quizzes	40%
	Midterm Exam	25%
	Final Exam	35%

Final Grade: Final Percentages are converted to GPRC's nine point scale, as published by the registrar.

All assignments must be turned in—late or not—in order for you to receive a passing grade. Late assignments will be accepted but will be penalized by 30%. The lab component will consist of 8 to 10 *in-class* assignments, and one or two projects. You can expect one or two quizzes. You must receive an average of 50% on all exams to pass this course.

Course Description:

This course is an advanced course in programming the Windows applications programming interface (API). C/C++ is the primary language used for this course, but other high level languages, tools and class APIs may be used. Introductory topics include messages, event handling, memory management, recursion, child windows, and dialog boxes. Advanced topics include printing, bitmaps, dynamic link libraries, sound, etc.

Course Format:

This course is 3 lecture hours and 2 lab hours per week. I expect you to have read the appropriate chapters from the text prior to the lectures. The lab will give you an opportunity to apply the lecture material from the prior week.