

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.

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.

To pass this course you must achieve an average of 50% on all Exams and Quizzes.

All of your lab work must be original. In other words, you may share conceptual ideas as to solving a programming problem, but you may not share or copy another student's code (please read page 37 of the calendar regarding student conduct). Any copied code will result in a zero being awarded to all parties involved.