

GRANDE PRAIRIE REGIONAL COLLEGE
Department of Computer Systems Technology
Course Outline

CT 2500 - PROGRAMMING FOR GRAPHICAL USER INTERFACES 3(3-2)

INSTRUCTOR:	David Gregg
OFFICE:	E216
PHONE:	539-2976
MATERIALS REQUIRED:	Text: Programmers Introduction to Windows 3.1 by Brian Myers and Chris Doner.
PREREQUISITE:	CT 2270 and CT 2140.
COURSE DESCRIPTION:	This course is an advanced programming course using the Microsoft Windows graphical user interface. The important aspects of writing applications for a windowed environment will be considered. The C/C++ programming language will be the primary language used in this course, but other higher level languages and tools may be used as well. Topics will include: message passing in the Windows environment, keyboard I/O, mouse event handling, memory management, resources (controls, icons, cursors, dialog boxes, menus, etc.), Graphics Device Interface (GDI), and Dynamic Data Exchange (DDE).
COURSE OBJECTIVES:	The objective of this course is to introduce you to the tools available for programming within a graphical interface environment.
EVALUATION:	Assignments and Quizzes: 35% Midterm Exam: 25% Final Exam : 40%

FINAL GRADE: Conversion from percentages to stanines as follows:

90 - 100%	9	
80 - 89%	8	Excellent
72 - 79%	7	
65 - 71%	6	Good
57 - 64%	5	
50 - 56%	4	Pass
45 - 49%	3	Fail
26 - 44%	2	
0 - 25%	1	

COURSE CONTENT:

<u>Topic</u>	<u>Chapter</u>	<u>Classes</u>
Windowing Systems	1, 2	2
Program Framework	3	2
Menus & Dialog Boxes	4	4
Drawing In A Window	5	3
Drawing With the Mouse	6	2
Coding for Different Windows Versions	6	1
Graphics Techniques	7, 8, 10, 12	5
Using the Printer	11	2
Using the Clip Board	11	2
Memory Management	9	1
File I/D	10	1
Fonts	13, 14	2
Advanced Features	15, 16	6