

## CT2500

### PROGRAMMING FOR GRAPHICAL USER INTERFACES

(3 hours lecture and 4 hours lab)

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#### **MATERIALS**

**REQUIRED :** Text :

**Programming Windows 95** by Charles Perzold, Microsoft Press

four 3.5" diskettes.

#### **COURSE DESCRIPTION**

This course is an advanced programming course using the Microsoft Windows Graphical User Interface ( GUI ) and the Win32 API. 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. Topics will include : Message passing in the Windows 95 environment, keyboard I/O, mouse event handling, memory management, resources ( controls, icons, cursors, dialog boxes, menus etc.), Graphical 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	40 %
Midterm 1	15 %
Midterm 2	15 %
Final Exam	30 %