CS 3010
User Interfaces

Prerequisites: CS 2010

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Text: ***Programming Windows*** 5th ed., Microsoft, by Charles Petzold
Additional required readings will be available in the Library.

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

Course Description:

This course is an advanced course in user interface design and programming for a modern graphical user interface (GUI).   Topics include: messages; event handling; basic 2-D graphics; memory management; resources; child windows; controls; dialog boxes; printing; bitmaps; dynamic link libraries; sound; architectural design patterns; human performance models; user-interface architectures; user-interface software tools.

Course Format:

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