DEPARTMENT OF SCIENCE

COURSE OUTLINE – CS 3010 3(3-0-2)
USER INTERFACES

INSTRUCTOR: David Gregg   **PHONE: (**780) 539-2976
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OFFICE HOURS: TBA and by prior arranged appointment

PREREQUISITE(S)/CO-REQUISITE: CS 2010 is the prerequisite for this course.

REQUIRED TEXT/RESOURCE MATERIALS:
Introduction to Java Programming by D. Liang. Please make good use of the on-line and library resources related to data structures also. See the CS3010 moodle page for additional materials.

CALENDAR DESCRIPTION:
This course is an introduction to the theory, design, and programming of modern user interfaces (GUI) for computers, game consoles and mobile devices; input and output devices (including game controllers).

CREDIT/CONTACT HOURS: 3(3-0-2) This course is 3 credits. The course consists of 3 lecture hours and 2 lab hours per week.

DELIVERY MODE(S): class-room.
When necessary, lab time will be utilized for lecturing on specific Java and HCI concepts. The remainder of lab time will generally be used as "hands-on" programming time. Student grades and course information (notes, assignments, announcements etc) will be posted on the GPRC moodle system (moodle.gprc.ab.ca).

TRANSFERABILITY:
UA*, UC, UL, AU. See the GPRC College Calendar and the Alberta Transfer Guide for detailed regarding the transferability of this course.

GRADING CRITERIA:

The following Grading Conversion chart will be used to convert final marks to letter grades.

GRANDE PRAIRIE REGIONAL COLLEGE
GRADING CONVERSION CHART

Alpha Grade	4-point Equivalent	Percentage Guidelines	Designation
A⁺	4.0	90 – 100	EXCELLENT
A	4.0	85 – 89	
A⁻	3.7	80 – 84	FIRST CLASS STANDING
B⁺	3.3	77 – 79	
B	3.0	73 – 76	GOOD
B⁻	2.7	70 – 72	
C⁺	2.3	67 – 69	SATISFACTORY
C	2.0	63 – 66	
C⁻	1.7	60 – 62	
D⁺	1.3	55 – 59	MINIMAL PASS
D	1.0	50 – 54	
F	0.0	0 – 49	FAIL
WF	0.0	0	FAIL, withdrawal after the deadline

EVALUATIONS:

Assignments	30%
Projects	30%
Midterm Exam	20%
Final Exam	20%

STUDENT RESPONSIBILITIES:

Assignments are to be handed in and/or demonstrated in the scheduled lab on the due-date. Late assignments will be penalized by 50%. Late assignments may not be accepted after the end of classes. Some assignments may be weighted differently than others. Students will be eligible for a passing grade, only if they obtain 20 out of a possible 40 marks (on exams).

STATEMENT ON PLAGIARISM AND CHEATING:

Refer to the Student Conduct section of the College Admission Guide at http://www.gprc.ab.ca/programs/calendar/ or the College Policy on Student Misconduct: Plagiarism and Cheating at www.gprc.ab.ca/about/administration/policies/ Note: all Academic and Administrative policies are available on the same page.

COURSE SCHEDULE/TENTATIVE TIMELINE:

Sequence	Topic
1	Introduction
2	Interaction
3	Review of Object Oriented Programming Concepts
4	Creating User interfaces
5	Java Swing
6	Java Beans
7	Java 2D
8	Midterm
9	Images, Gradients and Backgrounds
10	Layout Managers and Borders
11	OSX and iOS development
12	Printing
13	Drag and Drop and the Clipboard
14	J2ME
15	Final Exam