COT 5930 Graphical Application Development

Credits: 3 credits

Text book, title, author, and year: Readings from the internet will be assigned

Reference materials: Software Application: Microsoft Visual Studio 2013

Specific course information

Catalog description: The course covers the development of applications that use graphics to display information and have graphical user interfaces. Bitmap and vector graphics are covered. Applications are web based and standalone. Multithreading and multimedia are also covered. There are individual and group projects. The applications will be written using C# (Visual Studio 2010), Windows Forms, Windows Presentation Foundation, and Silverlight

Prerequisites: COP3530 - Data Structures and Analysis of Algorithms or permission of the instructor.

Specific goals for the course: The primary objective of this course is to provide a good understanding of graphical application programming using a variety of development tools and object oriented programming techniques.

Brief list of topics to be covered:

1) Programming in C#
2) Windows Forms
3) Windows Presentation Foundation
4) HTML5 and JavaScript