# Minnesota State University Moorhead

## CSIS 335: Graphical User Interface Programming

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:
This course requires either of these prerequisites
    CSIS 155 - Introduction to Computers & Programming I
    CSIS 153 - Introduction to Computers and Programming I-b

Corequisites: None

MnTC Goals: None

Techniques and tools for the development of graphical user interfaces will be discussed. Event-driven and object-oriented programming techniques will be highlighted. The course provides experience with a visual programming environment, and introduction to design issues for user interfaces, and an introduction to creating visual interfaces for database environments.

### B. COURSE EFFECTIVE DATES: 01/14/2013 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

1. Analyzing and Designing User Interfaces.
2. Java Programming Language.
3. Java Swing components.
4. Design of applications with graphical interfaces.
5. Overview of JavaScript, JavaApplets.

### D. LEARNING OUTCOMES (General)

1. Be able to identify several styles of interfaces.
2. Be able to list and describe the pillars of interface design.
3. Be able to identify eight golden rules of user interface design.
4. Be able to evaluate an interface using a rubric.
5. Apply principles of good interface design as they design their own graphical interfaces.
6. Be able to program in a visual programming environment .
7. Be able to program using the event-driven programming paradigm .
8. Extend their object-oriented programming capabilities.

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

### F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

### G. SPECIAL INFORMATION

None noted