

COP 4367 Graphical Application Development

Credits: 3

Text book, title, author, and year: None

Supplemental materials:

Specific course information

- a. **Catalog description:** 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.
- b. **Prerequisites:** COP 3530 with C or better
- c. **Required, elective, or selected elective:** elective

Specific goals for the course

- a. **Specific outcomes of instruction:** 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), Windows Forms, Windows Presentation Foundation, HTML5 and JavaScript.

Brief list of topics to be covered:

- Programming in C#
- Windows Forms
- Windows Presentation Foundation
- HTML5
- JavaScript