



Itä-Suomen ICT-polku

COURSE DATA

BASIC INFO

Name	Programming II – User Interface Programming		
Code	Savonia: ETA7100 Karelia: LTD6007 UEF:		
Name in Finnish	Ohjelmointi II – Käyttöliittymäohjelmointi		
Credits	5	Grading	0 - 5
Teaching period	1S		
Language	Finnish		
Type	Savonia: compulsory course Karelia: compulsory course UEF/TKT: compulsory course		



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COURSE DESCRIPTION

Objectives	<p>You understand the event-driven programming paradigm</p> <p>You are able to create forms</p> <p>You are able to use a button-component</p> <p>You are able to use a text field-component</p> <p>You are able to use a label-component</p> <p>You are able to connect mouse-events into graphic components</p> <p>You are able to connect keyboard-events into graphic components</p> <p>You are able to use a message-box</p> <p>You are able to define text into a message-box</p> <p>You are able to define buttons into a message-box</p> <p>You are able to define icons into a message-box</p> <p>You are able to create a menu</p> <p>You are able to use a listbox -component</p> <p>You are able to use a combobox-component</p> <p>You are able to make scheduled events</p> <p>You are able to design, code and test simple event-driven programs</p> <p>You are able to show data received from a text file in a graphic user interface</p> <p>You are able to write data from graphic user interface into a text file</p> <p>You are able use structured data in a graphic user interface</p> <p>You are able to throw an exception</p> <p>You are able to handle an exception</p> <p>You understand the meaning of a try block in exception handling</p>
Content	<p>User interface components</p> <p>Event-driven programming</p> <p>Struct-datatype</p> <p>Storing and reading data</p> <p>Exception handling</p> <p>File handling</p>
Modes of study	<p>Pre-recorded theory lectures, demo sessions, exam.</p>
Study materials	<p>To be announced at the start of the course.</p>



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Teaching methods	Lectures 4h, videos 3h, demos 14h, exam 4h, independent work approx. 100h.
Prerequisites	Programming I - Basics of Programming
Other issues	