This course will introduce students to implementation issues for graphical user interfaces. The goal is to understand the basic software architectures that govern the development of modern graphical user interfaces. Students will write programs in C# (and we'll compare approaches with Java). In addition, the basic principles of 2D computer graphics will be covered.

We will cover a range of topics, including traditional GUIs, event-driven and threaded apps, undo/redo, cut/copy/paste, multiple views, animation, custom widgets and we'll touch on collaborative systems. As a result of this course, students will be able to learn new interface toolkit systems and effectively develop the interface portions of applications.

This will be a programming intensive course, and background in C# is useful (although not necessary).


Optional Book: *C# in a Nutshell, 2nd Edition*  
Drayton, Albahari, Neward  