Learning Guide Unit 8

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Book: Learning Guide Unit 8

Description

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Overview

Unit 8: Some GUI Programming

Topics:

This unit is mainly a hands-on summary of many earlier units.

Learning Objectives:

There is a single learning objective of Unit 8: to review and put into practice all of the knowledge you have gleaned in the topics related to GUI programming over the course. Naturally, there are also topics that rely on knowledge from the previous course (CS1102). Reviewing those topics will only strengthen your knowledge and understanding.

Of course, all this will assist you in preparation for the Final Exam.

Tasks:

- Review material in the textbook relating to the topics in the Assignment.
- To reinforce your knowledge, try to do as many of the relevant exercises in earlier chapters of the textbook as possible.
- Perform Lab 12 and post your answer in the Learning Journal
- Post your answer to the question in the Discussion Forum and follow it up with approximately 3-4 comments to other students' posts. Rate other students' posts.
- Read through the Unit 9 Learning Guide
- Take the Review Quiz in Unit 9
- Complete the course evaluation

Reading Assignment

For this week, there is no new reading material. It is recommended you review all the chapters that pertain to the tasks in the Assignment.

Video Resources

EJ Media. (2014, June 1). Java tutorial for beginners - 41 - Setting up the GUI and the JFrame and JButton [Video]. YouTube.



Discussion Forum Question

When developing new software, we should take into account how to create a specific "Look and Feel" per customer. What are the advantages of using Java GUI?

Learning Journal

For this week's assignment, you are required to provide a solution for Lab 12: "Some GUI Programming."

When you have finished the lab please copy and paste the assignment, including the code, to the Learning Journal assignment area.

Please note that this assignment will be graded by the instructor.

Checklist

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