

CST 238:

# GUI DESIGN

-GRAPHIC USER INTERFACE-

## COURSE INFORMATION

**INSTRUCTOR:**  
DAVID BISHOP

**PRE-REQUISITES**  
CST 211 + SPE 111

### GOALS:



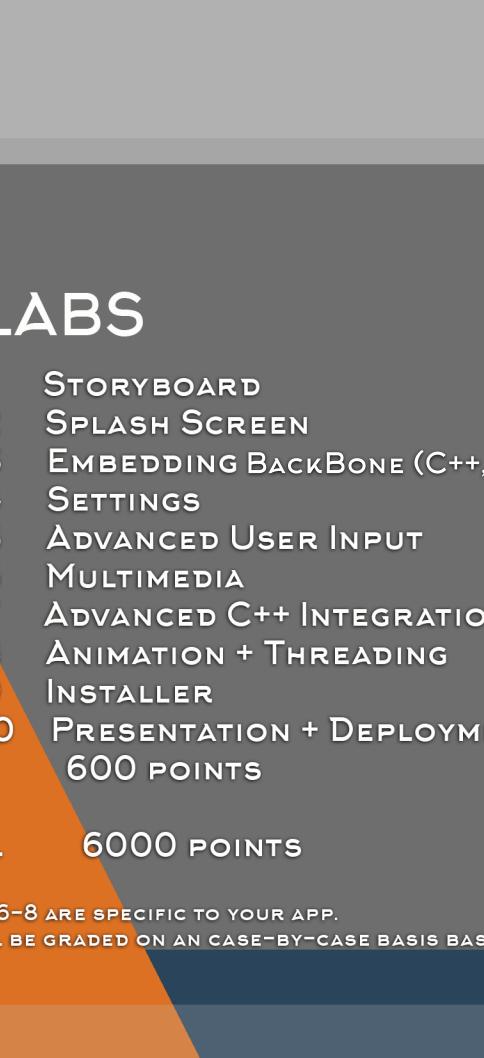
3-MONTH PERSONAL PROJECT THAT DEMONSTRATES MASTERY OF GUI CONCEPTS (QT + QML) AS WELL AS VERSION CONTROL (GIT)



INCREASED PROBLEM SOLVING ABILITY TO PREPARE FOR FRONT-END, GUI-BASED TECHNICAL INTERVIEWS

EASY, RIGHT?!

## GRADE BREAKDOWN

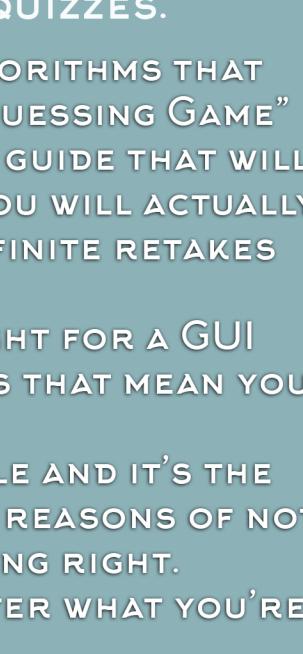


- ATTENDANCE
- GUI PUZZLES
- PERSONAL PROJECT

## TEXTBOOK

THE TEXTBOOK WE WILL BE USING IS ENTIRELY FREE AND ONLINE. YOU MAY FIND IT AT THE FOLLOWING LINK: QMLBook

<https://qmlbook.github.io/index.html>

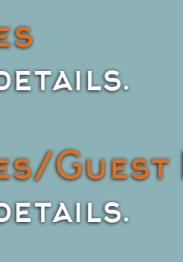


## PERSONAL PROJECT

YOU ARE TO CHOOSE YOUR OWN PROJECT



Work Alone



Team Up!  
(Either Section)



10-WEEKS LONG

EXTREME PROGRAMMING IS THE PREFERRED SOFTWARE DEVELOPMENT PROCESS WE INTEND TO USE. THIS CONSISTS OF THE JBE METHOD OF DOCUMENTATION (JUST BARELY ENOUGH).

THE REQUIREMENTS ARE AS FOLLOWS:

1. MUST BE WRITTEN IN C++ (QT) OR C# (UNITY OR WPF).
2. MUST DEMONSTRATE MASTERY OF ALL GUI CONCEPTS (SEE SCHEDULE BELOW).
3. MUST INCLUDE ADDITIONAL REQUIREMENTS AS SPECIFIED BY LAB SPECIFICATIONS (SEE BELOW)
4. MUST BE HOSTED ON A PRIVATE SERVER OR GITHUB (WE WILL GRADE YOUR PROJECT VIA YOUR COMMITS + RUNNING THE APP).

## LABS

Lab 1	Storyboard	600 POINTS
Lab 2	Splash Screen	600 POINTS
Lab 3	Embedding BackBone (C++,C#)	600 POINTS
Lab 4	Settings	600 POINTS
Lab 5	Advanced User Input	600 POINTS
Lab 6	Multimedia	600 POINTS
Lab 7	Advanced C++ Integration	600 POINTS
Lab 8	Animation + Threading	600 POINTS
Lab 9	Installer	600 POINTS
Lab 10	Presentation + Deployment on Phone	600 POINTS
TOTAL	6000 POINTS	

\*\*\*LABS 6-8 ARE SPECIFIC TO YOUR APP.  
WILL BE GRADED ON AN CASE-BY-CASE BASIS BASED ON PROGRESS.



## TEACHING ASSISTANTS:

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SOFTWARE ENGINEER FOR HEWLETT PACKARD  
BACHELOR'S OF SCIENCE  
OREGON INSTITUTE OF TECHNOLOGY (2012-2016)  
SOFTWARE ENGINEERING



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<http://jacobneal.com>

**MARK SHANKLIN** UNITY + WPF EXPERT

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