

Outcome 3:

Demonstrate the testing, debugging and documentation of GUI programs.

- Develop test plans appropriate to a GUI approach.
- Use the available debugging tools to debug a program.
- Produce commercial grade documentation, which is appropriate to a GUI program.

Outcome 4:

- Analyse the nature of the GUI programming model as a composite of previous models:- visual representation, event driven programming, object oriented methods and 3GL code.
- Explain the key points of the needs and limitations of users in the desirable use of a GUI.
- Analyse the changes needed in the development cycle for GUI development.
- Critically examine the overall appropriateness and rationale for adaptation of the GUI approach.

Assessment:

Weighting	Nature of assessment	Learning outcomes
20%	Programming assignment to design and develop a graphical user interface program	1, 3
40%	Programming assignment to design and develop an intermediate level graphical user interface program that acts as a front end to a database.	1, 2, 3
40%	Final Exam	1, 2, 4

Learning and teaching approaches:

Lectures, laboratory work and self-directed study.

Learning resources required:

Textbook: refer to the current programme booklist.

Learning resources recommended: