Workshop GUI from 18th of December 2017

**Purpose:**

* By working on a practical implementation of a Graphical User Interface, achieve an understanding of the fundamentals of design and implementation of GUI and an understanding of the benefits of building a system in layers.

**Goals:**

* to be able to build a user interface consisting of various GUI components.
* to be able use event handling when programming a GUI.
* to be able to replace the user interface layer from a TUI to a GUI layer.

**How to Work:**

Cooperate in project groups.

**Provisional Schedule for the Workshop:**

The period goes from

|  |  |
| --- | --- |
|  |  |
| Monday 18.12.2017  8.30 – 13.45 | Introduction to Workshop GUI   * Principles for building graphical user interfaces. * Focus on components and layout. * Exercises in components and layout. * Event handling in GUI programs. * Exercises in Event handling.   Introduction to GUI programming with Eclipse  Import of Vestbjerg project to Eclipse |
| Tuesday 19.12.2015  8.30-11.45 | Further topics |
| 11.45 until trial exam: | Development of graphical user interface for your project |

**Litterature:**

Slides and exercises from the workshop.

<https://docs.oracle.com/javase/tutorial/uiswing/>

Your projects

**Evaluation:**

The evaluation is done in connection with the presentation and evaluation of your project. Here, the group is presenting a graphical user interface for the project and could explain how it is structured and what the change in the interface layer required.