

## Overview

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### UNIT 8: Advanced GUI Programming

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#### Topics:

- Advanced GUI Programming
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#### Learning Objectives:

By the end of this unit, you will be able to:

1. Identify advanced graphical features available for GUI programming in Java.
  2. Illustrate design skills for GUI applications, including creating effective user interfaces.
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#### Tasks:

- Read through the Learning Guide and the Reading Assignment.
- Complete and submit the Programming Assignment.
- Take and submit the Self-Quiz.

