

## Overview

---

### UNIT 8: Advanced GUI Programming

---

#### Topics:

- Advanced GUI Programming
- 

#### 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.
- 

#### Tasks:

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



