Module GUI Basics :: CN1 Introduction A↯

CN1 Introduction A↓

Outline

- CN1 Introduction
  - What is Codename One
  - Codename One Forms
  - Codename One Layout Managers
  - Building the GUI with Codename One

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Reading Material

1. Chapters 1 and 2 of the **Codename One Developer's Guide** ⬀
   (https://www.codenameone.com/files/developer-guide.pdf)

Practice Exercises

There are no practice exercises for this section.

Video Lecture

This first video is from Codename One, it gives a broad and scenic overview of what Codename One is. Now, you may feel that some of this is superfluous to your working on the project, and I agree to some extent. However, as a developer, it's often quite useful to have a somewhat deeper perspective on the goals behind a framework that you are using for a project. This helps you see the bigger picture and how and why you might make specific choices when working with the API. Given that Codename One is our choice for this semester, I'm going to include this broad overview as a required video. You can expect to see one or two basic quiz questions, MC or TF, that come from this video and/or the related reading in the developer guide.

What is Codename One?

Here's the first CN1 programming video. In this video I start to go over a little more detail about CN1 forms.

CN1 :: Forms Introduction

In this second video I talk about Layout Managers

CN1 :: Layout Managers

Alternate Video Lecture

<not yet available>