

University of Technology
Computer Engineering Department
Academic Year 2023-2024
3rd Year – Second Semester – NE Branch



CE-NE346	GUI Programming	2Hr/Week	4 Units
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Contents of syllabus	Hours
1. Windows Programming Overview <ul style="list-style-type: none"> • Components of GUI • Windows data types • Windows procedure and function Win32 Skeleton 	2
2. Processing Messages <ul style="list-style-type: none"> • Types of Messages • Device Contexts • KBD and Mouse Messages 	2
3. Message Boxes and Menus	4
4. Dialog Boxes	4
5. GUI Standard Controls <ul style="list-style-type: none"> • List Box • Edit Box • Check Boxes • Radio Buttons • Static Controls 	6
6. Graphics APIs <ul style="list-style-type: none"> • Pens and Brushes • Pixel, Line, and Arc • Rectangles, Ellipses, and Slices 	6
7. GUI Common Controls <ul style="list-style-type: none"> • Up-Down control messages • Spin and Progress bar control 	6

References:

- 1- Windows Programming from Ground up, Herbert Schildt, Osborne McGraw-Hill.
- 2- Windows via C/C++, by Jeffrey Richter and Christophe Nasarre, Microsoft Press 2008.
- 3- Win32 API Super Bible, Macmillan Computer Publishing, Richard Simon.