

BLOCK NAME	GRAPHICAL USER INTERFACES II
BLOCK CODE	CS-L2B3
COURSE	1
LEVEL	2
CREDITS	6
CLASS HOURS	60
HOMEWORK	90
TOTAL HOURS	150

DESCRIPTION

This block delves into the creation of basic graphical user interfaces for desktop applications. We will face the challenge of creating a program with GUI that will not only make use of frame/window and widget styling. It will also be able to manage some multimedia information (audio, image and video).

PRE-REQUISITES

Basic programming skills are needed.
CS-L1B1

OBJECTIVES

The goal is for students to style and add multimedia features to GUIs for desktop applications.

SKILLS TO BE DEVELOPED

- 1 - Styling.**
 - 1.1 - Style a GUI frame/window.
 - 1.2 - Style widgets.
- 2 - Audio.**
 - 2.1 - Add audio playback to a desktop GUI.
 - 2.2 - Add audio recording to a desktop GUI.
- 3 - Image.**
 - 3.1 - Add image display to a desktop GUI.
 - 3.2 - Add image capture to a desktop GUI.
- 4 - Video.**
 - 4.1 - Add video playback to a desktop GUI.
 - 4.2 - Add video capture to a desktop GUI.

SYLLABUS

- 1 - Styling.
- 2 - Audio.
- 3 - Image.
- 4 - Video.

METHODOLOGY

Resolution of practical activities supervised by the mentor. Compulsory attendance.

DEDICATION AND EVALUATION

The student must pass the mandatory activities (challenges/projects) that are covered in the block.

Each challenge/project produces its own score and has been designed to cover certain block percentages.

Such score is 80% objective (the program that solves the challenge/project works without errors and producing the expected results) and 20% subjective (solution elegance, how clean the code is, documentation).

Block scores are finally calculated by prorating individual activities with respect to their block coverage percentages.