



COURSES



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CSCI 323

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CSCI 350 – Event Programming Within a Windowing Environment

This is a lecture and laboratory course in event programming using a Windows-type environment. Focus is on the design and implementation of Windowing programs using an object-oriented language and other object-oriented development tools. Windowing class libraries are studied in detail and are used to implement common windowing features. Students will design and implement a substantial event-driven program using a variety of Windowing techniques and features.



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Computer Science
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Example program: Connect Four

Some of the requirements: Using events, the game must be able to end the game when someone has won and notify the player accordingly. It must have capabilities for Human vs. Computer and Human vs. Human game play.

