

A: Division: INSTRUCTIONAL **Date:** MAY 1997
B: Faculty: COMMERCE AND BUSINESS ADMINISTRATION **New Course:** X
Program: COMPUTER INFORMATION SYSTEMS **Revision of Course Information form:**
C: CISY 680 **D: WINDOWS PROGRAMMING USING VISUAL C++/MFC** **E: 3**

Subject & Course No. **Descriptive Title** **Semester Credit**

F: Calendar Description: This course will provide knowledge and hands-on experience in creating event-driven GUI Windows 95 applications using Visual C++ and the Microsoft Foundation Class (MFC) libraries. The student will learn how MFC encapsulates Windows functionality and how to use MFC classes/objects/interfaces to achieve various desired programming results.	Summary of Revisions:
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G: Type of instruction: Hrs per week
 Lecture: 2 Hrs.
 Laboratory: Hrs.
 Seminar: 2 Hrs.
 Clinical Experience: Hrs.
 Field Experience: Hrs.
 Practicum: Hrs.
 Shop: Hrs.
 Studio: Hrs.
 Student Directed Learning: Hrs.
 Other (Specify)
 Total: 4 Hrs.
 Semester Total (4 x 15 wks): 60 Hrs.

H: Course Prerequisites:
 CISY 470 or CISY 570
I: Course Corequisites:
 nil
J: Course for which this Course is a Prerequisite:
 nil
K: Maximum Class Size:
 35

L: College Credit Transfer
College Credit Non-Transfer
Non-Credit

M: Transfer Credit: Requested:
 Granted:
Specify Course Equivalents or Unassigned Credit as appropriate:
 BCOU
 SFU
 UBC
 UNBC
 UVIC
 Other:

Course Designer(s): E. Meyer
 Dean: J. Sator

Vice-President, Instruction: McKendry
 Registrar: P. Angus

N: TEXTBOOKS AND MATERIALS TO BE PURCHASED BY STUDENTS

Prosise, Jeff. Programming Windows 95 with MFC, Latest Ed. Microsoft Press

O: COURSE OBJECTIVES

The student will be able to:

1. describe the fundamental concepts and architecture of Windows and the MFC;
2. read, write and modify basic Visual C++/MFC programs either with or without using the appWizard;
3. construct common GUI interface elements and associated resources and write the corresponding implementation code to activate these elements;
4. describe and utilize various MFC classes, objects, and interfaces, as well as classes derived from MFC classes.

P: COURSE CONTENT

1. Brief review of object oriented concepts/terminology.
2. Windows and MFC fundamentals/architecture.
3. Message handling.
4. Outputting text and graphics.
5. Device contexts and GDI objects.
6. Mouse/keyboard interface.
7. Menus, command handlers, keyboard accelerators.
8. Standard controls which include buttons (push buttons, radio buttons, check boxes), list boxes, edit controls, combo boxes, scroll bars, static controls.
9. Dialogue boxes (modal and modeless).
10. Property sheets.
11. Serialization.

12. File I/O.
13. The appWizard and application framework.
14. Document/View architecture (DVA).
15. Single and multiple document interfaces (SDI, MDI).
16. Printing and print preview.
17. Toolbars and status bars.
18. Common controls (such as slider, progress bar, spin control, animation, tree view).
19. Concepts of timers/idling, exception handling, threads, ODBC, and OLE.

Q: METHOD OF INSTRUCTION

Lecture and seminar.

R: COURSE EVALUATION

Assignments (4-8)	25%-30%
Tests (2-6)	10%-20%
Midterm Examination	25%-30%
Final Examination	25%-30%
Participation	<u>0%-10%</u>
	<u>100%</u>

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