

Seminar Abstract

.NET GUI Programming

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COURSE OVERVIEW:

This 2-day seminar introduces software developers to .NET GUI programming using Microsoft's Visual Studio .NET Interactive Development Environment (IDE).

GOALS:

Provided students meet the prerequisites, at the end of the course they should have a good understanding of the windowing capabilities of .NET and how to implement GUIs using C#, J#, or Visual Basic .NET.

WHO SHOULD ATTEND:

Software developers and technical managers who need to implement or manage projects using GUI on .NET.

PREREQUISITES:

To fully understand and exploit the material, attendees should be conversant with the following concepts and the syntax required to express them in C#, J#, or Visual Basic:

- Basic Language Elements
- Looping and Testing
- Methods
- References, Strings, and Arrays
- Classes
- Inheritance
- Interfaces
- Exception handling
- Operator Overloading
- Delegates
- Structs
- Namespaces
- Programs, Assemblies, and Accessibility
- Input and Output
- The Preprocessor

Prior experience with a Microsoft IDE for program development would be an advantage. Prior experience in GUI programming is not required.

MATERIALS:

Each student will receive the following materials:

- *.NET GUI Programming*. This typeset manuscript contains the narrative and exercises for the course as well as lots of screen dumps to illustrate points.
- An electronic copy of the course manuscript and source files.

DETAILED TOPICS:

1. ???