

FUNDAMENTALS OF PROGRAMMING: PROGRAMMING FOR A GRAPHICAL ENVIRONMENT

5 ECTS (CREDITS)

Purpose of the subject:

To introduce students to the principles of visual programming. To enable students to learn how to use visual programming environments to develop applications for graphical environments.

Study subject annotation:

Programming for a Graphical Environment is designed to introduce students to the fundamental concepts of visual programming. The Microsoft Visual C# programming environment serves as the basis for studying the features of visual programming, including working with shapes and basic controllers. The course introduces the idea of event-driven control. While the course does not cover all the functionality of C#, it prepares students for subsequent work with visual programming environments. Students will gain the skills to develop applications for the Windows OS graphical environment

Evaluation form:

Exam