

Java GUI Programming

AWT/SWING - Introduction

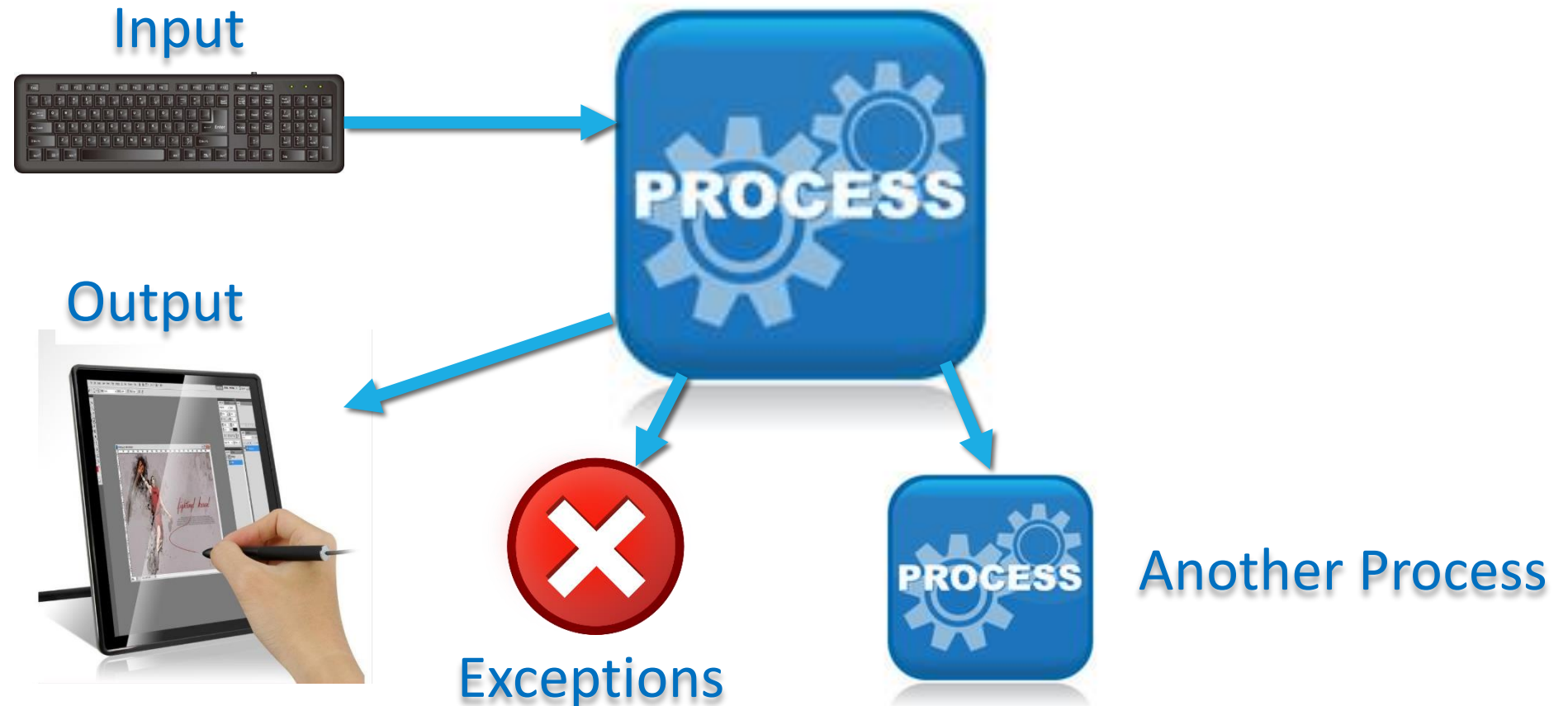
INTRODUCTION TO JAVA SWING/AWT GUI PROGRAMMING

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Graphics User Interface is Modern-Day Input/Output Interface for Computer Programs



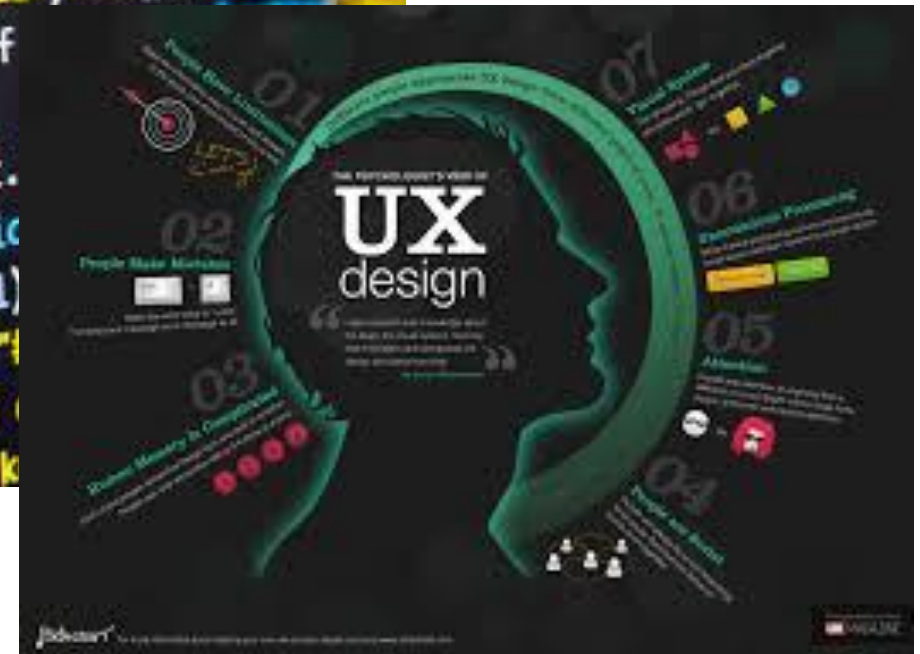


Topics in this course

- Java AWT/Swing Graphics User Interface API
- Java 2D and Java Foundation Classes
- GUI Programming Skills
- Relationship of GUI, Design Patterns, Database and Software Systems



Intended Audience





Relationship with Other Courses

