Course Title and Code	CS342- Visual Programming

I. Course Identification and General Information:

Course Title	Visual Programming	Course Code	CS342	Pre-requisite	CS182
Department	Computer Science	Course Level	7	Credit Hours	3(3+0)

II. Course Description/Topics: The following course topics will be covered.

- Part I:
    1. Getting Visual J++ Set Up
    2. Classes, Interfaces and Packages
    3. The Java API
    4. Hand-Written UI Code
    5. Creating an AWT Workspace
    6. Writing the AWT Program
    7. Touring the UI API
    8. HTML and Applets
- Part II:
    1. The Visual J++ Developer Studio
    2. Visual J++, A Guided Tour
    3. The Friendly Wizards
    4. Events and Buttons
    5. Frames, Windows, Menus, and Containers
    6. Entering Data
    7. Grouping Controls
    8. Drawing Tools
    9. Java Graphics for Applets
- Part III:
    1. Advanced Java Programming
    2. Exceptions Are the Rule
    3. Multithreaded Programs

III. Course Outcomes: Summary of the main learning outcomes for students enrolled in the course.

- Write event handlers for use in reactive systems, such as GUIs.
- Explain why an event-driven programming style is natural in domains where programs react to external events.
- Build robust code using exception handling mechanisms.