

WINDOWS PROGRAMMING COURSE SPECIFICATION

HIGHER EDUCATION PERFORMANCE REVIEW: PROGRAMME REVIEW

COURSE SPECIFICATION

This Course Specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. It should be cross-referenced with the programme specification.

1. Teaching Institution	University of Baghdad/ College of Science for Women
2. University Department/Centre	Computer Science Department
3. Course title/code	Windows programming/ CWP 404
4. Programme(s) to which it contributes	Computer Science
5. Modes of Attendance offered	Physical Attendance
6. Semester/Year	Four Year/ First Semester

7. Number of hours tuition (total)	60 total (30 theoretical, 30 practical)
8. Date of production/revision of this specification	22/6/2016
9. Aims of the Course	
<p>The aim of this course is to enable the students knowing a new programming environment that is WIN32 API (Application Programming Interface) Windows programming. This language enable the student to writing programs as windows programs that have all the proprieties of windows operating system and entering to the all operating system resources. This language completely defer from other programming language and depending on C++ language.</p>	

10. Learning Outcomes, Teaching ,Learning and Assessment Methode
<p>D- Knowledge and Understanding</p> <p>A1. Knowing the essentials of windows operating system.</p> <p>A2. Knowing the essentials of WIN32 API environment.</p> <p>A3. Knowing and understand Skelton program that is this the main in this course</p> <p>A4. Knowing and understand the new data type in this environment.</p> <p>A5. Knowing and understand the API functions that enable working in this environment.</p>

A6 . knowing the C++ capabilities to dealing with this environment.

B. Subject-specific skills

B1. Learning how to write Skelton program in C++ language.

B2. Learning how to dealing with the windows operating system, windows and there properties.

B3. Learning some of API function that enable to dealing with windows os

B4. Learning how to dealing with some controls (menus, dialog boxes,...).

Teaching and Learning Methods

1. Produce printed lectures and from newly resources.

2. using smart board to explain some lectures and examples

3. Give the student some operating system functions and how to connect them to the lecture.

4. Produce some questions between students and take there opinions.

5. Produce direct question to some students to knowing how the interaction with the lecture.

6. Ask each (group) student to produce report and then discuss these reports and enable the students to give the questions and answers.

Assessment methods

- Semiweekly Quiz
- Produce report (one for each group) with discussion.
- Suddenly question through lecture.
- Lab examination as text to learn solving without computer.
- Monthly and quarterly examination.

C. Thinking Skills

C1.produce set of solution for one problem and discuss.

C2.produce some solution that have error and how to correct.

C3.produce oral questions through the lecture and give importance to the answer to make competitions and interactive between students.

C4.

Teaching and Learning Methods

Discussions that produce through lecture and attempt to participates large no. of students and give some details and its discussion.

Assessment methods

- Oral assessment to participates the students into the discussions.
- Quiz examinations.
- laboratory tests on the computer and is written.
- Mid and final examinations.

D. General and Transferable Skills (other skills relevant to employability and personal development)

D1. produce selected subjects for each group from the students about the course to compose reports from internet.

D2. produce the leader of the discussion to the discussion group to enable them from manage the discussion.

D3. warning about mistake answers to the oral and discuss them to learn their mistake.

D4. Warning about mistake answers in student's written exam to clarify to them.

11. Course Structure					
Week	Hours	ILOs	Unit/Module or Topic Title	Teaching Method	Assessment Method
1	4	Understanding windows environment	Introduction to windows environment	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
2	4	Windows programming environment	Windows programming environment	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
3	4	Understanding win32 programming environment	Windows programming environment	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
4	4	Writing skelton application in C++	Skelton program (essential api program)	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
5	4	Writing skelton	Skelton program (essential api	According to point 10	According to point 10

		applicati on in C++	program)	hereinabove and on demand	hereinabove and on demand
6	4	Writing skelton applicati on in C++	Skelton program (essential api program)	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
7	4	Underst anding how to deal with window message s	Window Messages in win32 application (char, paint ,timer)	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
8	4	Knowin g how to deal with mouse events	Mouse window messages(left, right, double click)	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
9	4	Knowin g how to deal with menus, message box and	Dealing with menus, message box and accelerators	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand

		accelerators			
10	4	Knowing how to deal with menus, message box and accelerators	Dealing with menus, message box and accelerators	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
11	4	Knowing how to deal with menus, message box and accelerators	Dealing with menus, message box and accelerators	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
12	4		First seasonal exam		
13	4	Knowing how to deal with box, edit box radio box and	Dealing with dialog boxes, list box, edit box radio box and check box	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand

		check box			
14	4	Knowing how to deal with box, edit box radio box and check box	Dealing with dialog boxes, list box, edit box radio box and check box	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand
15	4	Knowing how to deal with box, edit box radio box and check box	Dealing with dialog boxes, list box, edit box radio box and check box	According to point 10 hereinabove and on demand	According to point 10 hereinabove and on demand

12. Infrastructure

Required reading:

- CORE TEXTS
- COURSE MATERIALS
- OTHER

1. Windows 98 Programming from the Ground Up by Herbert Schildt 1998
2. Programming Windows, 5th Edition by Charles Petzold, 2002.
3. Mfc Programming from the Ground Up by Herbert Schildt 2000
4. C++: How to Program Paul J. Deitel, Harvey M. Deitel Snippet 2010.

Special requirements (include for example workshops, periodicals, IT software, websites)	Software of CPP programming language 5 or 4.5
Community-based facilities (include for example, guest Lectures , internship , field studies)	

13. Admissions	
Pre-requisites	
Minimum number of students	Subject to classroom size, 20 student as minimum
Maximum number of students	Subject to classroom size, maximum 30 students