Óbuda University John von Neumann Faculty of Informatics	Institute of Software Engineering

Name and code: Software technology and Graphical User Interface design (Exam) **Credits:** 5 (NIXSG1EBNE)

Computer Science BSc	*Daytime 2019/20 year II. semester*

Subject lecturers: Balázs Elemér, Kovács András, Dr. Kertész Gábor, Pintér Ádám, Simon-Nagy Gabriella, Sipos Miklós, Szabó-Resch Zsolt

Prerequisites: (with code)	
Weekly hours:	Lecture: 0	Seminar: 0	Lab. hours: 0	Consultation: 0
Way of assessment:	Examination

Course description

Goal: During the practices, the students familiarize with the MVVM/MVC patterns using the C# language. During the lectures, the students familiarize with the GoF Basic Design Patterns.

Course description: MVVM design pattern in the WPF framework (controls, events, data binding). Using the MVC design pattern in the ASP.NET framework (razor, controllers, API endpoints, API access). Simple game development in WPF framework. GoF Basic Design Patterns.

Lecture schedule

Education week	Topic

Midterm requirements

Midterm Test Scheduling

Education week	Topic

Midterm grade calculation methods

Method of replacement

Type of exam

Oral exam from the contents of the lectures.

Exam grade calculation methods

The exam grade can be increased/decreased by one grade with the results of the practice tests and the project work.

References

Obligatory:

Lab presentations, practice materials
http://nik.uni-obuda.hu/prog4/

Recommended:

Others: