

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 (NSXSOG1EBNE)					
Computer Science BSc			Daytime 2021/22 year I. semester		
Subject lecturers: Sipos Miklós László, Balázs Elemér					
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	
Final grade for the oral exam.	
References	
Obligatory: Lab presentations, practice materials All materials listed in the course page inside the University e-learning system <a href="https://nikprog.hu">https://nikprog.hu</a>	
Recommended: Cormen, Leiserson, Rivest, Stein: Új algoritmusok, Sclolar Kiadó, 2003 Bradley L. Jones: C# mesteri szinten. Kiskapu Kiadó, 2004 Kotsis et al.: Többsz nyelvű programozástechnika, PANEM, 2007 Reiter István: C# jegyzet, DevPortal, 2010	
Others:	