ARCH 498
GRAPHICS PROGRAMMING IN JAVA
3 Credits
Prerequisite: Computer literacy (Arch 370 or permission)

Instructor
Mark D. Gross

Course Description
This workshop-format course introduces elementary computer graphics programming through the Java language. It is designed for people who have never programmed before, but who have the time and inclination to learn the basics of programming. The course emphasis on graphics reflects the goal that participants will use the knowledge gained from this course in the development of design-related software.

The first half of the quarter will introduce specific programming concepts and Java language idioms. During the second half of the quarter, participants will design and implement a simple programming project, such as (but not restricted to) a CAD drawing program or a raster based GIS (geographic information system). The course will demand significant work outside class hours, which may be performed on University or home computers. Attendance at class sessions, however, is strongly encouraged and will result in better learning.

Course Objectives
Participants will gain an elementary ability to program graphics in the Java language, and through this an opportunity to understand better how CAD software on the Web works.

Course Requirements
Class participation, weekly exercises, term project

Course Evaluation
Weekly exercises 50%
Term project 50%

Required Texts
none

Recommended Readings
Java: How to Program, Deitel & Deitel