COMP10062: Week 7 Learning Outcomes

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How to Read the Learning Outcomes

This document lists the learning outcomes from the Course Outline that are touched on in each handout. The course outline includes both **General** learning outcomes (which it calls CLOs or "Course Learning Outcomes") and **Specific** learning outcomes (referred to as EOPs or "Elements of Performance").

The **General** learning outcomes tell you what you are working towards, though you might not entirely get there in one week.

The **Specific** learning outcomes tell you what you will learn this week that is related to the General learning outcome.

The learning outcomes below will also be the focus for any work that is assigned this week.

General (CLO)

Create Graphical User Interfaces for input and output in Java.

Specific (EOPs)

- Describe the basic operation of an event-driven program.
- Use a canvas element to draw shapes and text.
- Lay out a basic Graphical User Interface consisting of buttons, labels, canvases, and text fields.
- Respond to user input using ~~mouse and~~ button listeners.
- Separate the view from the model in the design of a GUI app.