

CIS278L : Programming with DirectX

This course is designed to teach the student techniques needed to create games using DirectX technology. This is a hands-on course where students will be expected to complete several games. Topics include: sprites, bitmaps, DirectX game libraries, windows sockets, as well as game design.

Credits 3

Lab Hours 2

Class Hours 2

Prerequisites

[CIS140L](#) or Permission of Instructor