a the schedulation and schedule		Unit Description Form Course Description Form Faculty of Engineering / Department of			n m /		
	Unit Information						
Unit Title	Unit Title Computer Science				Unit delivery		
Unit Type			نظریه 🗵				
Unit Code			د. ⊐ حاضر ⊠ المفتند ⊠				
ECTS Credits			المعتبر الم				
/ ساعة) SWL (SEM			عملي 🗆 Seminar 🗆 ا				
	Unit level 2 Deliv			ivery Semester	2		
Department of Administration		Biomedical Engineering	College	Faculty of Engineer		Ilty of Engineering	
Unit Commander		E-mail Address	Faris.kar@uowa.edu.iq				
Title of U	nit Commander	Commander Assistant Lecturer Unit C		mander Qualifications Master		Master	
Unit Teacher		E-mail Address					
Peer Reviewer Name			E-mail Address			E-mail Address	
Date of accreditation of the Scientific Committee		26/9/2024	Version n	umber	mber		

Relationship with other units Relationship with other subjects					
Prerequisites Unit	No	Semester			
Common Requirements Unit	No	Semester			

Unit objectives, learning outcomes and how-to contents					
Course objectives, learning outcomes and instructional contents					
Objectives of the Unit Course Objectives	 Teaching the basics of programming: Understand basic concepts such as variables, conditional statements, and loops. Proficiency in programming languages: Enable students to write programs using languages such as C and C++. Algorithm Design: Develop the ability to design effective algorithms to solve software problems. Understanding data structures: Learn how to use different data structures such as arrays and lists. Application of object-oriented programming (OOP): Teaching object-oriented programming principles such as objects and classes. Teaching debugging techniques: improving debugging and code analysis skills. Apply advanced programming concepts: Enable students to use advanced programming libraries and frameworks. 				
Unit Learning Outcomes Learning outcomes of the course	Understand programming principles: Gain knowledge of programming basics such as variables, conditional statements, and loops. Proficiency in programming languages: Ability to write programs using languages such as C and C++. Algorithm Design: Develop skills to design and implement effective problem- solving algorithms. Use data structures: Effectively apply data structures such as arrays, lists, and trees. Object-oriented programming (OOP): Understand and apply object-oriented programming principles such as objects and classes. Error analysis and correction: Develop debugging skills and improve code. Apply advanced concepts: the use of software libraries and frameworks, and the programming of multi-threaded applications.				
Indicative Contents Indicative Contents	 Basic programming concepts: Learn the basics of programming such as variables, graphic types, and conditional structures. C/C++ Programming: Learn C or C++ as an application development tool. Algorithms: The study of how algorithms are designed and implemented to solve software problems. Data structures: Learn how to use structures such as threaded lists, arrays, trees. Object-oriented programming (OOP): Learn the principles of object-oriented programming such as objects and classes. Debugging: Techniques for finding and correcting errors in code. Advanced concepts: Learn programming using libraries and frameworks, and programming multi-threaded applications. 				

Learning and Teaching Strategies Learning and Teaching Strategies

Strategies	 Active L exercise mathen Collabo exchang Project- mathen designs Ongoing student Interpre and way commu 	ctive Learning: Encourage students to actively participate by solving cercises and problems themselves, enhancing their understanding of athematical concepts. ollaborative learning: teamwork to solve mathematical problems, helping to cchange ideas and develop analytical skills. roject-based learning: Using applied mathematical projects that link athematics to everyday life, such as studying statistics or engineering esigns. ngoing Assessment: Conduct regular quizzes and exercises to track udents' progress and identify points that need to be strengthened. terpretation and Discussion: Encourage students to explain their solutions nd ways of thinking to stimulate deep understanding and improve communication skills.				
Student Workload (SWL) The student's academic load is calculated for 15 weeks						
SWL Regular academic load durir	of the student منظم of the student ng the semester	35	SWL regulator(h/s) Regular student load per week	5		
نظم SWL Irregular academic load durir	فير من (h / sem) of the student ag the semester	35	Unregulated SWL (h/s) Irregular student academic load per week	5		
إجمالى The student's total a durir	SWL (h / sem) academic load ag the semester			75		

Unit Evaluation Course Evaluation						
As		Time/Number	Weight (tags)	Week due	Related learning outcomes	
	Contests	2	10% (10)	5, 10	LO #1 , 2, 10 and 11	
Formative Assessment	Assignments	2	10% (10)	2, 12	LO #3 , 4, 6 and 7	
	Projects /Laboratory.	1	10% (10)	continuous	every	
	report	1	10% (10)	13	LO #5 , 8 and 10	
Final	Midterm Exam	2 hr	10% (10)	7	LO #1-7	
Assessment	Final Exam	2 hours	50% (50)	16	every	
Ov		Overall Rating	100% (100 degree)			

				Grading chart	
Grading chart					
group	degree	Appreciation	Tags (%)	definition	
An-Najah Group (50 - 100)	A - Excellent	privilege 90 - 100 Outsta		Outstanding Performance	
	B - Very Good	Very good	80 - 89	Above average with some errors	
	C - Good	Good	70 - 79	Proper work with noticeable error	
	D - Satisfactory	medium	60 - 69	Fair but with significant shortcomings	
	E - sufficient	Acceptable	50 - 59	The work meets the minimum standards	
Group failure (0 – 49)	FX - Failed	Deposit (in (processing	(45-49)	More work required but credit granted	
	F - Failed	Failure	(0-44)	Large amount of work required	

Note: Signs that are more than 0.5 decimal places greater than or below the full mark will be rounded higher or lower (for example, a score of 54.5 will be rounded to 55, while a mark of 54.4 will be rounded to 54. The university has a policy of not tolerating "imminent traffic failure", so the only modification to the marks granted by the original mark(s) will be the automatic rounding described above.