

# **SUBJECT OUTLINE**

Academic Year: 2023-2024

1. Information on the Programme						
Higher Education Institution	University of Halabja					
College	College of Science					
Department	Computer Science					
Discipline Name	Principle of Computer					
Field of Study	Computer Organization and Architecture					
Cycle of study <sup>1</sup>	First Cycle					
Form of Education	Full time					

## 2. Information on the Discipline

Discipline Code	1010104	ECTS	4				
Language	English	Assessment type <sup>2</sup>	Exam				
Lecturer	Mohammed S. Hadi	Home page	https://moodle.uoh.edu.iq/				
E-mail	mohammed.hadi@uoh.edu.iq	Tel	+964(0)7503559685				
Study Year	1	Semester	1 <sup>st</sup>				
Discipline Status							
Content <sup>3</sup>	FD	Mandatory <sup>4</sup>	MD				

3. Prerequisites (if applicable)						
Curriculum-related	<ul> <li>Basic knowledge and skills of technology.</li> <li>The good level in the field of Mathematics and English language.</li> <li>Operating System (Microsoft Windows 10) and Application programs especially (Microsoft office 21) will be used as the primary and you will be expected to master it in the first few weeks.</li> <li>Before you come to class, you must install all of them.</li> </ul>					
Skills-related	Computer Applications					

	Discipline Name	Princip	ole of Co	mputer	ECTS:	4.00										
	4. Workload (WL)		108	Total	Contact H	Iours:	52	Total S	elf Study	y Hours:	56					
	No. of Weeks	1st Week	2nd Week	3rd Week	4th Week	5th Week	6th Week	7th Week	8th Week	9th Week	10th Week	11th Week	12th Week	13th Week	14th and 15th Week (Final Exam)	Total
Contac	Theoritical	2	2	2	2	2	2	2	2	2	2	2	2	2		26
t Hours	Practical	2	2	2	2	2	2	2	2	2	2	2	2	2		26
	Curriculum (articles+media+net)	3														3
	Curriculum ( Books )	2														2
	Homeworks				2		2									4
S	Quizzes					3				3						6
elf Stu	Assignment											8				8
dy	Report								5							5
	Presentation											6				6
	Midterm Exam ( Thr. + Pr.)							8								8
	Final Exam ( Thr. + Pr.)														14	14

5. Conditions (if applicable)					
For the Theoretical and Practical/Lab Lectures	<ul> <li>Using whiteboard, markers and Data show.</li> <li>Students must bring pen (or pencil) and paper (or Notebook).</li> <li>Mobile phones must silent during the class time.</li> <li>Raise hand for questions and great needs.</li> <li>Commitment to time.</li> <li>Using the computers in computer lab.</li> <li>Students can bring their laptops in lab (Recommended).</li> <li>Students must shut down all computers in lab before exiting.</li> <li>Students must attend 90% of lectures.</li> </ul>				

6. Cumulated specific competences						
Professional competencies	Technology Awareness, Adaptability					
Transversal competences	Teamwork and Collaboration, Communication Skills, Analytical Thinking, Problem Solving.					

7. Discipline objectives (based on the cumulated specific competences)							
General objective	Help students develop an understanding and critical thinking skills so they can decide on their desired specialty upon graduating from the university						
Specific objectives (Learning Outcomes) Bloom's Taxonomy based	<ul> <li>Remembering: computer software and hardware components and their functions.</li> <li>Understanding: the features of software and hardware components are complement each other for optimal performance</li> <li>Appling: <ul> <li>The students' ability to use the software based on their requirements.</li> <li>Ability to replace and modify hardware components.</li> </ul> </li> <li>Analyzing the computer science principles in a manner that allows students to gradually identify and develop their skills in specific fields.</li> <li>Evaluate Comparing the features or characteristics of computers to determine which one is suitable for specific tasks based on their performance.</li> <li>Create and construct projects and presentations that explain the evolution of computing technology over time.</li> </ul>						

8. Content						
Number of Weeks	Teaching (Theoretical Works)	Observation				
First week	General Information	2 hours				
Second week	Introduction to Computer Fundamentals	2 hours				
Third week	Computer System (Input & Output Units)	2 hours				
Fourth week	Computer System (Memory & Processing Units)	2 hours				
Fifth week	Computer System (Software) + Quiz	2 hours				
Sixth week	Computer Number System	2 hours				
Seventh week	Midterm Exam	2 hours				
Eighth week	Computer Networks & Communication	2 hours				
Ninth week	Cloud Computing	2 hours				
Tenth week	Cyber Security	2 hours				
Eleventh week	Assignment + Presentation	2 hours				
Twelfth week	Computer Database	2 hours				
Thirteenth week	Artificial Intelligence	2 hours				
14 <sup>th</sup> and 15 <sup>th</sup> weeks	Final Exam					

Number of Weeks	Teaching (Practical Works)	Observation
First week	General Information	2 hours
Second week	Microsoft Windows instructions	2 hours
Third week	Microsoft Windows Installation	2 hours
Fourth week	Word Processing with Microsoft office Word	2 hours
Fifth week	Word Processing with Microsoft office Word	2 hours
Sixth week	Presentation with Microsoft office Power Point	2 hours
Seventh week	Midterm Exam	2 hours
Eighth week	Data Analysis with Microsoft office Excel	2 hours
Ninth week	Google Platforms + Quiz	2 hours
Tenth week	Computer Security	2 hours
Eleventh week	Assignment + Presentation	2 hours
Twelfth week	Data Management with Microsoft office Access	2 hours
Thirteenth week	Implementation of Artificial Intelligence	2 hours
14 <sup>th</sup> and 15 <sup>th</sup> weeks	Final Exam	

### 9. References

#### **For Theoretical Lectures**

- 1- William Stallings, "Computer Organization and Architecture Designing for Performance 10<sup>th</sup> Edition", Pearson Education, 2016.
- 2- J. Glenn Brookshear, and Dennis Brylow, "Computer Science- An Overview (12th Global Edition)", Pearson Education, 2015.
- 3- Scott, J Clark, "But How Do It Know," The Basic Principles of Computers for Everyone, 2009.
- 4- You can get more informations about "Computer Fundamentals" via this link "<u>https://www.tutorialspoint.com/computer\_fundamentals/index.htm</u>". "<u>https://www.javatpoint.com/computer-fundamentals-tutorial</u>"

#### **For Practical Lectures**

- 1- Click <u>here</u> to visit the "Customguide" website to find the quick references of Microsoft Windows 10.
- 2- Click <u>here</u> to visit the "Customguide" website to find the quick references of Microsoft Office

applications including (Word 21, Excel 21, Powerpoint 21, Access 21).

10. Corroborating the Discipline content with the expectations of the epistemic community representatives, of the professional associations and of the relevant employers in the corresponding field.

- 1. Lecturer
- 2. Course Trainer
- 3. Review Researcher

11. Assessment							
Type of activity	Assessment criteria	Assessment type	Final grade Percentage				
Activity during semester		<b>Class Activity</b>	3%				
		Quiz	4%				
	Oral Exam/ Writing Exam and Practical	Homework	4%				
		Report	4%				
		Assignment	5%				
		Presentation	5%				
Theoretical	Written Exam	Midterm Exam	15%				
Practical/Laboratory	<b>Practical Exam</b>	Midterm Exam	10%				
Theoretical	Written Exam	<b>Final Exam</b>	25%				
Practical/Laboratory	<b>Practical Exam</b>	<b>Final Exam</b>	25%				
Grade Range: 0 to 100							
Minimum Pass Mark: 50							

#### Notes:

1 Cycle of studies - choose one of the three options: Bachelor «1», Master «2», Ph.D. «3»

2 (Exam: oral examination, written exam), and (Continous Evaluation(CE), portfolio).

3 Discipline status (content) - for the Bachelor level, choose one of the options: FD (fundamental (General) Discipline), PF (Preparatory Discipline in the Field), SD (Specialty Discipline), CD (Complementary Discipline), DU (Discipline based on the university's options).

4 Discipline status (compulsoriness) - choose one of the options:

- MD (Mandatory Discipline),
- OD (optional Discipline),
- ED (Elective (Facultative) Discipline).
- 5 ECTS (European Credit Transfer and Accumulation System), 1 ECTS = 27 hours workload; ECTS=WL/27, The first week is registration and introduction to the course.