

SUBJECT OUTLINE

Academic Year: 2023-2024

1. Information on the Programme			
Higher education institution	University of Halabja		
College	College of Science		
Department	Computer Science		
Field of study	Computer Science		
Cycle of study ¹	First Cycle		
Specialization/ Study programme	N/A		
Form of education	Full time		

2. Information on the Discipline				
Discipline Name	VISUAL PROGRAMMING	Discipline Code	1010401	
ECTS	5	Language	English	
Lecturer (Theory)		Home page		
Moodle Course link		Google Scholar		
E-mail	Peshang.kareem@uoh. edu.iq	Tel		
Practical/Seminar / laboratory/ project Lecturer	Peshang Hasan Karim	Home page		
Moodle Course Link		Google Scholar		
E-mail	<u>Peshang.kareem@uoh.</u> edu.iq	Tel		
Study Year	2	Semester	4 th	
Assessment type ²	Exam	Discipline status		
Content ³	SD	Mandatory ⁴	MD	

	3. Prerequisites (if applicable)
Curriculum-related	Capability of understanding the basics of Java programing language.
Skills-related	

	Decipline:	Vis	ual Progra	aming	ECTS:	2,00										
	Workload		56	Tota	Contact I	Hours:	56	Total S	elf Study	y Hours:	0					
	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	Total
	Theoritical	2	2	2	2	2	2	2	2	2	2	2	2	2		26
Cont	Practice	2	2	2	2	2	2	2	2	2	2	2	2	2		26
tact I	Lab./Tutorial															0
Contact Hours	Fieldtrips/Visits															0
•.	Project					2					2					4
	Curriculum (articles+media+net)															0
	Curriculum (Books)															0
	Homework															0
S	Quizzes															0
Self Study	Assignments															0
ıdy	Reports															0
	Presentation															0
	Midterm Exam (Thr. + Pr.)										-					0
	Final Exam (Thr. + Pr.)															0

	•. Conditions (if applicable)
For the Theoretical	The lectures are presented to the students using white board, colorful markers and Data show Students must bring pencil and paper (or Notebook) Students must present 90% of lectures
For the Practical/Lab. /Project	Using computers in computer lab. Students can bring their laptops (Recommended). Students must present 90% of lectures

7. Cumulated specific competences			
Professional competencies			
Transversal competences	Data analyzing, Problem solving, Programming, Teamwork.		

7. Discipline objectives (based on the cumulated specific competences)				
General objective	The aim of the course is to evaluate computer programming strategies/methods that could be required in software design based on Object Oriented programming techniques.			
Specific objectives (Learning Outcomes)	 Explain basic concepts and definitions. Using visual programming language concepts to solve problems and required tasks. Using the fundamental software development process, including design, coding, documentation, testing, and debugging. 			

8. Content			
Theoretical- Number of hours	Teaching	Observation	
First week	Course Information	2 hours	
Second week	Introduction to Graphical user Interfaces	2 hours	

Third week	Swing Components	2 hours
Fourth week	Layout Managers	2 hours
Fifth week	Event Handling	2 hours
Sixth week	JDBC	2 hours
Seventh week	Exception Handling	2 hours
Eighth week	Seminar Presentation	2 hours
Ninth week	File Processing	2 hours
Tens week	Java FX Basics	2 hours
Eleventh week	Project Presentation	2 hours
Twelfth week	Java FX More Detail	2 hours
Thirteenth week	Final Exam (Theory & Practical)	2 hours

Practical Works- Number of hours	Teaching	Observation
First week	Course Information	2 hours
Second week	Introduction to Graphical user Interfaces	2 hours
Third week	Swing Components	2 hours
Fourth week	Layout Managers	2 hours
Fifth week	Event Handling	2 hours
Sixth week	JDBC	2 hours
Seventh week	Exception Handling	2 hours
Eighth week	Seminar Presentation	2 hours
Ninth week	File Processing	2 hours
Tenth week	Java FX Basics	2 hours
Eleventh week	Project Presentation	2 hours
Twelfth week	Java FX More Detail	2 hours

Thirteenth week	Final Exam (Theory & Practical)	2 hours
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9. Compulsory bibliography

- 1- Beginning Java * APIs, Extensions and Libraries (Swing, JavaFX, JavaScript, JDBC and Java Programming APIs)
- 2- Introduction to Java Programming, Eleventh Edition©2018 Liang, Pearson Education, Ltd. Lecture notes that will be delivered during the classes.

Optional bibliography

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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

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11. Assessment				
Type of activity	Assessment criteria ²	Assessment type	Final grade Percentage	
Theoretical	Written Exam	writing examination	%40	
Practical/Laboratory	Oral Exam	Seminars , Report& Projects	%40	
Activity during semester	Oral Exam	Assignment, Seminars Quiz &Class Activity	%20	

Minimum performance standards: Reading English well and having an introduction to the basics of Java programming language

Theoretical Lecturer	Asst. Lec
Practice Lecturer	Asst. Lec

Approved by the Curriculum development Committee		
1		
2		
3		
	Head of the Department/ Dean	

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 Disciplines in the Field), SD (Specialty Disciplines), CD (Complementary Disciplines), DU (disciplines 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 Note: 1 ECTS = 27 hours workload; ECTS=WL/27, The first week is registration and introduction to the course.