



كلية الحاسبات و المعلومات



Introduction to Computers Course Specifications

Faculty: Computer and Informatics

Department: Scientific Computing

Program(s) on which the course is given : Bachelor in Computer and Information Sciences

Major or Minor element of programs : All majors

Department offering the program : Scientific Computing

Department offering the course : Computer Systems

Academic year / Level : 1st Year / B.Sc.

Date of specification approval : 19/11/2009

A. Basic Information

Title: Introduction to Computers

Code: CHW 160

Lectures: 4 hrs/week

Practical: 4 hrs/week

Tutorial: ---

Credit Hours: ---

Total: 8 hrs/week

B. Professional Information

1. Overall Aims of Course:

One of the objectives of this course is to be computer literate: knowing the history of computers, categories of Computer systems, components of computer systems (Hardware [input, processing, storage, output, and communications devices], Software [Systems as well as applications SW]), terminology of the IT domain,....., etc.). The course also aims to acquire the knowledge necessary for being a computer professional: An



introduction to Programming languages, Algorithms and flow charts, Main elements in Programming languages, Mathematical expressions, I/O statements, Loops, Logical expressions and Branching.

2. Intended Learning Outcomes of Course (ILOs):

a. Knowledge and Understanding:

- a1- Enumerate the terminology and concepts of the IT field.
- a2- Understand the theories of Number Systems and binary coding schemes.
- a3- Summarize computer system components and their functions.
- a4- Illustrating the Concepts of Programming languages.

b. Intellectual Skills:

- b1- Interpret how data is represented, stored and displayed.
- b2- Criticize the different theories of how processing occurs.
- b3- Interpret the classifications of Networking and resource sharing and management.

c. Professional and Practical Skills:

- c1- Use instruments that help in mastering DOS and WINDOWS.
- c2- Master MSOFFICE (WORD, EXCEL, AND POWER POINT).
- c3- Design very simple and primitive programs using C++.

d. General and Transferable Skills:

- d1- Manipulate MSOFFICE to write a report, create a spread sheet, and prepare a presentation.
- d2- Manipulate HTML to create a HomePage; and to effectively use the Internet.
- d3- Discuss the concept of programming.



e. Attitude:

- e1- A knowledge and respect of ethics and ethical standards in relation to a major area of study.
- e2- Relationship Emphasis a successful with other students.
- e3- Learn how to make relation with other, and the limit of this relation.

3. Contents:

Topic	No. of hours	Lecture	Tutorial/Practical
An Overview	8	4	4
Computer Systems	8	4	4
Input Hardware	8	4	4
Processing Hardware (I)	8	4	4
Processing Hardware (II)	8	4	4
Storage Hardware (III)	8	4	4
Output Hardware	8	4	4
Communications Hardware	8	4	4
Systems Software	8	4	4
Applications Software	8	4	4
Programming Fundamentals (I)	8	4	4
Programming Fundamentals (II)	8	4	4
Programming Fundamentals (III)	8	4	4
Programming Fundamentals (IV)	8	4	4