1. Course name:

Computer Science and Artificial Intelligence (First Year)

2. Course code:

COMA 102

3. the chapter/Year:

First semester - for the academic year 2024-2025 AD

4. Date this description was prepared

15/1/2025

5. Available attendance forms:

Full time (theoretical lecture and practical lecture)weekly

6. Number of study hours (total) / Number of units (total):

(2 hourstheoretical3 working hours per week for 14 weeksNumber of units 3 unitsTotal number of hours: 45 / Number of units: 3

7. Name of the course administrator (if more than one name is mentioned)

Dr. AKeel Ibrahim Mustaf

8. Course objectives

Teaching the student to be knowledgeable. With the basic rules for dealing with and managing computers to help him complete projects, print matters, and prepare statistics. Charts, presentation creation, engineering design, etc. And because The emergence of the Internet as a means of communication available to everyone has made it very necessary for the student to learn how to use the computer due to the role of the Internet in many fields, including education, scientific research, commerce, and marketing through electronic correspondence, web pages, and electronic conversation.

9. Teaching and learning strategies

- 1- Cognitive objectives:
 - 1- The student's comprehension of the material
 - $\ensuremath{\text{2-}}$ The ability to analyze and apply what you have learned practically on the computer.
 - 3- The evaluation is done by presenting the material to the students in the laboratory and then applying it by them.
- 2- Course specific skill objectives:
 - 1- Direct questions and answers about the previous article
 - 2- Analyzing the student's ability to comprehend through the Home work is carried out at home and stored on discs to be displayed directly to students to see how much they have learned from the previous lecture.
 - 3- Showing educational films on the subject to reinforce the ability to learn.

10. Course Evaluation

First exam score out of 10

- The second exam score is out of 10 points (5 points for the practical part)
- Daily attendance and participation score (5) points
- First semester final grade out of (20) points
- Final exam score (20 practical + 30 theoretical)

Exams

- Daily exams With questions Discussion within the lecture
- Degree of participation in questions related to the study material

11. Learning and teaching resources

Required Textbooks(methodologythatl found it

Computer Basics and Office Applications

Ministry of Higher Education and Scientific Research - Research and Development Department

Main References(Sources)

- Graham Brown, David Watson, "ICT at CambridgeIGCSE, 3rd Edition (2020).
- Alan Evans, Kendall Martin, Mary Ann Pozzi, "Technology at Work Complete," 16th Edition (2020)

Recommended supporting books and references (scientific journals, reports, etc.)

Dr. Adel Abdel Nour "Introduction to the World of Artificial Intelligence"

the reviewerElectronic,Websites

- Word 2010 Digital Classroom Book
- https://www.agitraining.com/books/microsoft-officebooks/word-2010-digital-classroom-book

The week	No. Hours Practical	No. Hours Theoretical	Required learning outcomes	Name of the unit or topic	Learning method	Evaluation method		
	Introduction to Computer: Hardware, software and							
			components concepts; Concept of computing, data		Theoretical + video	Daily tests or		
1	2	1	information; Connecting input, output and peripl	Computer Basics	introduction	reports		
			devices to the CPU					
			Computer Components: Computer Parts,	Computer components	Theoretical + video	Daily tests or		
2	2		Hardware Parts, Input and Output Units,		introduction	reports		
			Memory Types			-		
			Computer Components (Continued): Basic CPU	Computer components	Theoretical + video	Daily tests or		
			Components, Computer Ports, Personal		introduction	reports		
3	2	1	Computer, Personal Computer (Features and					
			Types))					
			Operating System and GUI: Operating System;	Operating System	Theoretical + video	Daily tests or		
4	2	1	Basics of Common Operating Systems; User		introduction	reports		
			Interface, Use of Mouse Techniques.					
5	2	1	Operating system and graphical user interface:	Operating System	Theoretical + video	Daily tests or		
			use of common icons, status bar, use of menu		introduction	reports		
			and menu selection, concept of folders and					
			directories, opening and closing different					
			windows; creating shortcuts					
		1	Word Processing: Word processing basics; basic	Word processing	Theoretical + video	Daily tests or		
6	2		features of word processors; opening and closing		introduction	reports		
			documents; creating and manipulating text;					
			formatting text and paragraphs; using templates					
			to create documents.					
			Word Processing (continued): Create and	Word processing	Theoretical + video	Daily tests or		
7	2	1	manage tables, use styles and themes, spelling		introduction	reports		
7			and grammar checking tools, and use headers					
			and footers					
			Spreadsheets: Introduction to Spreadsheet	ProgramsData	Theoretical + video	Daily tests or		
8	2	1	Programs, Creating and Formatting	analysis	introduction	reports		
			Worksheets.					
9	2	1	Sort and filter data, use formulas and functions.	ProgramsData	Theoretical + video	Daily tests or		
,		1		analysis	introduction	reports		
			Spreadsheets (continued): Using formulas and		Theoretical + video	Daily tests or		
10	2	1	functions, using pivot tables to analyze data,	ProgramsData	introduction	reports		
			validating data and checking for errors, and	analysis				
			visualizing data: creating charts and graphs					
11	2	1	Presentation Software: Introduction to		Theoretical + video	Daily tests or		
			presentation software, overview of common		introduction	reports		
			presentation tools, creating a new presentation,	Presentation programs				
			using templates and themes, inserting and	l resentation programs				
			formatting text and images, transition effects					
			and animations,					
12	2	1	Presentation Software (continued): Using		Theoretical + video	Daily tests or		
			speaker notes and timers, Advanced features:		introduction	reports		
			hyperlinks and action buttons, Troubleshooting	Presentation programs				
			common presentation problems, Future trends in					
			presentation technology.					

13	2	1	Introduction to the Internet and Web Browsers: Basic Computer Networks; Local Area Network, Wide Area Network; Internet Concept and	Internet and its browsers	Theoretical + video introduction	Daily tests or reports
			Applications; Internet Connection			
14	2	1	Introduction to the Internet and Web Browsers		Theoretical + video	Daily tests or
			(continued): World Wide Web; Web Browsers,	Internet and its	introduction	reports
			Search Engines: Understanding URLsURL;	browsers		
			Domain Name; IP Address.			
15	2	1	Communications and Email: Email Basics;		Theoretical + video	
			Getting an Email Account;	Internet applications	introduction	Daily tests or
			Introduction to Cloud Computing and Services:			reports
			Definition and Concept of Cloud Computing.			