

University: Alexandria
Faculty: Science
Program: Computer Science

**Form no. (12)
Course Specification**

1- Course Data

Course Code: CS 332	Course Title: Computer Applications	Academic Year/Level: Third level (Second semester)
Specialization: Computer Science	No. of Instructional Units: Lecture <input type="text" value="1"/> Lab <input type="text" value="3"/>	

2- Course Aim	<ul style="list-style-type: none"> • Demonstrate applied knowledge and have practical skills in different areas of life that are applicable with computer science • Demonstrate an ability to initiate and sustain in-depth applications relevant to computer science. • Have an opportunity to put theory into practice via work-based learning.
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3- Intended Learning Outcome

a- Knowledge and Understanding	<p>a1. Describe the nature and operations of computer and its importance in applications.</p> <p>a2. Identify the steps required to carry out a piece of research on a topic within applications of computer science.</p> <p>a3. Basic application concepts in computer science</p> <p>a4. The applied methods and techniques</p> <p>a5. The software and regular applications</p> <p>a6. The computing function and how to use it with machines</p>
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b- Intellectual Skills	<p>b1. Use appropriate theories, principles and concepts relevant to the computing methods that are applicable to life;</p> <p>b2. Analyze and interpret information from a variety of sources relevant to the topics under consideration;</p> <p>b3. Develop a reasoned argument to the solution of familiar and unfamiliar problems relevant to these topics (see the contents);</p>
c- Professional Skills	<p>c1. Plan practical activities using techniques and procedures appropriate to applications of computer science;</p> <p>c2. Execute a piece of independent research using computer media and techniques.</p>
d- General Skills	<p>d1. Develop appropriate effective written and oral communication skills relevant to applications in computer science;</p> <p>d2. Work effectively as part of a group, involving leadership, group dynamics and interpersonal skills such as listening, negotiation and persuasion relevant to computer science;</p> <p>d3. Use organization skills (including task and time management) relevant to computer science both individually and in a group situation;</p> <p>d4. Solve problems relevant to applications of computer science using ideas and techniques some of which are at the forefront of the discipline;</p>
4- Course Content	<ul style="list-style-type: none"> • Arithmetic and algebras, • Basic computing techniques • Some relevant applications in computer Science • Intelligent applications of computers

5- Teaching and Learning Methods	Lecturers – Home works - Oral discussion - Quizzes
6- Teaching and Learning Methods for Students with Special Needs	NONE
7- Student Assessment:	
a- Procedures used:	Lecturers – tutorials- homework – oral discussion - Quizzes
b- Schedule:	Mid-Term exam... Week 10 Final exam Week 17
c- Weighing of Assessment:	Term work (exam + home works) 20% Lab exam 10% Final exam 70%
8- List of References:	Computer Applications, third Edition, Richard S., 2012
a- Course Notes	Course notes provided by the Faculty member of Computer Science department, to be handled at the beginning of the semester.

b- Required Books (Textbooks)	Computer Generations, 13th Edition, 2011
c- Recommended Books	Computer Generations, 13th Edition, 2011
d- Periodicals, Web Sites, ..., etc.	

Course Instructor: Dr. Yasser Fouad

Head of Department: Prof. Dr. Mahmoud El-Alem.

Date: 1/10/2012