

Programme	Semester 1	Course Code	CC-106	Credit Hours	3
Course Title	Introduction to Computer				
Course Introduction					
An introduction to computer concepts, logic, and computer programming. Includes designing, coding, debugging, testing, and documenting programs using a high-level programming language.					
Learning Outcomes					
On the completion of the course, the students will: 1. Windows 2. Java 3. Computer 4. Hardware and Software					
Course Content			Assignments/Readings		
Week 1	Introduction to Computer hardware and Software organization.				
Week 2	Operating System concepts,				
Week 3	DOS, LINUX/UNIX Operating Systems				
Week 4	Introduction to Windows				
Week 5	Environment, Local Area Networks and Internet				
Week 6	Computer Security.				
Week 7	Fundamentals of Programming				

Week 8	High Level Languages, Problem Analysis and Algorithm Development, Flow charting, Sequential Flow, Conditional Flow, Repetitive Flow, Algorithm Logic	
Week 9	Introduction to C-language	
Week 10	Program structures, Pre-processor declaration, Looping and Flow Control in C, Functions and Structured Programming, standard data types	
Week 11	Branching and Nested Flow of Control, Arrays and Strings, Pointers	
Week 12	Structure data types and Union , Input / Output, Filling System in C,	
Week 13	Graphics	
Week 14	Programming	
Week 15	Objects Oriented Programming	
Week 16	Introduction to JAVA	
Textbooks and Reading Material		
1. Bailey &Lundgaard. Program Design with Pseudo-code, Brooks/Cole Publishing,		

2. Robertson, L.A. (2000). Simple Program Design: A step-by-step approach, Course Technology
3. Long, L., & Long, N. (2002). Computers: Information Technology in Perspective, 9th edition, Prentice Hall, / ISBN: 0130929891
4. Schneider & Gersting. (2000). An Invitation to Computer Science, Brooks/Cole Thomson Learning,
5. Sherer. Computer Science: An overview of Computer Science,

Teaching Learning Strategies
1. Lectures 2. Written Assignments 3. Quizzes 4. Lab Work
Assignments: Types and Number with Calendar
1. Practical 2. Quiz 3. Presentation 4. Assignment