



9. Course outcomes, teaching, learning and assessment methods
<p>Cognitive objectives A1</p> <p>- Teaching the student how to interact well with the calculator</p> <p>A2 - Developing the student's ability to solve problems using the calculator A3</p> <p>- Developing the student's understanding of determining what the inputs are and the processing method to ultimately obtain the required output A4</p> <p>- Developing the method of programming thinking using algorithms as a method for solving problems.</p> <p>A5- Developing the student's programming style using all the main principles in Java. A6- Developing the student's ability to design and implement programs.</p>
<p>B - Course specific skill objectives. B1 - Using programming language to solve mathematical problems B2 - Using programming language</p> <p>A Programming in Electronic Circuit Design</p> <p>B 3 - Using the programming language to convert many algorithms into programs</p>
Teaching and learning methods
<p>1- Theoretical lectures reinforced with illustrative examples using presentation tools.</p> <p>2- Laboratories</p> <p>3- Seminars 4-</p> <p>Projects</p>
Evaluation methods
<p>-1 Monthly exams -2</p> <p>Instant exams</p> <p>-3 Practical exams</p> <p>-4 Scientific reports</p>
<p>Emotional and value-based objectives</p> <p>C- C-1 Benefiting from daily experiences and human behaviors in solving problems and transferring them to the computer C-2 Developing the student's existing skills and employing them in solving problems C-3 Instilling a spirit of creativity in the student</p>
Teaching and learning methods

-1 Theoretical lectures reinforced with illustrative examples that foster a spirit of interaction and discussion among students. -2 Laboratory experiments that reinforce the theoretical material.
Evaluation methods
11- Continuous evaluation and follow-up of students 2- Focus on individual and group skills of students 3- Evaluation of the completion of homework and other tasks given during lectures
General and Transferable Skills (other skills related to employability and personal development). D1 - The student learns how to use a calculator and its peripherals. D2 - Learns how to communicate in his/her field of expertise. D3 - Through his/her knowledge of programming languages, he/she learns how to build display interfaces to create communication between the calculator and the user. D4 - Learns how to correct programming errors as he/she learns the philosophy of problem solving.

10. Course structure					
road	road	Unit name/topic	Required learning outcomes	watches	The week
Oral questions	Theoretical and practical approach	Search and sort algorithms	Search and sort algorithms	4	1
Oral questions	Theoretical and practical approach	Analysis of run time	Analysis of run time	4	2
Oral questions	Theoretical and practical approach	Inheritance and polymorphism sorting and searching	Inheritance and polymorphism sorting and searching	4	2

Oral questions	For a theoretical and practical approach	• Graphs	Graphs	4	2
Oral questions	For a theoretical and practical approach	Tree, binary Tree, balanced tree	Tree, binary Tree, balanced tree	8	2
Oral question	For a theoretical and practical approach	heap, priority queue, heap sort	heap, Priority queue, heap sort	8	2
Oral question	For a theoretical and practical approach	Hashing, linear hash table, and chained hash table	Hashing, linear hash table, and chained hash table	8	2
1.1 Infrastructure					
Data structure and algorithms in java, Fourth edition, Michael T. Goodnch, Roberto Tamassia			1- Required textbooks		
			2- Main references (Sources)		

	A- Recommended books and references journals Reports (scientific
	B - Electronic references, websites The Internet....




Dean of the College

Head of Department

Subject lecturer