الجامعة : كلية شط العرب الجامعة
الكلية : كلية شط العرب الجامعة
القسـم : علوم الحاسوب
المرحلة : الثانية
اسم المحاضر الثلاثي : حسين مازن محمد
اللقب العلمي : مدرس مساعد
المؤهل العلمي : ماجستير
مكان العمل : كلية شط العرب الجامعة

جمهورية العراق
وزارة التعليم العالي والبحث العلمي
جهاز الاشراف والتقويم العلمي

جدول الدروس الاسبوعي

الاسم	حسين مازن محمد
البريد الالكتروني	hhesein5@gmail.com
اسم المادة	البرمجة الكيانية
مقرر الفصل	سنوي
الهدف العام للمقرر	فهم أجهزة الكمبيوتر وتعلم أساسيات الترميز (Coding) ومساعدة الطلاب لتطوير تقدير لكيفية عمل الأشياء. كما تعلم كيف يستخدم المبرمج الرياضيات ومهارات البرمجة لحل المشاكل بطريقة منطقية ومبدعة.
الأهداف الخاصة	قدرة الدارس على فهم المفاهيم الأساسية للبرمجة الشيئية، وقدرة المبرمج على ان يحلل ويصمم وينفذ الحلول البرمجية لمسائل تطبيقية، وتطبيق مفاهيم الوراثة في البرامج التي يقوم ببنائها، وتطوير برامج عامة لا تعتمد على نوع محدد من البيانات وكذلك التعامل مع خوارزميات وهياكل بيانات عامة شائعة الاستخدام.
الكتب المنهجية	1- “Object-Oriented Programming in C++”, 4th Edition, Robert Lafore, Sams Publishing, 2002. 2- “CPA: Programming Essentials in C++”, C++ INSTITUTE, 2016.
المصادر الخارجية	1- https://www.tutorialspoint.com/cplusplus/cpp_data_types.htm 2- https://www.w3schools.com/CPP/default.asp 3- “C++ Tutorial”, tutorialspoint.

تقديرات الفصل	**الفصل الدراسي**	**المختبر**	**الامتحانات اليومية**	**المشروع**	**الامتحان النهائي**
	20	**10**	**10**	–	**60**
معلومات اضافية					

جمهورية العراق

وزارة التعليم العالي والبحث العلمي

جهاز الاشراف والتقويم العلمي

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مكان العمل : كلية شط العرب الجامعة

جدول الدروس الاسبوعي

الاسبوع	التاريخ	المادة النظرية	المادة العلمية	الاهداف
1		C++ Review (Program structure, namespace, identifiers, variables, constants, enum, operators, typecastings, control structures and functions).	Write program about Variable Types, Identifiers Types, Constants, and operators, and what is the benefits of them	
2		C++ Review (Program structure, namespace, identifiers, variables, constants, enum, operators, typecastings, control structures and functions).	Functions (Return Type, Function Name, Parameters, and Function Body)	
3		Introduction to Object-Oriented Programming in C++.	Importance of Object-Oriented Programming, and why do we study it	
4		Objects and Classes (Basics of objects an classes in C++, private and public members, static data and function members, constructors and their types, destructors and operator overloading).	Class and objects in C++ and why it is important	
5		Objects and Classes (Basics of objects an classes in C++, private and public members, static data and function members, constructors and their types, destructors and operator overloading).	Class and objects in C++ and why it is important	
6		Objects and Classes (Basics of objects an	Class and objects in C++ and why it is	

	important	classes in C++, private and public members, static data and function members, constructors and their types, destructors and operator overloading).		
	Class and objects in C++ and why it is important	Objects and Classes (Basics of objects an classes in C++, private and public members, static data and function members, constructors and their types, destructors and operator overloading).		**7**
	Class and objects in C++ and why it is important	Objects and Classes (Basics of objects an classes in C++, private and public members, static data and function members, constructors and their types, destructors and operator overloading).		**8**
	Example about inheritance & overriding	Inheritance (Concepts of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class).		**9**
	Example about inheritance & overriding	Inheritance (Concepts of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class).		**10**
	Example about inheritance & overriding	Inheritance (Concepts of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class).		**11**
	Example about inheritance & overriding	Inheritance (Concepts of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid,		**12**

		protected members, overriding, virtual base class).		
	Example about inheritance & overriding	Inheritance (Concepts of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class).		**13**
	Example about inheritance & overriding	Inheritance (Concepts of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class).		**14**
	Examples about pointer	Polymorphism (Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism).		**15**
	Examples about pointer	Polymorphism (Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism).		**16**
	Examples about pointer	Polymorphism (Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism).		**17**
	Examples about pointer	Polymorphism (Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism).		**18**
	Examples about pointer	Polymorphism (Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism).		**19**

	Examples about I/O, and what is the importance of streams & stream classes	I/O and File management (Concepts of streams, cin and cout objects, C++ stream classes, Unformatted and formatted I/O, manipulators, File stream, C++ File stream classes, File management functions, File modes, Binary and random files).		**20**
	Examples about I/O, and what is the importance of streams & stream classes	I/O and File management (Concepts of streams, cin and cout objects, C++ stream classes, Unformatted and formatted I/O, manipulators, File stream, C++ File stream classes, File management functions, File modes, Binary and random files).		**21**
	Examples about I/O, and what is the importance of streams & stream classes	I/O and File management (Concepts of streams, cin and cout objects, C++ stream classes, Unformatted and formatted I/O, manipulators, File stream, C++ File stream classes, File management functions, File modes, Binary and random files).		**22**
	Examples about I/O, and what is the importance of streams & stream classes	I/O and File management (Concepts of streams, cin and cout objects, C++ stream classes, Unformatted and formatted I/O, manipulators, File stream, C++ File stream classes, File management functions, File modes, Binary and random files).		**23**
	Examples about I/O, and what is the importance of streams & stream classes	I/O and File management (Concepts of streams, cin and cout objects, C++ stream classes, Unformatted and formatted I/O,		**24**

		manipulators, File stream, C++ File stream classes, File management functions, File modes, Binary and random files).		
	Find out what is template, function templates and class templates, and concept of exception and catch, and what is the benefits of Template Library	Templates, Exceptions and STL (What is template? function templates and class templates, Introduction to exception, try-catch-throw, multiple catch, catch all, rethrowing user defined exceptions, Overview and use of Standard Template Library).		**25**
	Find out what is template, function templates and class templates, and concept of exception and catch, and what is the benefits of Template Library	Templates, Exceptions and STL (What is template? function templates and class templates, Introduction to exception, try-catch-throw, multiple catch, catch all, rethrowing user defined exceptions, Overview and use of Standard Template Library).		**26**
	Find out what is template, function templates and class templates, and concept of exception and catch, and what is the benefits of Template Library	Templates, Exceptions and STL (What is template? function templates and class templates, Introduction to exception, try-catch-throw, multiple catch, catch all, rethrowing user defined exceptions, Overview and use of Standard Template Library).		**27**
	Find out what is template, function templates and class templates, and concept of exception and catch, and what is the benefits of Template Library	Templates, Exceptions and STL (What is template? function templates and class templates, Introduction to exception, try-catch-throw, multiple catch, catch all, rethrowing user defined exceptions, Overview and use of Standard Template Library).		**28**

	Find out what is template, function templates and class templates, and concept of exception and catch, and what is the benefits of Template Library	Templates, Exceptions and STL (What is template? function templates and class templates, Introduction to exception, try-catch-throw, multiple catch, catch all, rethrowing user defined exceptions, Overview and use of Standard Template Library).		**29**
	Find out what is template, function templates and class templates, and concept of exception and catch, and what is the benefits of Template Library	Templates, Exceptions and STL (What is template? function templates and class templates, Introduction to exception, try-catch-throw, multiple catch, catch all, rethrowing user defined exceptions, Overview and use of Standard Template Library).		**30**

توقيع الاستاذ :  **توقيع رئيس القسم :**