

## Computer Engineering Courses (CC)

Computer Engineering Courses Group

### CC 111 – Introduction to Computer

#### COURSE INFORMATION

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Course Title: Introduction to Computer

Code: CC 111

Hours: Lecture – 2 Hrs.                      Tutorial – 2 Hrs.                      Credit –3.

Prerequisite: None

#### GRADING

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Class Performance/Attendance: 10%

Midterm # 1/Assignments – (7<sup>th</sup> Week): 30%

Midterm # 2/Assignments – (12<sup>th</sup> Week): 20%

Final Exam: 40%

#### COURSE DESCRIPTION

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This course provides an introduction to computers and computing .Topics of interest include the impact of computers on society, ethical issues, and hardware /software applications, including internet applications, system unit, storage and input/output devices, numbering systems, system and application software, presentation skills, program development, programming languages, and flow charts, Visual Basic, web page design using HTML, and communications and networks.

#### TEXT BOOK & REFERENCES

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Complete concepts and technologies by Cashman, Shelly, Wood, & Dorin, HTML  
Publisher: Thomson course technology, 2005.

Introduction to computers by Peter Norton Publisher: McGraw Hill, 2006.

Introduction to computer programming in Visual basic 6.0 by Robert J. Spear &  
Timothy M. Spear Publisher: Thomson Learning, 2000.

Understanding Computers Today and Tomorrow by Charles S. Parker, Deborah Morley  
Publisher: Course Technology 2nd Edition 2002.

## APPENDIX A-30

### COURSE AIM

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The students must have a general understanding of what computers are and how they operate.

The students must have good skills in using windows, MS PowerPoint, HTML and Visual Basic.

The students must learn problem solving techniques and program development.

The student should know the available programming languages and their capabilities.

### SPECIFIC OUTCOMES OF INSTRUCTION

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- The Student should be able to identify computer hardware components and their specifications and types.
- The Student should know how to use Windows, MS PowerPoint, HTML, and Visual Basic.
- The student should Understand and use numbering systems.

### COURSE OUTLINE

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<i>Week Number 1:</i>	Introduction to the World of Computers
<i>Week Number 2:</i>	The System Unit: Processing and Memory
<i>Week Number 3:</i>	Storage and Input/Output Devices
<i>Week Number 4:</i>	System Software and Application Software
<i>Week Number 5:</i>	Program Development, Programming Languages, and Flow
<i>Week Number 6:</i>	Charts
<i>Week Number 7:</i>	Visual Basic 1
<i>Week Number 8:</i>	Visual Basic Sheet 1
<i>Week Number 9:</i>	Visual Basic Sheet 2
<i>Week Number 10:</i>	Visual Basic Sheet 3
<i>Week Number 11:</i>	Visual Basic Sheet 4
<i>Week Number 12:</i>	Practical Exam in Visual Basic
<i>Week Number 13:</i>	Communications and Networks 1
<i>Week Number 14:</i>	Communications and Networks 2
<i>Week Number 15:</i>	Ethics, Computer Crime, Privacy, and other Social Issues
<i>Week Number 16:</i>	Final Exam.

APPENDIX A-31

COURSE COORDINATOR AND DEMAND

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*Course Coordinator:* Dr.Rowayda Sadek.

*Course Demand:* *Required*