Page Num: 1

Courses Description

College: Prince Alhussein Bin Abdullah The Second For Information Technology	gy
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Couse ID: 1001099	Description: Prerequest / Computer Skills
Full Course Description:	
Couse ID: 1001100	Description: Computer Skills(1)
Full Course Description:	
Couse ID: 1001101	Description: Fundamentals of Computer Science
Full Course Description:	Introduction to C++, algorithms, algorithm design, selection and repetition statements, functions, storage classes, pointers, arrays, array searching and sorting, strings, manipulation of symbols and strings, structured programming, introduction to Object-Oriented Programming.
Couse ID: 1001102	Description: Fundamentals of Computer Science lab
Full Course Description:	Introduction to C++, algorithms, algorithm design, selection and repetition statements, functions, storage classes, pointers, arrays, array searching and sorting, strings, manipulation of symbols and strings, structured programming, introduction to Object-Oriented Programming.
Couse ID: 1001103	Description: Computer Skills (1)
Full Course Description:	Computer capabilities, limitations, and applications, system components, applications, programming language concepts, communication, and the use of software packages. personal computer and its practical use, including hardware, application and system software, the Internet and World Wide Web, communications, Networks, and computers in society.
Couse ID: 1001104	Description: Computer Skills (1)/lab
Full Course Description:	applications such as MS word, Excel, PowerPoint, Internet and electronic mail.
Couse ID: 1001110	Description: Computer Skills(2)/(for Arts and Humanities)
Full Course Description:	Advanced Applications for word processing and large documents, and using other applications such as Microsoft excel inside word processing, electronic tables and forms, building macros, mathematical operations and functions, charts and its practical applications, data base applications (e.g. Microsoft Access) in addition basic structure for data base and its different applications, and electronic publisher.
Couse ID: 1001115	Description: Computer Skills(2)/(for Science)
	An introduction to C++ language, data types, assignment statement, arithmetic and logical expressions, selection, repetition, arrays, strings, searching.
Couse ID: 1001120	Description: Logic Design
Full Course Description:	
Couse ID: 1001121	Description: Logic Design
Full Course Description:	An introduction to numbering systems, logic gates and Boolean algebra, minimizing the functions using Boolean rules and K-map rule, designing the combination, sequential logic circuits and counters, registers and transfer logic.
Couse ID: 1001122	Description: Logic Design Lab
Full Course Description:	building circuits through different gates and basic logical circuits, testing number of logical circuits, and running these circuits.
Couse ID: 1001141	Description: Discrete Mathematics
-	Logic, propositional logic, predicates, sets, functions, relations, matrices, algorithms and algorithm complexity, counting, permutations, recursion, graph theory, trees.
Couse ID: 1001210	Description: Visual Programming (1)
Full Course Description:	

Page Num : 2

Courses Description

College: Prince Alhussein Bin Abdullah The Second For Information Technology

Department: Computer C	
Couse ID: 1001211	Description: Visual Programming (1)
	Basic concepts and basic techniques of object-oriented and event-driven windows programming, Windows architectures, integrated development environment (IDE), message and event-driven programming, and graphical user interface (GUI) design and implementation.
Couse ID: 1001212	Description: Visual Programming (1) Lab
Full Course Description:	
Couse ID: 1001213	Description: Fortran Programming Language
Full Course Description:	
Couse ID: 1001221	Description: Computer Organization
Full Course Description:	Computer components, internal link, central processing unit (CPU), numbering implementation, arithmetic and logical operations, group of commands for processing, addressing, processor structure and its functions, internal memory, external memory, organization of inputs and outputs, and basic of assembly language.
Couse ID: 1001241	Description: Theory of Computation
	Theories, techniques, mechanisms and tools related to the mathematical foundation of digital computers processing activities. Regular languages, Context-Free Languages, automata, finite-State machines, and turning Machines.
Couse ID: 1001251	Description: Data Structures
Full Course Description:	Basic concepts of representations of data, including basic data types, stacks and queues, arrays and graphs, contiguous list, linked list, tree and binary tree, sorting techniques, searching and information retrievals.
Couse ID: 1001310	Description: Multimedia Programming
Full Course Description:	Multimedia technologies, definitions and applications, visual data input/output devices, audio data input/output devices, multimedia information storage, operating system, support for multimedia applications, multimedia on the Internet/Web, graphical user-interface (GUI) libraries, multimedia support libraries, multimedia user-interfaces, and advanced topics.
Couse ID: 1001312	Description: Visual Programming (2)
	GUI-based applications, document-View architecture, object linking and embedding (OLE), and advanced component programming (Java-Beans & ActiveX) visual programming packages.
Couse ID: 1001314	Description: Visual Programming (2)
Full Course Description:	
Couse ID: 1001320	Description: Computer Architecture
	History and evolution of computer system architecture, description of the components of the computer and its different levels, CPU design, pipeline, control unit design, microprogrammed & hardwired control unit, Cpu types, RISC & CISC, operating system support.
Couse ID: 1001321	Description: Computer Organisation and Architecture
	History and evolution of computer system architecture, description of the components of the computer and its different levels, CPU design, pipeline, control unit design, microprogrammed & hardwired control unit, Cpu types, RISC & CISC, operating system support.
Couse ID: 1001330	Description: System Programming
Full Course Description:	

Page Num : 3

Courses Description

College: Prince Alhussein Bin Abdullah The Second For Information Technology

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Couse ID: 1001331	Description: System Programming
	Review of assembly language principles, system software (assembler, compiler, interpreter, linker, loader, and text editor), introduction to operating systems and multiprogramming, and introduction to formal systems and programming languages.
Couse ID: 1001341	Description: Introduction to Numerical Methods
	Sources of error, accumulation of error, solve nonlinear equation in one variable interpolation, approximation, differentiation, numerical integration, direct, and iterative methods for solving liner systems of equations.
Couse ID: 1001342	Description: Operation Research
-	Solving linear programming problems by using different methods such as simplex method, graphical method and sensitivity analysis, and applications of linear programming, such as, transportation problems, assignment and limitation problems, and network problems.
Couse ID: 1001351	Description: Algorithms
	Algorithm definition, method of algorithm analysis and design, divide and conquer strategy, sorting algorithms, quick sort, merge sort, searching algorithms, and network algorithms, dynamic programming, Greedy algorithms, graph algorithms, Shortest path algorithms, NP definition.
Couse ID: 1001370	Description: Computer Networks
Full Course Description:	
Couse ID: 1001371	Description: Computer Networks
Full Course Description:	Networks types, Protocols, Layered OSI and TCP/IP models, Cable types and specifications, Error control, Data rate, Wide Area Networks (WANs), circuit-switching, packet-switching, frame relay, asynchronous transfer mode (ATM), Routing, Congestion, local-area networks (LANs), Ethernet, wireless LANs.
Couse ID: 1001372	Description: Computer Networks Lab
Full Course Description:	
Couse ID: 1001411	Description: Computer Graphics
	Networks types, Protocols, Layered OSI and TCP/IP models, Cable tyes and specifications, Error control, Data rate, Wide Area Networks (WANs), circuit-switching, packet-switching, frame relay, asynchronous transfer mode (ATM), Routing, Congestion, local-area networks (LANs), Ethernet, wireless LANs.
Couse ID: 1001430	Description: Operating Systems
Full Course Description:	
Couse ID: 1001431	Description: Operating Systems
	Basic concepts of operating systems and their evolution, study of the basic components of the operating systems, CPU scheduling, Memory management, virtual memory, deadlocks, concurrent processing, and Disk scheduling are also handled.
Couse ID: 1001432	Description: Compilers
Full Course Description:	Programming languages and their rules as well as the rules of their formulation, phases of compiler construction such as lexical analysis, syntax analysis, semantic analysis, code generation, and code optimization.
Couse ID: 1001470	Description: Advanced Computer Networks
Full Course Description:	

Page Num: 4

Courses Description

College: Prince Alhussein Bin Abdullah The Second For Information Technology

Couse ID: 1001471	Description: Internet Protocols
	Internetworking concepts, TCP/IP internet protocol, Classful and classless IP addressing, subnetting, connection-oriented and connectionless protocols, Transport protocols, wireless networks.
Couse ID: 1001472	Description: Network Security
	Security requirements and attacks, security architectures, encryption, authentication, access control, hash functions, digital signatures, packet filters, firewalls, intrusion detection systems, security management and monitoring.
Couse ID: 1001473	Description: Network Security
Full Course Description:	
Couse ID: 1001495	Description: Selected Topics in Computer Science
Full Course Description:	Covering one of the recent topics in the field of computer science.
Couse ID: 1001498	Description: Practical Training
Full Course Description:	The Bsc degree in (CS / CIS / SWE) requires 8 weeks of continuous training inside Jordan or 6 weeks continuous training outside Jordan. The training must be conducted within private or public sectors working in the IT field, wich requires the approval of the department.
	A final report is also required, training can be replaced by a recognized certificate in the IT field.
Couse ID: 1001499	Description: Computer Science Project
Full Course Description:	Designing and developing a software system in one of the computer science areas.
Couse ID: 111001100	Description: Introduction to Programming
Full Course Description:	g
Couse ID: 111001101	Description: Introduction to Programming Lab
Full Course Description:	g
Couse ID: 111001110	Description: Object Oriented (1)
Full Course Description:	f
Couse ID: 111001111	Description: Object Oriented (1) Lab
Full Course Description:	f
Couse ID: 111001123	Description: Digital Logic Design
Full Course Description:	r
Couse ID: 111001212	Description: Object Oriented (2)
Full Course Description:	fr
Couse ID: 111001213	Description: Object Oriented (2) Lab
Full Course Description:	g
Couse ID: 111001214	Description: Visual Programming
Full Course Description:	f
Couse ID: 111001215	Description: Visual Programming Lab
Full Course Description:	i
Couse ID: 111001240	Description: Theory of Computation
Full Course Description:	f

Page Num: 5

Courses Description

College:	Prince Alhussein	Bin Abdullah	The Second F	or Information	Technology
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Couse ID: 111001250	Description: Data Structures
Full Course Description: d	
Couse ID: 111001321	Description: Internet Protocols
Full Course Description: g	
Couse ID: 111001341	Description: Operation Research
Full Course Description: gt	
Couse ID: 111001351	Description: Algorithms
Full Course Description: f	
Couse ID: 111001370	Description: Programming of Internet Applications
Full Course Description: f	
Couse ID: 111001371	Description: Programming of Internet Applications Lab
Full Course Description: f	
Couse ID: 111001372	Description: Bioinformatics
Full Course Description: f	
Couse ID: 111001373	Description: Simulation
Full Course Description: f	
Couse ID: 111001375	Description: Computer Vision
Full Course Description: f	
Couse ID: 111001416	Description: Programming Languages Design
Full Course Description: f	
Couse ID: 111001421	Description: Wireless Networking
Full Course Description: g	
Couse ID: 111001422	Description: Network Security
Full Course Description: gt	
Couse ID: 111001431	Description: Operating Systems
Full Course Description: f	
Couse ID: 111001432	Description: Compilers
Full Course Description: de	
Couse ID: 111001460	Description: Artificial Intelligence
Full Course Description: d	
Couse ID: 111001474	Description: Computer Graphics
Full Course Description: f	
Couse ID: 111001480	Description: Practical Training
Full Course Description: de	
Couse ID: 111001490	Description: Graduation Project (1)
Full Course Description: f	
Couse ID: 111001491	Description: Graduation Project (2)
Full Course Description: d	

Page Num: 6

Courses Description

College: Prince Alhussein Bin Abdullah The Second For Information Technology

Couse ID: 111001492	Description: Special Topics In Computer Science
Full Course Description:	f
Couse ID: 121001100	Description: a
Full Course Description:	ff
Couse ID: 151001460	Description: Artificial Intelligence
Full Course Description:	m
Couse ID: 1910011100	Description: Introduction to Programming
Full Course Description:	Introduce to the student the programming concepts using the C++ language. The course covers the fundamental concepts for analyzing problem statements, designing computer solutions, as well as an introduction into the syntax and semantics of the C++ language. It also focuses on Data types, variables, constant, Operators and expressions, Control flows, Functions, Arrays, and classes.
Couse ID: 1910011101	Description: Introduction to Programming Lab
Full Course Description:	The course provides students with basic understanding of C++ programming language. It shows students the ideal way to create programs by c++ language. It introduces the history of computer programming languages, and in more details covers the C++ programming languages by study the syntaxes and rules of C++ languages.
Couse ID: 1910011110	Description: Object Oriented (1)
Full Course Description:	This course provides students with a comprehensive study of the Java Programming Language. The course stresses the object paradigm including classes, inheritance, virtual functions, and templates in the development of Java programs. Lab exercises reinforce the lectures.
Couse ID: 1910011111	Description: Object Oriented Lab (1)
Full Course Description:	The objectives of the course are to have students identify and practice the object-oriented programming concepts and techniques, practice the use of Java classes and class libraries, modify existing Java classes, develop Java classes for simple applications, and practice the concepts of Object-Oriented Analysis and Design (OOA/OOD) and design patterns and frameworks by developing a Java based project.
Couse ID: 1910011123	Description: Digital Logic Design
	A modern introduction to logic design and the basic building blocks used in digital systems, methods for designing digital circuits, implementation of systems computer systems, control systems and other applications which demand digital hardware. Topics include: Numbering systems, conversion methods, binary and complement arithmetic, Boolean algebra, circuit minimization techniques, Combinational circuits: Adders, Decoders, Encoders, Code Converters, Sequential Circuits: flip-flops, counters, registers, synchronous sequential circuits.
Couse ID: 1910011212	Description: Object Oriented (2)
Full Course Description:	This course teaches the fundamental ideas behind the object-oriented approach to programming; through the widely-used Java programming language. Concentrating on aspects of Java that best demonstrate object-oriented principles and good practice, students will gain a solid basis for further study of the Java language, and of object-oriented software development.

Page Num: 7

Courses Description

College: Prince Alhussein Bin Abdullah The Second For Information Technology

Couse ID: 1910011213	Description: Object Oriented Lab (2)
Full Course Description: Couse ID: 1910011214	This course presents a conceptual and practical introduction to imperative and object oriented programming, exemplified by Java. As well as providing a grounding in the use of Java, the course will cover general principles of programming in imperative and object oriented frameworks. The course should enable you to develop programs that support experimentation, simulation and exploration in other parts of the Informatics curriculum (e.g. the capacity to implement, test and observe a particular algorithm).
	Description: Visual Programming
	Introduction to the principles of programming for Windows in Visual Basic. Event driven programming. Control structures. Data types and structures. Properties, events, and methods of forms controlling. Modular programming.
Couse ID: 1910011215	Description: Visual Programming Lab
	Visual programming environment, Hands on practicing using one of the visual programming languages such as VB.Net. Developing programs using object oriented programming, building user interface forms, connecting to Database.
Couse ID: 1910011240	Description: Theory of Computation
	Language theory includes: regular expressions, regular languages, finite automata (deterministic and non-deterministic), Context-Free Languages, Pushdown automata, and language grammars, simple introduction to Turing machines.
Couse ID: 1910011250	Description: Data Structures
	Present fundamental techniques in the design and analysis of data structures using Java Programming Language. Fundamental data structures include: lists, stacks, queues, trees, priority queues, hashing, graphs, and search trees. Introduces algorithm design and analysis techniques such as recursion and formal methods for analyzing the time and space requirements of programs.
Couse ID: 1910011320	Description: Computer Networks
Full Course Description:	Principles, design, implementation, and performance of computer networks, Internet protocols and routing, local area networks, wireless communications and networking, performance analysis, congestion control, TCP, network address translation, multimedia over IP, switching and routing, mobile IP, peer-to-peer networking, network security.
Couse ID: 1910011321	Description: Internet Protocols
Full Course Description:	
Couse ID: 1910011322	Description: Mobile Application Development
Full Course Description: Couse ID: 1910011330	This course covers software mobile application development, its architecture and lifecycle, as well as its inherent design considerations. Students will learn about mobile resources, activities, views, layouts, and intents in addition to interacting with the location based services, messaging services, multimedia interfaces, sensors available on the mobile device, and application distribution. Description: Multimedia Programming
	Various elements of multimedia developmental environment: hardware and software such as: text, sound, images, animation, video, multimedia authoring techniques, multimedia approaches on Web including digitizing of audio and video multiple types of audio, images, video and animation, broadcasting techniques. Planning and producing multimedia projects, testing and deliver, compression algorithms and digital audio conversion.
Couse ID: 1910011341	Description: Operation Research
Full Course Description:	The Linear programming models, Simplex & revised simplex algorithms, Duality and sensitivity analysis in LP, Transportation and assignment problems, Decision Trees, Integer programming models, and the applications of the operations research.

Page Num: 8

Courses Description

College: Prince Alhussein Bin Abdullah The Second For Information Technology

Couse ID: 1910011351	Description: Algorithms
·	The design and analysis of computer algorithms, growth of functions, recurrences, sorting, divide-and-conquer, binary search tree, red black tree, dynamic programming, greedy algorithms, graph searching and graph algorithms, flow networks, bipartite matching, NP-completeness.
Couse ID: 1910011373	Description: Simulation
	System modeling and simulation, Discrete and Continuous Markov Chains, Queuing Theory, Discrete Event Simulation, Large Sample Estimation, Output Statistics, Test of Randomness, Monté Carlo Simulation, sequence of assignments using some simulation tools such as ARENA.
Couse ID: 1910011416	Description: Programming Languages Design
	Fundamental concepts and general principles underlying current programming languages and models, control and data abstractions, language processing and static and dynamic binding, indeterminacy and delayed evaluation, and languages and models for parallel and distributed processing. A variety of computational paradigms such as: functional programming, logic programming, object-oriented programming and data flow programming.
Couse ID: 1910011421	Description: Wireless Networking
Full Course Description:	The design and implementation of wireless networks and mobile systems, the science and technology behind wireless networks, comprehensive view of the electromagnetic spectrum, mobile computing concepts and applications, the concepts of frequency and wavelength, radio propagation and attenuation, telecommunications via wireless, technology offerings, frequency allocations, and types of wireless technologies and their appropriate application, Wireless LAN technology, TCP/IP suite and sub netting, and IEEE 802.11 wireless LAN standard.
Couse ID: 1910011422	Description: Network Security
Full Course Description:	Theory and practice of computer security, focusing in particular on the security aspects of the web and Internet. Cryptographic tools used to provide security, such as shared key encryption (DES, 3DES, RC-4/5/6, etc.); public key encryption, key exchange, and digital signature (Diffie-Hellmann, RSA, DSS, etc.). Utilizing these concepts in the internet protocols and applications such as SSL/TLS, IPSEC, Kerberos, PGP, S/MIME, SET, and others (including wireless). System security issues, such as viruses, intrusion, and firewalls, will also be covered.
Couse ID: 1910011423	Description: Parallel and Distributed Computing
·	Basic architectural, programming, and algorithmic concepts in the design and implementation of parallel and distributed applications. The specific topics include, but not limited to, multithreaded programming, message passing interface, Shared memory programming, GPU, and cloud computing.
Couse ID: 1910011431	Description: Operating Systems
	Concepts and principles of operating systems, structure and services, processor scheduling, thread, virtual machine, processing synchronization, deadlocks, concurrent processes, memory management, virtual memory, input/output, secondary storage management, and file systems.
Couse ID: 1910011460	Description: Artificial Intelligence
Full Course Description:	Rapidly-developing fields of artificial intelligence (AI): general knowledge representation techniques and problem solving strategies, classical and heuristic search techniques, rule-based systems, production system, stochastic system, prepositional and first order logic, fact representation in logic and logic programming (Prolog). Natural language processing, machine learning, expert systems, reasoning, neural network.

Page Num : 9

Courses Description

College: Prince Alhussein Bin Abdullah The Second For Information Technology

Couse ID: 1910011474	Description: Computer Graphics
Full Course Description:	Hardware and software principles of interactive raster graphics. Introduction to the basic concepts, 2-D and 3-D modeling and transformations, viewing transformations, projections, rendering techniques, graphical software packages and graphics systems. Students will use a standard computer graphics API to reinforce concepts and study fundamental computer graphics algorithms.
Couse ID: 1910011480	Description: Practical Training
Full Course Description:	
Couse ID: 1910011490	Description: Applied Project (1)
	There are no formal lectures for this course but the student holds discussion at least 3 hours a week with the supervisor. The student will be given assigned a practical project where he/she is expected to analyses, design and implement it and finally to write a report of very high quality.
Couse ID: 1910011491	Description: Applied Project (2)
Full Course Description:	There are no formal lectures for this course but the student holds discussion at least 3 hours a week with the supervisor. The student will be given assigned a practical project where he/she is expected to analyses, design and implement it and finally to write a report of very high quality.
Couse ID: 1910011492	Description: Special Topics In Computer Science
Full Course Description:	Covers topics of interest in computer science at the senior undergraduate level. Content varies from semester to semester. Prerequisites: Consent of instructor.