

School		School of Arts & Science		
Major		Computer Science		
Major Requirements				
Code	Title	Credits	Description	
CSCI475	Artificial Intelligence	3	The course introduces the principles of non-algorithmic problem solving based on heuristics. The course explores two approaches that examine problems that could not be solved with algorithms: the Search-Based approaches and the Knowledge-Based approaches. At the end of the course the students will acquire a good knowledge about how to solve problems using heuristics and deductive reasoning techniques based on Propositional Logic and First Order Logic. The course introduces also an inference motor (tool) named PROLOG that assists to implement and test deductive inference techniques in the First Order Logic.	
MATH260	Discrete Mathematics	3	Sets, elementary logic, method of proofs, induction, relations, functions, recurrence relations, difference equations, modular arithmetic, arithmetic in different bases, Boolean algebra, counting, combinatorial methods, complexity analysis, graphs, trees, algorithms, finite-state machines. Prerequisite: MATH 170 or Math Placement Test	
CSCI350	Data Structures	3	This course covers the design and implementation of important data structures and their algorithms. The data structures considered include stacks, queues, lists, linked lists, trees, and graphs. An approach based on abstract data types and classes will be emphasized	
CSCI440	Algorithms	3	In this course we will learn basic to fundamental algorithms for solving problems, such as searching, sorting, dynamic programming, divide-and-conquer, dynamic programming, greediness, and probabilistic approaches in addition to graph algorithms. Students will learn algorithm analysis and how to compute the time complexity of these algorithms and will focus on general design and analysis techniques that lie beneath these algorithms.	
CSCI425	Web Programming Server Side	3	In this course we will learn Server Side Scripting technologies that allow creation of complex Web applications to generate Web pages dynamically. We seek an advanced mastery of web-development techniques that use databases to create content[JHTML form objects, database connections, and server-side programming. We will choose to use open-source MySQL as our database, structured query language (SQL), and PHP5 for programming, or ASP.NET with C# as code behind and SQL.NET for managing the database.	
CSCI385	Digital Logic	3	The course develops the ability of the student to understand the design of digital electronic circuits which are the main components in digital computers, data communication, digital recording etc] The course covers number systems, Boolean switching algebra, combinational circuit design, flip-flops, counters, registers, state machine notation, analysis of sequential circuits, and sequential circuit design.	
MATH375	Numerical Methods for Scientists & Engineers	3	Bases and number representation, analysis of error propagation and error correction, roots for non-linear equations, computational linear algebra, polynomial interpolation, approximation of functions by polynomials, numerical differentiation and integration, numerical methods for solving differential equations, Runge-Kutta method, numerical methods for solving systems of equations and differential equations. Prerequisite: MATH 265 and CSCI 250.	
CSCI454	Advanced Robotics	3	The course is a continuation of the CSCI445 Robotics Design and Coding with advanced developed concepts in coding and more hardware devices to develop specific robotic solutions. The course is project based. Students will work with ProtoShields, MicroSD Memory Cards, Numeric keypads, Touchscreens, Servo Motors, 1N4004 diodes, Electric Motors, TIP120 Transistors, MicroSD shields, DFRobot 2A Arduino Motor Shield, Infrared Red Sensor, Ultrasonic Distance Sensors, GPS shields, LCD shield, MicroSD shields and Microswitches.	
Core Requirements				
Code	Title	Credits	Description	
CSCI250L	Introduction to Programming Lab	1	This course is a co-requisite for the Introduction to Programming course (CSCI250). The students apply in the lab the fundamentals of programming, explained in CSCI250, by solving lab exercises. The objective of the lab is to implement programming problems using basic data types, selection and repetition structures, methods and arrays.	
CSCI490	Information System Development	3	Information systems development is a legitimate engineering discipline. Software process models, software engineering methods, and software tools have been adopted successfully across a broad spectrum of industry applications. Effective development of an information system depends on proper utilization of a broad range of information technology, including database management systems, operating systems, computer systems, and telecommunications networks. This course covers the phases from physical system design through the installation of working information systems; Concentrates on using the results of systems analysis and design, typically documented in CASE technology, and either building or generating systems to meet these specifications. The course is a semester-long field project with various hands-on exercises that provide practical experience in building, testing, and installing a system.	
CSCI335	Database Systems	3	This course introduces fundamentals of database systems. It starts by motivating the need of the database approach in real life scenarios and the benefit of adopting a Database Management System (DBMS). This course includes data modeling (based on the entity relationship model), data normalization and data manipulation SQL queries. Students will learn how to design, implement and query a relational database by using a Microsoft SQL Server DBMS.	
MATH225	Linear Algebra with Applications	3	Introduction to the systems of linear equations and matrices, Gaussian eliminations, matrix operations, inverses, types of matrices, determinants and their applications, vector spaces, subspaces, linear independence, basis and dimension, rank and nullity, inner product spaces and orthogonal bases, eigenvalues and eigenvectors, applications from other disciplines such as physics, computer science, and economics.	
CSCI380	Software Engineering	3	This course provides an understanding of the system development process which links user requirements to the computer based system. This course emphasizes problem formulating and problem solving. Students will learn how to analyze a problem domain and develop the appropriate analysis and design models to formalize the requirements using object oriented methods and appropriate theory.	
CSCI370	Visual Programming	3	This course teaches visual programming using the Visual Studio 2010 environment and Visual C# programming language. This course emphasizes the visual side of programming namely the graphical user interface - GUI components. (Windows Forms, Event-Handling, Control Properties, Layouts, Labels, TextBoxes, Buttons, GroupBoxes, Panels, CheckBoxes, RadioButtons, PictureBoxes, Tooltips, NumericUpDown, Mouse-Event Handling, Keyboard-Event Handling, Menus, MonthCalendar, DateTimePicker, LinkLabels, ListBoxes, CheckedListBox, ComboBoxes, TreeViews, ListViews, TabControl, Single Document Interface (SDI) vs. Multiple Document Interface (MDI), [etc]. Examples will be taken in the classroom. Furthermore, the course teaches query database using LINQ to SQL, and a final section covers WPF,Graphics and multimedia. The second part introduces topics related to database connectivity using ADO.NET objects.	
CSCI300	Intermediate Programming with Objects	3	The course emphasizes the principles of Object Oriented Programming using the Java Programming Language. It starts by an introduction to creating applications using Java. Then the course introduces how to define classes and declare objects and discusses the main topics related to object oriented programming (constructors, methods, dependency, aggregation, inheritance, and polymorphism). Finally, the course introduces exception handling as well as writing to and reading from files.he course emphasizes the principles of Object Oriented Programming using the Java Programming Language. It starts by an introduction to creating applications using Java. Then the course introduces how to define classes and declare objects and discusses the main topics related to object oriented programming (constructors, methods, dependency, aggregation, inheritance, and polymorphism). Finally, the course introduces exception handling as well as writing to and reading from files.	
CSCI250	Introduction to Programming	3	This course introduces the basic concepts and principles of structured programming in Java. It starts by an introduction to Java showing its syntax and the structure of a program in Java then teaches simple data types, control structures, methods, arrays, and strings.	
CSCI300L	Intermediate Programming with Objects Lab	1	This course is a co-requisite for the Intermediate Programming course (CSCI300). The students implement and practice in the lab the concepts and the programming techniques they learn in CSCI300 by solving lab exercises. The main concepts of Java language as well as the object oriented programming issues are to be discussed and implemented in this module using the NetBeans IDE.	
MATH210	Calculus II	3	The course material includes hyperbolic functions and their inverses and their derivatives integration techniques, improper integrals, sequences, infinite series, power series, Taylor and Maclaurin series and application of power series. The mathematical software Maple will be introduced and used in support of the comprehension of the material. Prerequisites: MATH160	
CSCI205	Computer Science Overview	3	This course presents breadth coverage of computer science courses so that students would understand computing and appreciate technology's impact on society. Topics include binary values and number systems; data representation; gates and circuits; computing components; operating systems; file systems and directories; information systems; computer networks; and elementary Programming.	
CSCI392	Computer Networks	3	The Routing and Switching Essentials course describes the architecture, components, and operations of routers and switches in a small network. Students learn how to configure a router and a switch for basic functionality.	
CSCI445	Robotics Design and Coding	3	The course is designed to provide computer science students a developed concept in coding, in which the use of hardware is optimized to guarantee tangible learning skills. Students will be able to use sensors and motors to achieve a certain task, understand development procedures in robotics, work in groups, develop specific robotic solutions by the end of each session as part of the project based approach used in this classroom, understand the connection between hardware and software in robots and finally fully grasp the sense, plan, and act, essential to have in any automated solution. Students will explore the Arduino Board and the IDE, Learn about Electricity and Electronic Components, work with Resistors, Resistances, Power Rating, Light-Emitting Diodes, Solderless Breadboard, Pulse-Width Modulation, Transistors, Relays, Capacitors, Push Buttons, Reference Voltages, Piezo Buzzers, Temperature Sensors, Shift Registers and LED displays.	
CSCI342	Fundamentals of Networking Technologies	3	The ITNcourse introduces the architecture, structure, functions, components, and models of the Internet and other computer networks. The principles and structure of IP addressing and the fundamentals of Ethernet concepts, media, and operations are introduced to provide a foundation for the CCNA curriculum.	
CSCI335L	Database Systems Lab	1	This course introduces fundamentals of database systems. It starts by motivating the need of the database approach in real life scenarios and the benefit of adopting a Database Management System (DBMS). This course includes data modeling (based on the entity relationship model), data normalization and data manipulation SQL queries. Students will learn how to design, implement and query a relational database by using a Microsoft SQL Server DBMS.	
CSCI375	Web Programming Client Side	3	After completing the unit, the student has core technical skills necessary for a complete understanding of front-end web development, including XHTML, HTML 5 and CSS 3, JavaScript, DOM, JQuery and AJAX. The student is able to create rich internet applications that use most recent client-side programming technologies. The student can validate HTML and CSS code, and is able to apply the technologies to create a consistent layout.	
CSCI465	Operating Systems	3	This course presents an introductory study of operating system basics. It focuses on the essential operating system concepts more specifically those related to the process creation and termination, process communication, process scheduling and synchronization, deadlocks, as well as an overview of memory management and strategies used for this purpose. By the end of this course the student should have a full understanding of operating system theory, structure and mechanism.	
CSCI465L	Operating Systems Lab	1	This course is a co-requisite for Operating System course (CSCI465). The students apply in the lab concepts they learn in CSCI465 by solving lab exercises. The concepts include a fundamental practice of Linux OS and the basics related to process management seen in the course. These basics include process creation and termination, process communication, and process synchronization using semaphore. The student will be able to practice and these concepts by developing, debugging, and testing programs under Linux language.	
CSCI410	Mobile Application	3	Today's applications are increasingly mobile. Computers are no longer confined to desks and laps but instead live in our pockets and hands. This course teaches students how to build mobile apps for Android. Students learn to write both web apps and native apps for Android using Eclipse and the Android SDK. The goal of this course is to teach students how to design, implement, test, debug and publish smartphone applications on java based android phones. Students will learn how to take their innovative ideas from conception to the android market through a series of rigorous hands-on programming assignments and group project. This is an introductory course aimed at undergraduate students who have java programming experience. However, there is a significant amount of programming in this course requiring a commitment on the part of the student.	
General Education Requirements				
Code	Title	Credits	Description	
ENGL251	Communication Skills	3	The objectives of this course are to improve students' writing skills for academic purposes by developing effective use of grammatical structures; analytical and critical reading skills; a sensitivity to rhetorical situation, style, and level of diction in academic reading and writing; and competence in using various methods of organization used in formal writing.	
ENGL201	Composition and Research Skills	3	This course focuses on the development of writing skills appropriate to specific academic and professional purposes; the analysis and practice of various methods of organization and rhetorical patterns used in formal expository and persuasive writing; the refinement of critical reading strategies and library research techniques; and the completion of an academically acceptable library research paper. Prerequisites: ENGL150, ENGL151.	
CULT200	Introduction to Arab - Islamic Civilization	3	The purpose of this course is to acquaint students with the history and achievements of the Islamic civilization. Themes will include patterns of the political and spiritual leadership; cultural, artistic, and intellectual accomplishments Prerequisites: ENGL051, ENGL101, ENGL151.	
CSCI200	Introduction to Computers	3	The course aims at making students competent in computer-related skills. It is supposed to develop basic computer knowledge by providing an overview of the computer hardware and basic components as well as hands-on practice on common software applications such as Word, Excel, Power Point, Internet and Email. The student will learn how to use the new features of Microsoft Office 2010 mainly Word documents, Excel spreadsheets and PowerPoint presentations. On the surface, MS Office 2010 looks a lot different than previous versions (no more menus or toolbars!), but by learning to understand the dramatically changed, Ribbon-based interface, you'll quickly get back on the road to productivity.	
ARAB200	Arabic Language and Literature	3	This course is a comprehensive review of Arabic Grammar, Syntax, major literature and poetry styles, formal and business letters.	