

College of Computer Technology

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2010



Deanery

**Prof. Dr. Tawfiq A. Al-Assadi
Dean**

**Assist. Prof Dr. Star B. Al-Maliky
Vice-Dean for Academic Affairs**

**Assist. Prof Dr. Abbas M. Al-Bakry
Vice –Dean for Administrative Affairs**

**Mrs. Maha Abid Al-Wahab
Responsible of Registration Office**



College of Computer Technology



Dean Message

Welcome to the College of Computer Technology

The College holds firm to the belief that each of us makes an astonishing difference! Indeed, astonishing differences are just what community colleges are about; we bring richness and value to the communities we serve by providing access to higher education to a diversity of students, and COLLEGE OF COMPUTER TECHNOLOGY is no exception. Deeply rooted in a commitment to student success, equity, and life-long learning, COLLEGE OF COMPUTER TECHNOLOGY is an institution in which our students thrive since we are intentionally and purposefully create a learning environment focused on their evolution as learners and citizens.

I know that the administrative and teaching staff are working hard daily to ensure that every student has a meaningful experience at our college-whether their intents are to transfer education or career education or getting developmental education, or personal enrichment education. This institution believes deeply that every student who comes here is enlisted to an educational experience grounded in excellence, and that is what you will find in our classrooms, offices, services, programs and in the way we treat our students and scholars. "Students First" is not just our motto, but it is our creed by which we live and operate.

Prof. Dr. Tawfiq A. Alasady,

Computer Technology

Computer Technology prepares students for both existing and emerging jobs in the application of systems of information and technology. Graduates are awarded B.Sc. In computer and they are qualified to plan, analyze, design, construct, maintain, and manage:

- Software Development
- System Integration
- Data Management
- Computer Networks
- Information Security
- Artificial Intelligence



- Marketable skills to meet the needs of our nation's business and industry .

The College of Computer Technology is positioned to help students attain the necessary education they need to cope with the rapid changes in the world of technology .

Introduction

The College of COMPUTER TECHNOLOGY was established in 2009, and it consists of two departments:

1. Department of Information Network.
2. Department of Software

The courses of undergraduate studies is full-time program along four academic years. The graduates are awarded by B.Sc. in computer science.

Objectives:

1. The graduates have theoretical and practical scientific capabilities in computer usage and information processing. This aim is achieved by the availability of advanced laboratories and recent references.
2. Opening specialized units such as Robots, GPS, GIS, Remote Sensing and CISCO.
3. Associating with others local and international colleges.
4. Serving government branches, society organizations and citizens in order to contribute in increasing computer usage in building and developing projects and construct the most modern society.
5. Developing theoretical and applying scientific research in computer fields, through holding conferences and seminars in order to convey recent developments.
6. Supporting society with computer specialists.
7. Inaugurating postgraduate studies for getting (M.Sc. and Ph.D.) in related fields.
8. Expanding the College by adding new departments according to recent trends.
9. Consolidating the academic concepts and ethics among trainers and students.

Computer Technology Room

An advanced computer lab is equipped to train an entire class of 20 students. Each trainee has an identical current technology computer system with a large 17" LCD monitor, USB keyboard and optical mouse. These systems were recently developed to include faster processors, more memory and additional USB ports. The new computers will support the explosion in digital multimedia work that we have experienced in year book and DVD video creation, PowerPoint and other projects. While working on their computers, all students are able to view high-definition presentations from the instructor on a large 80" screen (via a ceiling-mounted DLP™ overhead projector). The Computer Technology room has also a 50" LCD HDTV for viewing high-definition video content featured in the school's exclusive HD video library. Students can now learn by seeing videos in the amazing detail that only full HD (1920x1080 resolution) can provide. Students tell us "it's like being there!"

Internet services and network switches ensure that all students are able to work without experiencing slow-downs whether they are accessing online or local network resources. In the lab, students can also use the Sony Cyber shot™ HD digital cameras and USB flatbed scanners.



Teaching Staff

No.	Name	Academic Title	Qualification	Specialization	Specific Specialization
1	Tawfiq A. Al-Assadi	Prof.	Ph.D	Computer Science	Image Processing
2	Star B. Al-Maliky	Assist.. Prof.	Ph.D	Communication Engineering	Information Security
3	Abbas M. Al-bakry	Assist. Prof.	Ph.D	Computer Science	Artificial Intelligence
4	Wesam S. Bhaya	Assist. Prof.	Ph.D	Computer Science	Security
5	Safaa O. Mahdi	Lecturer	Ph.D	Computer Science	Network Architecture
6	Muhammed A. Muhammad	Lecturer	M.Sc.	Computer Science	Image Processing
7	Anwar M. Jafar	Assist. Lecturer	M.Sc.	Computer Science	Image Processing
8	Hiba M. Jafar	Assist. Lecturer	M.Sc.	Computer Science	Security
9	Sora Zaki	Assist. Lecturer	M.Sc.	Computer Science	Security
10	Khola K. Mohammed	Assist. Lecturer	M.Sc.	Computer Science	Private Law



**Courses of Undergraduate Studies
Department of Information**

First Year

1st term

2nd term

No.	Subjects	Hours		Units	No.	Subjects	Hours		Units
		Theo.	Prac.				Theo.	Prac.	
1.	Computer Network Architecture	3	-	3	1.	Networking and Distributed Computing	3	-	3
2.	Computer Science Fundamentals	3	-	3	2.	Computer Organization	3	-	4
3.	Programming with Visual Basic I	2	2	3	3.	Programming with Visual Basic II	2	2	3
4.	Logic Design I	2	2	3	4.	Logic Design II	2	2	3
5.	Statistics	3	2	4	5.	Discrete Mathematics	3	2	3
6.	Human Rights	1	-	1	6.	Mathematics	3	-	3

Second Year

1st term

2nd term

No.	Subjects	Hours		Units	No.	Subjects	Hours		Units
		Theo.	Prac.				Theo.	Prac.	
1.	Networking and Telecommunications I	2	2	3	1.	Networking and Telecommunications II	2	2	3
2.	Wireless Network	3	-	3	2.	Internet Architecture	3	2	4
3.	DHTML Language	3	2	4	3.	Introduction to Sensor Networks	2	-	2
4.	Introduction to Database Systems	3	2	4	4.	Web Page Design	3	2	4
5.	Introduction to Computer Graphics	3	2	4	5.	Introduction to Distributed Data Bases	3	2	4
6.	Freedom and Democracy	1	-	1	6.	Information Theory	3	-	3

Third Year

1st term

2nd term

No.	Subjects	Hours		Units	No.	Subjects	Hours		Units
		Theo.	Prac.				Theo.	Prac.	
1.	Network Security Protocols and Administration	3	-	3	1.	Network Security Theory and Algorithms	2	2	3
2.	Optical Networks	3	-	3	2.	Network Operating System	3	2	4
3.	Mobil Fundamentals and Programming	3	2	4	3.	Java Script	3	2	4
4.	Operating Systems	3	2	4	4.	Internet and the Law	2	-	2
5.	Java Programming	3	2	4	5.	Web Graphics Design	3	2	4
6.	Strategic Information System Management	3	-	3	6.	Artificial Intelligence	2	2	3

Fourth Year

1st term

2nd term

No.	Subjects	Hours		Units	No.	Subjects	Hours		Units
		Theo.	Prac.				Theo.	Prac.	
1.	Network Security Protocols and Administration	3	-	3	1.	Data Communication and Networking II	2	2	3
2.	Optical Networks	3	-	3	2.	Web Programming	2	2	3
3.	Mobil Fundamentals and Programming	3	2	4	3.	Web Based Applications	2	2	3
4.	Operating Systems	3	2	4	4.	Active Server Pages	2	2	3
5.	Java Programming	3	2	4	5.	Secure Website Administration	2	-	2
6.	Strategic Information System Management	3	-	3	6.	Project II	-	3	1

Department of Software

First Year

1st term

2nd term

No.	Subjects	Hours		Units	No.	Subjects	Hours		Units
		Theo.	Prac.				Theo.	Prac.	
1.	Structure Programming I	3	2	4	1.	Structure Programming II	3	2	4
2.	Discrete Structures I	2		2	2.	Discrete Structures II	2		2
3.	Introduction to Computer Science	3		3	3.	Computer Organization	3	2	4
4.	Logic Design I	2	2	3	4.	Concepts of JAVA	3	2	4
5.	Statistics	3	2	4	5.	Mathematics	3		3
6.	Human Rights	1	-	1	6.	Introduction to linux	2	2	3

Second Year

1st term

2nd term

No.	Subjects	Hours		Units	No.	Subjects	Hours		Units
		Theo.	Prac.				Theo.	Prac.	
1.	Micro Processors	2		2	1.	Assembly Language	2	2	3
2.	System Analysis	2	2	3	2.	Concepts of Database Systems	3	2	4
3.	Data Structures I	2	2	3	3.	Data Structures II	2	2	3
4.	Computation Theory	3		3	4.	Visual Applications	3	2	4
5.	Object Oriented	2	2	3	5.	Numerical Analysis	2	2	3
6.	Freedom and Democracy	1	-	1	6.	Information Theory	2		2

Third Year

1st term

2nd term

No.	Subjects	Hours		Units	No.	Subjects	Hours		Units
		Theo.	Prac.				Theo.	Prac.	
1.	Computer Architecture	3		3	1.	Concepts of Parallel Processing	3		3
2.	Compilers I	3	2	3	2.	Compilers II	2	2	3
3.	Computer Graphics	3	2	4	3.	Image Processing	3	2	4
4.	Software Engineering	3		3	4.	Operation Research	3		3
5.	Artificial Intelligence	2	2	3	5.	Applications of Artificial Intelligence	2	2	3
6.	Algorithm Design and Analysis	2	2	3	6.	Internet Architecture and Protocols	2	2	3

Fourth Year

1st term

2nd term

No.	Subjects	Hours		Units	No.	Subjects	Hours		Units
		Theo.	Prac.				Theo.	Prac.	
1.	Modeling and Simulation	3		3	1.	Concepts of Operating Systems II	2	2	3
2.	Concepts of Operating Systems I	2	2	3	2.	Data Communication and Networking II	2	2	3
3.	Data Communication and Networking I	2	2	3	3.	Windows Programming	3	2	4
4.	Visual applications	3	2	4	4.	Web Page Design	3	2	4
5.	Computer and Data Security	3	2	4	5.	Network Security	2		2
6.	Project I	-	3	1	6.	Project II	-	3	1