



## Course Specifications

<b>Course Title:</b>	<b>Computer programming in management</b>
<b>Course Code:</b>	<b>MIS10504</b>
<b>Program:</b>	<b>Management Information Systems</b>
<b>Department:</b>	<b>Management Information Systems</b>
<b>College:</b>	<b>Business Administration</b>
<b>Institution:</b>	<b>Albaha University</b>

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## A. Course Identification

<b>1. Credit hours:</b> 3 Hrs.
<b>2. Course type</b>
a. University <input type="checkbox"/> College <input type="checkbox"/> Department <input checked="" type="checkbox"/> Others <input type="checkbox"/>
b. Required <input checked="" type="checkbox"/> Elective <input type="checkbox"/>
<b>3. Level/year at which this course is offered:</b> Level 8 /Year 4
<b>4. Pre-requisites for this course (if any):</b>
<b>5. Co-requisites for this course (if any):</b>

### 6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	30	%67
2	Blended		
3	E-learning	15	%33
4	Distance learning		
5	Other		

### 7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	30
2	Laboratory/Studio	-
3	Tutorial	15
4	Others (specify)	-
	<b>Total</b>	45

## B. Course Objectives and Learning Outcomes

<b>1. Course Description:</b>		
This course is a general introduction to Programming and introduces the software development process and fundamentals of computer software. Students will learn how computer programs execute, and the types of programs that developers are generally asked to build. They will also learn java programming languages, techniques, and technologies used by developers in the software development .		
<b>2. Course Main Objective</b>		
Understand the concepts and terms used to describe languages that support the imperative, functional, object-oriented, and logic programming paradigms.		
<b>3. Course Learning Outcomes</b>		
	CLOs	Aligned PLOs
1	<b>Knowledge and Understanding</b>	
1.1	Demonstrate the core concepts of programming	K1
1.2	Recognize the role of solving simple computational problems efficiently.	K2
2	<b>Skills :</b>	

CLOs		Aligned PLOs
2.1	Demonstrate an understanding of java fundamentals including simple data types, variables, expressions, I/O	S1
2.2	Demonstrate an understanding of java conditional statements ,looping statements and class	S2
2.3	Skills of Test and Debug of a program	S3
2.4	design a program based on the requirement specifications using java	S4
2.5	Demonstrate effectiveness in working in a group	S5
<b>3</b>	<b>Values:</b>	
3.1	Develop research and Web search skills	V1
3.2	Communicate and present results/information Effectively	V2

### C. Course Content

No	List of Topics	Contact Hours
1	Introduction to Java Programming Introduction to JDK and NetBeans IDE	6
2	Basic Coding Skills	3
3	Introduction to Variables and Data Types	3
4	Introduction to Control Statements	6
5	Test and Debug of a program	6
6	Classes, Objects, and Methods in Java	6
7	Controlling Data Types Using Java Classes	9
<b>Total</b>		<b>45</b>

### D. Teaching and Assessment

#### 1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
<b>1.0</b>	<b>Knowledge and Understanding</b>		
1.1	Demonstrate the core concepts of programming	Lecture, Support readings, group discussions, writing reports , research.. Conducting individual tasks, practical training, field training, and presentations. Activities and homework	Quiz, Midterm and Final exams Assessing individual & group tasks and presentation and discussions Assessment of activities , participations and homework
1.2	Recognize the role of solving simple computational problems efficiently.		
<b>2.0</b>	<b>Skills</b>		
2.1	Demonstrate an understanding of java fundamentals including simple data types, variables, expressions, I/O	Testing and training process	

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
2.2	Demonstrate an understanding of java conditional statements ,looping statements and class	Fields studies and group discussion  Individual group tasks Problem solving tasks and case study  activities and homework	Assignments, Quizzes, Practical Work, Presentations, Mid and Final Exam
2.3	Skills of Test and Debug of a program		
2.4	design a program based on the requirement specifications using java		
2.5	Demonstrate effectiveness in working in a group		
<b>3.0</b>	<b>Values</b>		
3.1	Develop research and Web search skills	Cooperative learning and application of scientific method in thinking by solving problems. Work as part of a team. Conducting group research and writing reports. Dividing students into groups to cooperate with each other for a better understanding of the terms of marketing.	Assessment by written reports. Assessing activities and homework Group and individual presentations Computer and internet-based assignments
3.2	Communicate and present results/information effectively		

## 2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	7-8	10%
2	Practical Work	1-14	5%
3	Assignments & Discussions & presentation	1-14	10%
4	Mid Term Examination	8-9	25%
5	Final Examination	15-16	50%

\*Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

## E. Student Academic Counseling and Support

### Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice :

- Faculty is available for student consultation and academic advice on weekdays during office hours (9 hours a week).
- Students can seek advice and consultation from teaching staff through electronic means (email and Rafid LMS).

## F. Learning Resources and Facilities

## 1. Learning Resources

<b>Required Textbooks</b>	Murach's Java SE 6, Joel Murach and Andrea Steelman, 2007, Murach Press, ISBN: 1-890774-42-1. The covering percentage of the book: 100%
<b>Essential References Materials</b>	Java Application Development on Linux, 2005, C. Albing and M. Schwarz, Prentice Hall PTR, ISBN: 0-13-143697-X Thinking in Java, 3rd ed., 2003, Bruce Eckel, Prentice Hall PTR, ISBN: 0-13-100287-2
<b>Electronic Materials</b>	<a href="http://www.com/tutorial/c/lesson1.html">http://www.com/tutorial/c/lesson1.html</a> <a href="https://www.freebsd.org/doc">https://www.freebsd.org/doc</a>
<b>Other Learning Materials</b>	Windows XP with Service Pack (SP2), Windows Server 2003 with SP1 or Vista operating system Macromedia Flash Player 7 or higher NetBeans; Eclipse Flash Drive Microsoft Excel

## 2. Facilities Required

Item	Resources
<b>Accommodation</b> (Classrooms, laboratories, demonstration rooms/labs, etc.)	A designated computer lab is required to teach the course. The lab should accommodate 20 Students
<b>Technology Resources</b> (AV, data show, Smart Board, software, etc.)	<ul style="list-style-type: none"> <li>• Up-to-date Projector</li> <li>• Up-to-date Smart Board</li> <li>• High Speed Internet Connection</li> <li>• Solid up-to-date computers (Windows)</li> </ul>
<b>Other Resources</b> (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Lab must be fitted with a wall whiteboard

## G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Effectiveness of Teaching	Students	Surveys
Evaluation of Teaching	staff members teaching the course	Discussions
Verifying Standards of Student Achievement	independent teaching staff from within the department and/or other departments within the college	Marking of assignments and exam submissions Revision
effectiveness and planning for improvement.	staff members teaching the course	course report

**Evaluation areas** (e.g., Effectiveness of teaching and assessment, Extent of achievement of course learning outcomes, Quality of learning resources, etc.)

**Evaluators** (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify))

**Assessment Methods** (Direct, Indirect)

## H. Specification Approval Data

<b>Council / Committee</b>	Minutes of the Council of Management Information Systems Department
<b>Reference No.</b>	3
<b>Date</b>	8.12.2021