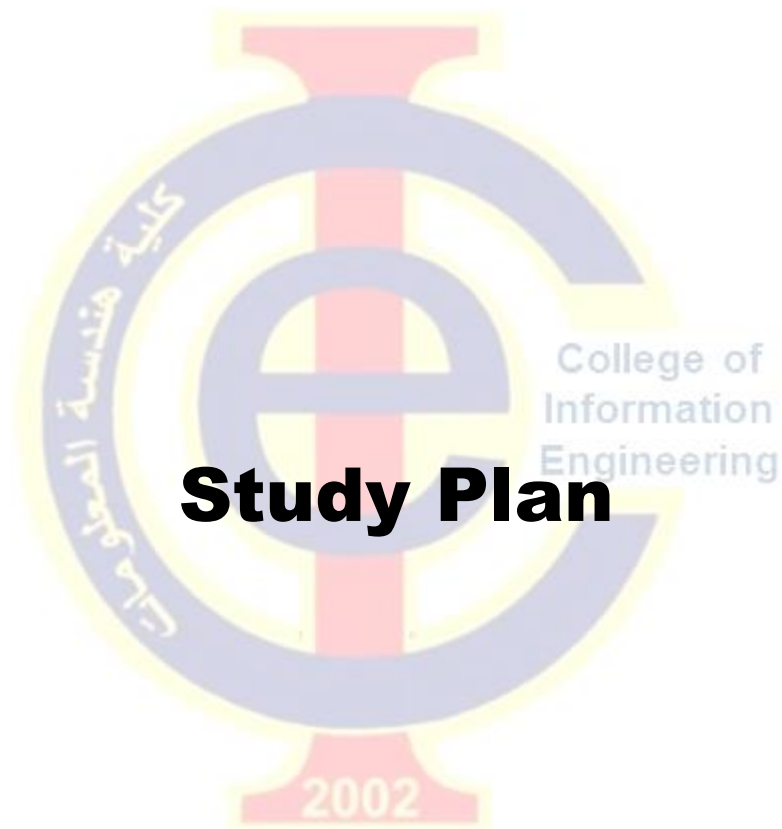


Information and Communication Engineering Program

Study Plan and Course Description

2015



Information & Communication Engineering						
First Year – Semester I						
No.	Code	Subject	Hrs. Per week			Units
			Theo.	App.	Tut.	
1	UR111	English Language I	2	-	-	2
2	CR111	Computer Programming	2	3	-	3
3	CR112	Mathematics I	3	-	1	3
4	CR113	Logic Circuits	2	3	-	3
5	CR114	IT Fundamentals & Workshop	2	3	-	3
6	CR115	Physical Electronics	3	3	-	4
Total			14	12	1	18
			27			

Information & Communication Engineering						
First Year – Semester II						
No.	Code	Subject	Hrs. Per week			Units
			Theo.	App.	Tut.	
1	UR121	English Language II	2	-	-	2
2	CR121	Object oriented Programming I (C++)	2	3	-	3
3	CR122	Mathematics II	4	-	1	4
4	CR123	Electrical Circuits	3	3	1	4
5	CR124	Engineering Drawing & CAD	1	2	-	2
6	ICE121	Internet Programming I	2	2	1	3
Total			14	10	3	18

Information & Communication Engineering						
Second Year – Semester I						
No.	Code	Subject	Hrs. Per week			Units
			Theo.	App.	Tut.	
1	UR211	Arabic Language	2	-	-	2
2	CR211	Object Oriented Programming II (Java)	2	3	-	3
3	CR212	Electronics	3	3	-	4
4	CR213	Engineering Analysis	4	-	2	4
5	ICE211	Statistical Inform. Theory	2	-	1	2
6	ICE212	Database Systems & Data Structure	2	3	1	3
Total			15	9	4	18
			28			
Information & Communication Engineering						
Second Year – Semester II						
No.	Code	Subject	Hrs. Per week			Units
			Theo.	App.	Tut.	
1	CR221	Digital Electronics	2	3	-	3
2	ICE221	Coding & Data Compression	3	-	-	3
3	ICE222	Microprocessors Architecture & Interfacing	3	3	-	4
4	ICE223	Internet Programming II	2	2	-	3
5	ICE224	Transmission Line Theory	2	-	1	2
6	ICE225	Computer Networks	2	3	1	3
Total			14	11	2	18
			27			

Information & Communication Engineering						
Third Year – Semester I						
No.	Code	Subject	Hrs. Per week			Units
			Theo.	App.	Tut.	
1	CR311	Communication Systems	3	3	1	4
2	CR312	Project Management	2	-	1	2
3	ICE311	Computer Architecture	3	-	-	3
4	ICE312	Modern Algebra & Discrete Mathematics	2	-	2	2
5	ICE313	Engineering Analysis(signal+numerical)	3	3	1	4
6	ICE314	Distributed Database	2	2	-	3
Total			15	8	5	18
			28			
Information & Communication Engineering						
Third Year – Semester II						
No.	Code	Subject	Hrs. Per week			Units
			Theo.	App.	Tut.	
1	UR321	Human Rights	1	-	-	1
2	CR321	Operating Systems	3	2	1	4
3	ICE322	Cryptography	2	3	1	3
4	ICE323	Digital Communications	3	3	-	4
5	ICE324	Image Processing	2	3	1	3
6	ICE325	Information Systems	3	-	-	3
Total			14	11	3	18
			28			

Information & Communication Engineering						
Fourth Year – Semester I						
No.	Code	Subject	Hrs. Per week			Units
			Theo.	App.	Tut.	
1	UR411	Democracy	1	-	-	1
2	CR411	Digital Signal Processing	3	3	1	4
3	ICE411	Project	-	4	-	2
4	ICE412	Wireless Communications	2	3	0	3
5	ICE413	Selected Subject-1	3	2	-	4
6	ICE414	Selected Subject-2	3	2	-	4
Total			12	14	1	18
			27			
Information & Communication Engineering						
Fourth Year – Semester II						
No.	Code	Subject	Hrs. Per week			Units
			Theo.	App.	Tut.	
1	ICE411	Project	-	4	-	2
2	ICE421	Multimedia Computing	2	3	-	3
3	ICE422	Internet Engineering	2	2	1	3
4	ICE423	Data Mining	2	-	1	2
5	ICE424	Selected Subject-3	3	2	-	4
6	ICE425	Selected Subject-4	3	2	-	4
Total			12	13	2	18
			27			

Hours and Units Summary

Information & Communication Engineering									
Sem.	Year	Semester	Hrs. Per Week			Total Hrs		Total Units	
			Theo.	App.	Tut.	Per Week	Per Year	Per Semester	Per Year
1	First	1 st	14	12	1	27	810	18	36
2		2 nd	14	10	3	27		18	
1	Second	1 st	15	9	4	28	825	18	36
2		2 nd	15	9	3	27		18	
1	Third	1 st	15	8	5	28	840	18	36
2		2 nd	14	11	3	28		18	
1	Fourth	1 st	12	14	1	27	810	18	36
2		2 nd	12	13	2	27		18	
Total (Four Years)						3285 Hours		144 Units	

	%Hrs	%Units
University Requirements	120/3300 = 3.65%	8/144= 5.5 %
College Requirements	1350/3285 = 41.1%	57/144 = 39.58 %
Department Requirements	1815/3285= 55.25%	79/144= 54.68 %

Elective Subjects

- 1- Information Security
- 2- Artificial Intelligence
- 3- Advanced Operating Systems
- 4- Network Management & Security
- 5- Network and Communication Protocols
- 6- Control Engineering