



Faculty of
Engineering

Course Specifications : Computer Application in Textiles-4

Alfarabi for Quality Assurance and Accreditation System - at 29/1/2012 12:50 PM

University : Mansoura University

Faculty : Faculty of Engineering

Department : Weaving and Textile

1- Course Data

Course Code : TXE 6324 Course Title : Computer Application in Textiles-4 Study Year : **ثالثة غزل ونسيج**

Specialization : Textile Engineering

Teaching Hours:

Lecture : 2

Tutorial : 2

Practical : Total : 4.0 (hour/week)

2- Course Aim

For students undertaking this course, the aims are to:

- 2.1- (3) Exploit the techniques, skills and up-to-date engineering tools, necessary for engineering practice
- 2.2- (4) Design a system, component and process to meet the required needs within realistic constraints
- 2.3- (10) Communicate effectively

3- Intended Learning Outcomes of Course (ILOS)

a- Knowledge and Understanding

On completing this course, students will be able to:

- a- 3) Principles of design including elements design, process and/or a system related to specific disciplines
- a- 16) Role of information technology and its application in textile industry

b- Intellectual Skills

At the end of this course, the students will be able to:

- b- 2) Design and/or create a process, component or system applying appropriate knowledge and principles
- b- 12) Creative thinking in system design and production operation components.

c- Professional Skills

On completing this course, the students are expected to be able to:

- c- 2) Employ computational facilities, measuring instruments, workshops and laboratories equipment to design experiments and collect, analyze and interpret results.
- c- 15) Effectively use computer and software for design and processing operations

d- General Skills

At the end of this course, the students will be able to:

- d- 3) Communicate effectively.
- d- 4) Demonstrate efficient IT capabilities.

4- Course Contents

No.	Topics
1	Revision and introduction to object oriented programming, C++
2	Main concepts and code architecture
3	Condition statements and applied examples
4	Loop statements and applied examples
5	Arrays, one and two dimensions
6	Pointers
7	Functions and applied examples
8	Using data files for input and output

9- Analyzing and coding applied problems

5- Teaching and Learning Methods

- 5.1- Lectures
- 5.2- Computer lab

6- Teaching and Learning Methods of Disables

- 6.1- no

7- Student Assessment

a- Student Assessment Methods

1	Mid Term Examination to assess a3, a16, b2
2	Final Term Examination to assess a3, a16, b2, b12
3	Oral Examination to assess a3, a16, b12, d3
4	Practical Examination to assess b2, b12, c2, c15, d3, d4
5	Semester work to assess a3, a16, b2, b12, c2, c15, d3, d4

b- Assessment Schedule

No.	Assessment	Week
1	Mid Term Examination	7
2	Final Term Examination	Final
3	Oral Examination	14
4	Practical Examination	7, 14
5	Semester work	All

c- Weighting of Assessments

Assessment	Weight
Mid Term Examination	5 %
Final Term Examination	60 %
Oral Examination	20 %
Practical Examination	10 %
Semester work	5 %
Other types of assessment	0 %
Total	100 %

8- List of References

a- Recommended Books

- 1- C++ by Dissection, by Ira Pohl, Addison Wesley; Bk&CD-Rom edition (October 18, 2001)

9- Matrix of Knowledge and Skills

No.	Topics	week	Knowledge	Intellectual Skills	Professional Skills	General and Transferable Skills
1	Revision and introduction to object oriented programming, C++	1	a3			d3
2	Main concepts and code architecture	2	a3	b2	c2	d3
3	Condition statements and applied examples	3-4	a3	b2	c2	d3
4	Loop statements and applied examples	5-6	a3, 16	b2, b12	c2, c15	d3, d4

5	Arrays, one and two dimensions	7-8	a3, 16	b2, b12	c1, c2	d3, d4
6	Pointers	9	a3	b2	c1, c2	d3, d4
7	Functions and applied examples	10-11	a3, 16	b2, b12	c1, c2	d3, d4
8	Using data files for input and output	12	a3, 16	b2	c1, c2	d3, d4
9	Analyzing and coding applied problems	13-14		b2, b12	c1, c2	d3, d4

- **Course Coordinator :** د. إبراهيم حسن إبراهيم شادي

- **Head of Department :** أ.د. فوقيه فهم اسماعيل الحبيبي