



Academic Program Description Guide 2024–2023

University of Mosul

College of Computer Science and Mathematics / Department of Operations Research and Intelligent Techniques

Ministry of Higher Education and Scientific Research Scientific supervision and evaluation device Department of Quality Assurance and Academic Accreditation

Academic Description Program 2023-2024

Name university: Mosul

Name collage: Computer science And Mathematic

Name of department: Operations Research and Intelligent Technologies

File filling date: 1-4-2024

Signature:

Lecturer: Salih Mooaed

Shaker

Department Head

Date: 24/4/2024

Signature:

The file has already been checked by

Director of Quality Assurance and

Assesment Performance of the college

of computer science and mathematic Asst. Prof. Dr. Mohammed Chachan

yonnis

Date: 24/4/2024

Signature:

Associate Dean for Scientific

Affairs

Prof. Dr. Safwan Omar Hasoon

Date: 24/4/2024

Signature:

Approval of the Dean

Prof. Dr. Dhuha Basheer Abdullah

Date: 24/4/2024

Academic description

Of computer science and mathematic

1 .Educational institution	Mosul
2 .Academic Description Program	Operations Research and Intelligent Technologies
3. Name of the final certificate	Bachelor of Science in Operations Research and Intelligent Technologies
4 .System	Curses
6 .Accredited accreditation program	ABET
7 .Other external influences	Central admission
8 .Date the description was prepared	2024/4/1

- .9 Objectives of the academic program
- 1 Continuous aspiration towards cognitive excellence in education and scientific research.
- 2 Training students and developing their abilities to interact and communicate with others and preparing them for the labor market
- 3 Acquiring scientific and practical skills through graduation projects and field training.
- 4 .Preparing students for postgraduate studies in the field of operations research and intelligent technologies.
- 5 .Preparing specialized scientific staff in the graduate program and interaction with other sciences.

- 10. Required learning outcomes, teaching, learning and assessment methods
- A-Knowledge and understanding
- A1- Introducing students to the purpose of teaching this content and the evaluation methods used, why the specific technology was chosen and how it can be used efficiently and effectively. It begins the learning process from easiest to most difficult, and builds on the learner's previous knowledge.
- A2- A brief description of the knowledge that should be acquired:
- A3- Study and understand the algorithms and data structures that underlie the development of all software
- A4- Knowledge of scientific principles that are considered essential in the fields of application of operations research and intelligent technologies
- A5- Study and understand models of programming languages and study at least one language from each model
- A6- Study a number of specialized fields in computers. (Artificial intelligence, compiler design, database design, computer graphics and software engineering...)

Sufficient knowledge of the theoretical background to continue developing knowledge and skills after graduation, and the ability to read literature and conduct research and graduate studies in the field of specialization.

- B Subject-specific skills
- B1 Suspense and sequence of ideas
- B2 Previous academic level
- B3 Getting to know the latest programs and algorithms
- B4- Blended learning by following the YouTube channels of the department's teaching staff and some educational platforms.
- C-Thinking skills
- C1- Encouraging knowledge contributions to ensure continuous improvement in teaching and scientific research processes and professional performance development
- C2- Motivation through financial reward
- C3-Honoring

C4- Developing thinking skills by developing alternatives, summarizing, and comparing conclusions.

D- Evaluation methods

- D1 Theoretical and practical tests Written tests Evaluation of oral discussions Evaluation of individual and group assignments (research Homework Student reports and projects) Evaluation of ability to present and deliver.
- D2- The ability to design, implement and evaluate computer systems, processes, components and programs to meet required needs.
- D3- Presenting real problems, conducting scientific analysis of them, and solving them programmatically through lectures and discussions, following induction and deduction for solution methods.
- D4- General and transferable skills (other skills related to employability and personal development).

Teaching and learning methods

- 1- identify the scientific concepts and principles that will be learned and present them in the form of a question or problem.
- 2- Preparing the educational materials necessary to implement the lesson.
- 3- Formulating the problem in the form of sub-questions so that it develops the skill of imposing assumptions among the learners.
- 4- Determine the activities or exploratory experiences that the learners will carry out.
- 5- Evaluating learners and helping them apply what they have learned in new situations.
- 6- Writing reports preparing research papers

Addressing problems and developing appropriate solutions to them on sound scientific foundations

Evaluation methods

Evaluating reports and research papers - evaluating individual and group costs - practical and written tests - evaluating group discussions and research seminars

Use their mental abilities to discover scientific concepts and principles

11. Program structure

Program Structure

Bologna Pathway – Level 1 2024-2023

Level 1-1st Corce

S	Subject	Code	Kind of			SSWL (l	nr/w)		ECTS	
3	Subject	Code	Subject	Class	Lecture	Pratical	Tutorail	Total	ECIS	
1	Operations research (1)	OR101	Core	2	1	2		5	6	
2	Calculus (1)	OR102	Core	2	1		2	5	6	
3	Programming (1)	OR103	Elective	2	1			3	8	
4	Linear Algebra	OR104	Elective	2	1		2	5	6	
5	Democracy & Human Rights	UOM1040	Support	1	1			2	2	
6	English Language 1	UOM1021	Support	1	1			2	2	
	Tota	ıl		10	6	2	4	22	30	

Level 1-2nd Corce

S	Subject	Code	Kind of		\$	SSWL (hr	/w)		ECTS
	Subject	Coue	Subject	Class	Lecture	Pratical	Tutorail	Total	ECIS
1	Operations research (2)	OR107	Core	2	1	2		5	6
2	Calculus (2)	OR108	Core	2	1		2	5	6
3	Programming (2)	OR109	Elective	2	1			3	8
4	Elementary of Statistics	OR110	Elective	2	1		2	5	5
5	Arabic Language 1	UOM1011	Support	1	1			2	2
6	Computer 1	UOM1031	Support	1	1			2	3
	Tota		10	6	2	4	22	30	

Program Structure

Second, Third and Fourth Stages (Course System) 2024-2023

stage 2 - 1st Corce

S	Subject	Code	Kind of Subject			f Hours		No. of Item
				Class	Pratical	Tutorail	Total	
1	Integer and Dynamic Programming	CMOR23-F2111	Core	3	_	1	4	3
2	Probability Theory (1)	CMOR23-F2121	Core	3	_	1	4	3
3	Numerical Analysis (1)	CMOR23-F2131	Support	2	2	_	4	3
4	Differential Equations	CMOR23-F2141	Elective	3	_	1	4	3
5	Quality Control	CMOR23-F2151	Elective	2	_	1	3	2
6	Data Mining	CMOR23-F2161	Core	3	_	1	4	3
7	Sequencing Problems	CMOR23-F2171	Core	2	_	_	2	2
	7	Cotal		18	2	5	25	19

stage 2-2nd Corce

		6	001					
S	Subject	Code	Kind of		No. of	f Hours		No. of
5	Subject	Couc	Subject	Class	Pratical	Tutorail	Total	Item
1	Probability Theory (2)	CMOR23-F2211	Core	3		1	4	3
2	Numerical Analysis (2)	CMOR23-F2221	Support	2	2		4	3
3	Assignment Problems	CMOR23-F2231	Core	3	_	1	4	3
4	Game Theory	CMOR23-F2241	Core	2	_	1	3	2
5	Time Series	CMOR23-F2251	Elective	2	_	2	4	2
6	Elementary of Economic	CMOR23-F2261	Support	2	_	_	2	2
7	English Language (2)	CMOR23-F2271	Support 2 — —				2	2
	7	Total		16	2	5	23	17

stage 3 - 1st Corce

S	Subject	Code	Kind of		No.	of Hours		No. of
3	Subject	Couc	Subject	Class	Pratical	Tutorail	Total	Item
1	Unconstrained	CMOR23-F3111	Core	3		1	4	3
1	Optimization (1)	CWOR25-F3111	Core	3		1	7	3
2	Stochastic Processes (1)	CMOR23-F3121	Core	3		1	4	3
3	Fuzzy Logic (1)	CMOR23-F3131	Core	3		1	4	3
4	Intelligent Techniques (1)	CMOR23-F3141	Elective	2	2	_	4	3
5	Inventory Models (1)	CMOR23-F3151	Core	2	_	1	3	2
6	Regression Analysis (1)	CMOR23-F3161	Core	2		1	3	2
7	Decision Theory	CMOR23-F3171	Core	2 _ 1 3				2
	Т	otal		17	2	6	25	18

stage 3-2nd Corce

S	Subject	Code	Kind of Subject		No.	of Hours		No. of Item
			Subject	Class	Pratical	Tutorail	Total	
1	Unconstrained Optimization (2)	CMOR23-F3211	Core	3		1	4	3
2	Stochastic Processes (2)	CMOR23-F3221	Core	3		1	4	3
3	Fuzzy Logic (2)	CMOR23-F3231	Core	3		1	4	3
4	Intelligent Techniques (2)	CMOR23-F3241	Core	2	2	_	4	3
5	Inventory Models (2)	CMOR23-F3251	Elective	2	_	1	3	2
6	Regression Analysis (2)	CMOR23-F3261	Elective	2	_	1	3	2
7	English Language (3)	CMOR23-F3271	Support	2	_	_	2	2
	T	otal		17	2	5	24	18

stage 4-1st Corce

S	Subject	Code	Kind of Subject		No. o	f Hours		No. of Item			
			Subject	Class	Pratical	Tutorail	Total				
1	Constrained Optimization (1)	CMOR23-F4111	Core								
2	Queuing Theory (1)	CMOR23-F4121	Core	3		1	4	3			
3	Neural Networks (1)	CMOR23-F4131	Core	3		1	4	3			
4	Modeling	CMOR23-F4141	Core	2	2	_	4	3			
5	Pattern Recognition	CMOR23-F4151	Elective	2		1	3	2			
6	Scientific Search Method	CMOR23-F4161	Support 2				2	2			
	Tota	l		17	2	5	24	18			

stage 4-2nd Corce

S	Subject	Code	Kind of		No. of Hours							
5	Subject	Couc	Subject	Class	Pratical	Tutorail	Total	Item				
1	Constrained Optimization (2)	CMOR23-F4211	Core	3		1	4	3				
2	Queuing Theory (2)	CMOR23-F4221	Core	3		1	4	3				
3	Neural Networks (2)	CMOR23-F4231	Core	3		1	4	3				
4	Modeling	CMOR23-F4241	Core	2	2		4	3				
5	Reliability Theory	CMOR23-F4251	Elective	2		1	3	2				
6	Pattern Recognition	CMOR23-F4261	Core	2		_	2	2				
7	Search Project	CMOR23-F4271	Elective	e _ 4 _				2				
	Tota	ıl		31	6	3	23	16				

Please check the boxes corresponding to the individual learning outcomes from the program that are being assessed

Program Learning Outcomes (PLOs)

year / Level	Course name	Code	Kn	owled;	ge and	under	standi 5A	ng 6A	Subj	ject-sp 2B	ecific s	skills 4B	1C	Thinkii 2C	ng skill	ls 4C			ric and able Sl	
First stage,	OR101	Operations research (1)	V	1	V	V	V	1	V	V	V	V	V			√	V	V	√	V
mst course	OR102	Calculus (1)	1			1	V		V	V			1	$\sqrt{}$		$\sqrt{}$	√	1	√	
First stage,	OR103	Programmin g (1)	V	1	V	1			V	√	√	√		√	√	√				V
first course	OR104	Linear Algebra	V		V	V	V	1			V	V	V	V	√	V			√	V
First stage,	UOM104	Democracy & Human Rights	√	1	1	√			√	1	√	1	√	√			V	V	V	
	UOM102	English Language	V	1	V	V	V	1	V	V	V	V			√	V	V	V	√	V

								Pro	gran	1 Lea	rning	Outo	omes	(PLC	Os)					
year / Level	Course name	Code	Kn	owled	ge and	under	rstandi	ng	Sub	ject-sp	ecific s	skills	7	Thinki i	ıg skill	ls			ric and	
			1A	2A	3A	4A	5A	6A	1B	2B	3B	4B	1C	2C	3C	4C	1D	2D	3D	4D
First stage	Operations research (2)	OR107	V		√	V		V	V	V	1	V	1		√	√	1		√	1
Second course	Calculus (2)	OR108	V	V	V	1	V	V		1	V	V	V		√	V	V	√		
First stage	Programming (2)	OR109	1	1	V		1	1	√	V		1	1		V	V	1	V	√	1
Second course	Elementary of Statistics	OR110	√	√	√		√	√		1	√		1	V	V		√		√	√
First stage	Arabic Language	UOM101	V		V	V	V	V	V	V		V	V	V	√		1	1	√	
Second course	Computer	UOM103	√	√	√		√		√	1	√	√		√	$\sqrt{}$		√	1	√	1

								P	rogra	am L	earni	ng O	utcon	nes (I	PLOs)				
year / Level	Course name	Code	Kn 1A	owled 2A	ge and	unde	rstand 5A	ing 6A	Subj	ject-sp 2B	ecific s	skills 4B	1C	hinkii 2C	ng skil 3C	ls 4C	Gener		Transf ills 3D	erable 4D
Second stage,	Integer and Dynamic Programming	CMOR23-F2111	1	V		1	V	V	V	V	V	V		V	V	V	√	1	V	V
first course	Probability Theory (1)	CMOR23-F2121	√		V	V	√		V	V		V	√	√	√		√		1	√
Second stage,	Numerical Analysis (1)	CMOR23-F2131	1	V	V	V		V	V	V		V	V	V	V		1	V	1	V
first course	Differential Equations	CMOR23-F2141	√		√	√	√		√	√		V	√		√		V		√	
Second stage,	Quality Control	CMOR23-F2151	1	V	V	V	V	V	V		V	V	V		√	1	1	V	1	V
first course	Data Mining	CMOR23-F2241	√	√		1	√		√	1	√		√	√	V		V		√	
Second stage, first course	Sequencing Problems	CMOR23-F2171	1	1		1	1	1	1		√	√		V	√	V	√	√	√	V

Please check the boxes corresponding to the individual learning outcomes from the program that are being assessed

Program Lagrning Outcomes (PLOS)

							Pro	ogran	n Lea	rnıng	Outo	comes	(PLC	Js)						
Year/ Level	Course name	Kı	nowled	ge and	l unde	rstand	ing		ject-sp		skills			ng skil		Generic and Transferable Skills				
			1A	2A	3A	4A	5A	6A	1B	2B	3B	4B	1C	2C	3C	4C	1D	2D	3D	4D
Second	Probability Theory (2)	CMOR23-F2211	√	V		V	V	1	V	1	V	V	V		V	V	√	V	V	V
stage, second course	Numerical Analysis (2)	CMOR23-F2221	V	V	V		V	V	√		V	V	V		V	V	V		√	V
Second	Assignment Problems	CMOR23-F2231	V	V	√	V		1	V	1	√	V	V	1	√		√	1	√	
stage, second course	Game Theory	CMOR23-F2161	V	V		V	V	1	V	1	V	1	V		1	1		V	√	V
Second	Time Series	CMOR23-F2251	V	V		1	1		√		1	1		1	√	√		V	√	V
stage, second course	Elementary of Economic	CMOR23-F2261	V	1	V	V		V	V	V	√	V		V	V	V	V	1		V
Second stage, second course	English Language (2)	CMOR23-F2271	V	V	√	√		V	V	√	√	V	√		√		√	V	√	√

Please check the boxes corresponding to the individual learning outcomes from the program that are being assessed

Program Learning Outcomes (PLOs)

year / Level	Course name	Code	Knowledge and understanding							Subject-specific skills				`hinkiı	ng skill	ls	Generic and Transferable Skills				
			1A	2A	3A	4A	5A	6A	1B	2B	3B	4B	1C	2C	3C	4C	1D	2D	3D	4D	
Third stage,	Unconstrained Optimization (1)	CMOR23-F3111		V	V	V	V	V	V		1	V	V		V	V	1	1	1		
first course	Stochastic Processes (1)	CMOR23-F3121	V	V	V		V	V	V	V		V	V	1	1	V				V	
Third stage,	Fuzzy Logic (1)	CMOR23-F3131	V	1		V			1	1	1	V		1	V	1	1	$\sqrt{}$	1		
first course	Intelligent Techniques (1)	CMOR23-F3141	1		1	1	1		1	1		1	1	1		1	1	$\sqrt{}$		V	
Third stage,	Inventory Models (1)	CMOR23-F3151	V	V		V	V	√	V	V		V	V	1	V	V	1		V	1	
first course	Regression Analysis (1)	CMOR23-F3161	1	1	1	1		1	1	1	1	1		1	1		1	$\sqrt{}$	1		
Third stage, first course	Decision Theory	CMOR23-F3171	1	V	1	1	V	1		V		V	V	V	V	V	V	V	V	1	

							Pr	ogran	n Lea	rnıng	Outo	comes	(PLC	JS)							
year / Level	Course name Code			owled	ge and	under	rstand	ing	Sub	ject-sp	ecific s	skills	7	Thinkii	ıg skill	ls	Generic and Transferable Skills				
			1A	2A	3A	4A	5A	6A	1B	2B	3B	4B	1C	2C	3 C	4C	1D	2D	3D	4D	
Third stage,	Unconstrained Optimization (2)	CMOR23-F3211	V			V	V	V		V	V	V	V	V	V		V	V	1	V	
second course	Stochastic Processes (2)	CMOR23-F3221	1	V	1	1		1	$\sqrt{}$	1	1	1	1		1	1	1		1	1	
Third stage,	Fuzzy Logic (2)	CMOR23-F3231		1	1	1	√		1		1	1	1	1	1	1		1	1	1	
second course	Intelligent Techniques (2)	CMOR23-F3241	V		V		V	√		V	V	V		V	1		$\sqrt{}$	1		V	
Third stage,	Inventory Models (2)	CMOR23-F3251	V	1	V		V	V	1	V	V	V	V		1	1		1	1	V	
second course	Regression Analysis (2)	CMOR23-F3261	√	V	V			√	$\sqrt{}$	V		V	V	V		√	$\sqrt{}$		1	V	
Third stage, second course	لغة انكليزية (3) English Language (3)	CMOR23-F3271	V	V		V	1		V	1	1		1	V	V		V	V	V	1	

]	Progr	am L	earniı	ng Ou	tcome	es (PL	Os)						
year / Level	Course name	Course name	Code	Kr	owled	lge an	d und	erstan	ding	Sub	ject-sp	ecific s	skills	r	Γhinki	ng skill	ls	Tra		ric and able Sk	
			1A	2A	3A	4A	5A	6A	1B	2B	3B	4B	1C	2C	3C	4C	1D	2D	3D	4D	
Fourth stage,	Constrained Optimization (1)	CMOR23-F4111		1	1	V	1	1	V	1	1		1	1		1	1		1	1	
first course	Queuing Theory (1)	CMOR23-F4121	1	1		V		V	V	1	1		V	V	1	V		V	1	V	
Fourth stage,	Neural Networks (1)	CMOR23-F4131	1	1	1	V		1	1	1	1	V	V	V		V	V	V	1	V	
first course	Modeling	CMOR23-F4141	1	1		V	V	1	1	1		V	V	V	1	V		V	1		
Fourth stage, first course	Pattern Recognition	CMOR23-F4151		1		V	V		1	1	1	V	V	V		V	V	V	1	V	
	Scientific Search Method	CMOR23-F4171	1	1	1	V	V	V	√	1	√		V	√	√	V	V		1		

								Pr	ogran	n Leai	rning	Outco	omes	(PLO	s)							
year / Level	Course name	Code	K	Knowledge and understanding						ject-sp	ecific s	kills	ŗ	Γhinki	ng skill	ls	Generic and Transferable Skills					
			1A	2A	3A	4A	5A	6A	1B	2B	3B	4B	1C	2C	3C	4C	1D	2D	3D	4D		
Fourth stage, second	Constrained Optimization (2)	CMOR23-F4111		1	V	V	1	V	1	V	V		V	V		V	1		1	1		
course	Queuing Theory (2)	CMOR23-F4121						V	1	V	V		V	V	V	V		V				
Fourth stage, second	Neural Networks (2)	CMOR23-F4131	√	1	V	V		V	V	V	V	V	V	V		V	1	V	1	V		
course	Modeling	CMOR23-F4141	√	1		V	V	V	1	V		V	V	V	V	V		1	1			
Fourth stage, second	Reliability Theory	CMOR23-F4161		1		V	V		V	V	V	V	V	V		V	1	V	V	V		
course	Pattern Recognition	CMOR23-F4151	V	1	V	V	V	V	1	V	V		1	V	V	V	√		1			
	Search Project	CMOR23-F4161	√	1		√		1	√	1	V		1	V	√	V		1	1	1		