

جامعة الزيتونية الأردنية

Al-Zaytoonah University of Jordan كلية العلوم وتكنولوجيا المعلومات Faculty of Science and Information Technology



" عراقة وجودة" 'Cradition and Ouality

	"Tradition and Quality"
OF01/0408-4.0E	Course Plan for Bachelor program - Study Plan Development and Updating Procedures/
QFU1/0408-4.0E	Artificial Intelligence Department

Study plan No.	2022/2032		University Specialization		Artificial Intelligence	
Course No.	0142223		Course name		Data Science and Artificial Intelligence	
					programming 1	
Credit Hours	3 hours		Prerequisite Co-requisite		Programming	g principles
Course type	☐ MANDATORY UNIVERSITY REQUIREMEN T	UNIVERSITY ELECTIVE REQUIREMEN TS	☐ FACULTY MANDATORY REQUIREME NT	☐ Suppor t course family require ments	Mandatory requirements	☐ Elective requirem ents
Teaching style	☐ Full online learning		☐ Blended learning		☑ Traditi learning	onal
Teaching model	☐ 2 Synchronous: 1asynchronous		☐ 2 face to face : 1synchronous		☑ 3	Traditional

Faculty member and study divisions' information (to be filled in each semester by the subject instructor)

Name	Academic rank	Office No.	Phone No.	E-mail	
Nesreen Hamad	Instructor	9316		nesreen.hamad@zuj.edu.jo	
Division number	Time	Place	Number of students	Teaching style	Approved model
1	9:30-11 Sundays, Tuesdays		21	Traditional	

Brief description

This course presents the python language to write scripts by applying basic and advanced concepts such as variables, conditional statements, strings, methods, lists, tuples dictionaries etc. Additionally, understanding the fundamentals of object-oriented programming in Python.

Learning resources

Ecui mig Tesources				
Course book information	Paul Deitel and Harvey Deitel, "Intro to Python for Computer Science and Data Science:			
(Title, author, date of issue,	Learning to Program with AI, Big Data and the Cloud", Pearson Education, 2020.			
publisher etc)				
Supportive learning resources	 Dan Bader, Joann 	a Jablonski and Fletch	ner Heisler, "Python Bas	sics: A Practical
(Books, databases,	Introduction to Py	thon 3", 4th ed, Ron H	olland Designs, 2021.	
periodicals, software,	2. John Hunt, "A Be	eginners Guide to Pyth	on 3 Programming", Sp	ringer International
applications, others)	Publishing, Aug 1	3, 2019		
	3. John V. Guttag, "Introduction to Computation and Programming Using Python with			
	Application to Understanding Data", MIT press, 2017			
	·			
Supporting websites	https://docs.python.org	g/		
The physical environment for	☑ Class room	□ labs	☐ Virtual	☐ Others
teaching			educational	
			platform	
Necessary equipment and	PyCharm: https://www.jetbrains.com/pycharm/			
software	Or			
	Anaconda: https://www.anaconda.com/			
Supporting people with				
special needs				
For technical support				



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Course Plan for Bachelor program - Study Plan Development and Updating Procedures/ Artificial Intelligence Department

Course learning outcomes (S = Skills, C= Competences K= Knowledge,)

No.	Course learning outcomes	The associated program
		learning output code
	Knowledge	
K1	Understand the fundamentals of python such as variables, conditional statements, and functions.	MK2
K2	Processing Strings and Sequences.	MK2
К3	Understand the fundamentals of object-oriented programming in Python.	MK2
	Skills	
S1	Knowledge of the structure and model of the Python programming language.	MS2
S2	Use the Python programming language for various programming applications.	MS2
S3	Develop software in the Python programming language using OOP and compare it with OOP in Java.	MS2
	Competences	
C1	The ability to write basic python scripts.	MC1
C2	The ability to process strings.	MC1
C3	The ability to write scripts using lists, tuples and Dictionaries.	MC1
C4	The ability to apply OOP concepts in Python.	MC1

Mechanisms for direct evaluation of learning outcomes

Type of assessment/learning style	Fully electronic learning	Blended learning	Traditional Learning (Theory Learning)	Traditional Learning (Practical Learning)
First exam	0	0	%20	0
Second / midterm exam	%30	%30	%20	30%
Participation / practical applications	0	0	10	30%
Asynchronous interactive activities	%30	%30	0	0
final exam	%40	%40	%50	40%

Note: Asynchronous interactive activities are activities, tasks, projects, assignments, research, studies, projects, and work within student groups ... etc, which the student carries out on his own, through the virtual platform without a direct encounter with the subject teacher.

Schedule of simultaneous / face-to-face encounters and their topics

Week	Subject	learning style*	Reference **
1	Introduction to Python Programming	Lectures	49-59
	Variables and Assignment Statements		
	Arithmetic		
	Function print and an Intro to Single- and		
	Double-Quoted Strings		
	Triple-Quoted Strings		
	Getting Input from the User		
2	Control Statements and Program	Lectures	73-119
	Development		
	Comparison Operations		
	Logical Operators		
	Selection Control Statements		
3	If statements applications	Lectures	73-119
	For loop and applications		
	Else with loops		
4	While loops	Lectures	73-119



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	nested loops			
5	Strings: A deeper look	Lectures	238-250	
	String concatenation			
	in operator			
	string indexing and slicing			
6	string built in functions		238-250	
	Applications			
7	Functions	Lectures	119-150	
	Functions in python (math functions)			
	User defined functions			
	Variables Scope			
8	Keywords arguments	Lectures	119-150	
	Default arguments			
	Random function			
	Lambda function			
	Midterm Exam			
9	Sequences: Lists and Tuples	Lectures	155-199	
	Declaring lists			
	Filling lists by using append			
	Some lists functions and methods			
10	List comprehensions	Lectures	155-199	
	Processing 2d lists			
	Passing lists to functions	_		
11	Tuples	Lectures	155-199	
	Applications			
12	Dictionaries and Sets	Lectures	209-215	
	Creating a Dictionary			
	Iterating through a Dictionary			
	Basic Dictionary Operations		200 217	
13	Dictionary Methods keys and values	Lectures	209-215	
	Applications on dictionaries	_		
14	Object-Oriented Programming	Lectures	355-375	
	Defining classes in Python			
	Instantiating an object			
4.5	Access Modifiers in python	•	277.277	
15	Inheritance	Lectures	355-375	
4.6	Applications			
16	Final Exam			

^{*} Learning styles: Lecture, flipped learning, learning through projects, learning through problem-solving, participatory learning ... etc.

^{**} Reference: Pages in a book, database, recorded lecture, content on the e-learning platform, video, website ... etc.