



جمهورية العراق  
وزارة التعليم العالي والبحث العلمي  
جهاز الاشراف والتقييم العلمي

الجامعة : جامعة بغداد  
الكلية : تربية بنات  
القسم : الحاسبات  
المرحلة : الثانية  
اسم المحاضر الثلاثي : عفاف بديع جميل  
اللقب العلمي : مدرس  
المؤهل العلمي : دكتوراه  
مكان العمل : جامعة بغداد- تربية بنات- قسم  
الحاسبات

## جدول الدروس الاسبوعي

الاسم	عفاف بديع جميل
البريد الالكتروني	afafbad@yahoo.com
اسم المادة	ذكاء اصطناعي
مقرر الفصل	
اهداف المادة	Learn how to automate of intelligent behavior towards machine translation, AI is a part of Computer Science and it applies the principles of CS such as data structures used in knowledge representation, the algorithms needed to apply that knowledge and the languages and programming techniques used in their implementation.
التفاصيل الاساسية للمادة	Knowledge Representation, Proposition and Predicate Logic and Theorem Proving (Resolution), Semantic Networks, Production Rules, Frames and Scripts, Prolog Programming, Lists, arithmetic Expressions, Backtracking and cuts, Negation as Failure, Simple Examples for Applications, Space search and Problem Reduction: State Space search (depth-First Search, Breadth-first search, Directed Searches and the A*), Problem Reduction, Expert Systems: Function and structure of Knowledge-Based Systems, Forward and Backward Chaining, Handling Uncertainty, User Interfaces (why, How, What If), Expert systems Shells, An Example of a Commercial System Shell.
الكتب المنهجية	"Artificial Intelligence Structures and Strategies for Complex Problem Solving", George F. Luger, William A. Stubblefield, 3 <sup>rd</sup> ED., 1997. "Prolog Programming for AI", Ivan Bratko, 3 <sup>rd</sup> ED., 2001
المصادر الخارجية	Lectures from Internet
تقديرات الفصل	الفصل الدراسي الاول والثاني
معلومات اضافية	المختبر
	الامتحانات اليومية
	المشروع
	الامتحان النهائي
	مثلاً ٤٠%
	مثلاً ٥%
	مثلاً ٥٠%
	-
	مثلاً ٥٠%

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وزارة التعليم العالي والبحث العلمي  
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الجامعة : جامعة بغداد  
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اللقب العلمي : مدرس  
المؤهل العلمي : دكتوراه  
مكان العمل : جامعة بغداد - تربية بنات - قسم الحاسبات

## جدول الدروس الاسبوعي

الملاحظات	المادة العملية	المادة النظرية	التاريخ	الاسبوع
	Prolog programming Language	AI Introduction, Definition, scientific Goals of AI, Intelligent Agent.		١
	Write a Program in Prolog Language	AI Applications, Programming, Generic Techniques Development,		٢
	Family Tree	Logic, Syntax and Semantics, Predicates, Connectives, Constants,		٣
	Family Tree	Functions, Variables and Quantifiers.		٤
	Family Tree	Translating From English to First Order Logic (FOL).		٥
	Family Tree	Exam 1		٦
	Solving Problems in Prolog	Translating From FOL to English, Logic Representation: Horn Clauses, Atomic Sentence, Literal, Clause.		٧
	Solving Problems in Prolog	Production Rule representations.		٨
	Solving Problems in Prolog	Knowledge Representation in Natural Language.		٩
	Solving Problems in Prolog	Equivalences and Rewrite Rules: Commutativity, Associativity		١٠
	Solving Problems in Prolog	Negation, De Morgan's Laws, Contraposition and Other equivalences,		١١
	Solving Problems in Prolog	Common Identities.		١٢
		Exam 2		١٤
	Solving Problems in Prolog	Unary Predicate: Converting Unary Predicates to Binary		١٥

	<b>Solving Problems in Prolog</b>	<b>Conjunctive Normal Form (CNF).</b>		١٦
عطلة نصف السنة				
	<b>Solving Problems in Prolog</b>	<b>Conceptual Graph: Propositional Nodes, Negation Conceptual Graph, Universally Quantifier Representation.</b>		١٧
	<b>Solving Problems in Prolog</b>	<b>Conversion of Conceptual Graph into FOL (WFF).</b>		١٨
	<b>Solving Problems in Prolog</b>	<b>Conversion of Conceptual Graph into FOL (WFF).</b>		١٩
	<b>Solving Problems in Prolog</b>	<b>Generalization and Specification of Conceptual Graph.</b>		٢٠
	<b>Solving Problems in Prolog</b>	<b>Generalization and Specification of Conceptual Graph.</b>		٢١
	<b>Solving Problems in Prolog</b>	<b>Semantic Networks,</b>		٢٢
	<b>Solving Problems in Prolog</b>	<b>Exam 1</b>		٢٣
	<b>Solving Problems in Prolog</b>	<b>Frames, Search Techniques: Depth First Search</b>		٢٤
	<b>Solving Problems in Prolog</b>	<b>Breadth First Search.</b>		٢٥
	<b>Solving Problems in Prolog</b>	<b>Heuristic Search: Hill Climbing, Best First Search, A* Algorithm.</b>		٢٦
	<b>Solving Problems in Prolog</b>	<b>Expert system (ES): Introduction, Architecture, ES's Applications, Machine Learning.</b>		٢٧
	<b>Solving Problems in Prolog</b>	<b>Control Strategy: Backward and Forward.</b>		٢٨
	<b>Review</b>	<b>Review</b>		٢٩
	<b>Exam</b>	<b>Exam2</b>		٣٠
		<b>Solving Problem</b>		٣١
		<b>Solving Problem</b>		٣٢

توقيع العميد :

توقيع الاستاذ :



## Course Weekly Outline

<b>Course Instructor</b>	JAVA Programming Language				
<b>E_mail</b>	afafbad@yahoo.com				
<b>Title</b>	AI				
<b>Course Coordinator</b>	Afaf Badie Jamil				
<b>Course Objective</b>	Learn how to automate of intelligent behavior towards machine translation, AI is a part of Computer Science and it applies the principles of CS such as data structures used in knowledge representation, the algorithms needed to apply that knowledge and the languages and programming techniques used in their implementation.				
<b>Course Description</b>	Knowledge Representation, Proposition and Predicate Logic and Theorem Proving (Resolution), Semantic Networks, Production Rules, Frames and Scripts, Prolog Programming, Lists, arithmetic Expressions, Backtracking and cuts, Negation as Failure, Simple Examples for Applications, Space search and Problem Reduction: State Space search (depth-First Search, Breadth-first search, Directed Searches and the A*), Problem Reduction, Expert Systems: Function and structure of Knowledge-Based Systems, Forward and Backward Chaining, Handling Uncertainty, User Interfaces (why, How, What If), Expert systems Shells, An Example of a Commercial System Shell.				
<b>Textbook</b>	Artificial Intelligence Structures and Strategies for Complex Problem Solving, George F. Luger, 3 <sup>rd</sup> ED., 1997. Prolog Programming for AI, Ivan Bratko, 3 <sup>rd</sup> ED., 2001				
<b>References</b>	Lectures from Internet				
<b>Course Assessment</b>	Term Tests	Laboratory	Quizzes	Project	Final Exam
	As (20%)	As (5%)	As (5%)	----	As (50%)
<b>General Notes</b>					



## Course weekly Outline

week	Date	Topics Covered	Lab. Experiment Assignments	Notes
1		AI Introduction, Definition, scientific Goals of AI, Intelligent Agent.	Prolog programming Language	
2		AI Applications, Programming, Generic Techniques Development,	Write a Program in Prolog Language	
3		Logic, Syntax and Semantics, Predicates, Connectives, Constants,	Family Tree	
4		Functions, Variables and Quantifiers.	Family Tree	
5		Translating From English to First Order Logic (FOL).	Family Tree	
6		Exam 1	Family Tree	
7		Translating From FOL to English, Logic Representation: Horn Clauses, Atomic Sentence, Literal, Clause.	Solving Problems in Prolog	
8		Production Rule representations.	Solving Problems in Prolog	
9		Knowledge Representation in Natural Language.	Solving Problems in Prolog	
10		Equivalences and Rewrite Rules: Commutativity, Associativity	Solving Problems in Prolog	
11		Negation, De Morgan's Laws, Contraposition and Other equivalences,	Solving Problems in Prolog	
12		Common Identities.	Solving Problems in Prolog	
13		Exam 1		
14		Unary Predicate: Converting Unary Predicates to Binary Predicates, Skolemization, Unification.	Solving Problems in Prolog	

## Half-year Break

<b>Half-year Break</b>				
<b>17</b>		<b>Conceptual Graph: Propositional Nodes, Negation Conceptual Graph, Universally Quantifier Representation.</b>	<b>Solving Problems in Prolog</b>	
<b>18</b>		<b>Conversion of Conceptual Graph into FOL (WFF).</b>	<b>Solving Problems in Prolog</b>	
<b>19</b>		<b>Conversion of Conceptual Graph into FOL (WFF).</b>	<b>Solving Problems in Prolog</b>	
<b>20</b>		<b>Generalization and Specification of Conceptual Graph.</b>	<b>Solving Problems in Prolog</b>	
<b>21</b>		<b>Generalization and Specification of Conceptual Graph.</b>	<b>Solving Problems in Prolog</b>	
<b>22</b>		<b>Semantic Networks,</b>	<b>Solving Problems in Prolog</b>	
<b>23</b>		<b>Exam 1</b>	<b>Solving Problems in Prolog</b>	
<b>24</b>		<b>Frames, Search Techniques: Depth First Search</b>	<b>Solving Problems in Prolog</b>	
<b>25</b>		<b>Breadth First Search.</b>	<b>Solving Problems in Prolog</b>	
<b>26</b>		<b>Heuristic Search: Hill Climbing, Best First Search, A* Algorithm.</b>	<b>Solving Problems in Prolog</b>	
<b>27</b>		<b>Expert system (ES): Introduction, Architecture, ES's Applications, Machine Learning.</b>	<b>Solving Problems in Prolog</b>	
<b>28</b>		<b>Control Strategy: Backward and Forward.</b>	<b>Solving Problems in Prolog</b>	
<b>29</b>		<b>Review</b>	<b>Review</b>	
<b>30</b>		<b>Exam2</b>	<b>Exam</b>	
<b>31</b>		<b>Solving Problem</b>		
<b>32</b>		<b>Solving Problem</b>		

**Instructor Signature:**

**Dean Signature:**



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مكان العمل : جامعة بغداد- تربية بنات- قسم  
الحاسبات

## جدول الدروس الاسبوعي

الاسم	عفاف بديع جميل
البريد الالكتروني	afafbad@yahoo.com
اسم المادة	لغة البرمجة جافا
مقرر الفصل	
اهداف المادة	حل المسائل باستخدام لغة البرمجة جافا عن طريق بناء constructors واستعمال classes, objects, methods
التفاصيل الاساسية للمادة	<b>Introduction to Java, History of Java, The Java Programming Language, Running Programs in Java, The Java Platform, Java Program Execution, Types of Java Programs, Writing Simple Application, Writing Simple Applet, Data Types, Final Variables, Binary Arithmetic Operators, Unary Arithmetic Operators, Relational and Conditional Operators, Shift and Logical Operators, Shortcut Assignment Operators, The if/else Statements, The switch Statement, The while and do-while Statements , The for Statement, The break Statement, The continue Statement, Declaring Classes, Member Variables and Methods, Class Constructors, Creating Objects, Declaring a Variable to refer to an Object, Instantiating a Class, Initializing an Object, Using Objects, Referencing an Object's Variable, Calling an Object's Methods, Cleaning Up Unused Objects, The Garbage Collector, Finalization, Using Methods, Static Methods, Argument Promotion and Casting, Scope of Declarations, Method Overloading, Declaration and Creation, Using Arrays, The Enhanced for Statement, Passing Arrays to Methods, Multidimensional Arrays, Variable-Length Argument List, this Reference, Composition, Enumeration, Superclass and Subclass, Constructors and Finalizers in Subclasses, Three-Level</b>

<b>Superclass Methods from Subclass Objects, Using Superclass , References with Subclass Variables, Abstract Classes and Methods</b>					
<b>JAVA how to program 6<sup>th</sup> ED, H. M. Deitel, P. J. Deitel, 2002</b>					الكتب المنهجية
<b>Lectures from Internet</b>					المصادر الخارجية
الامتحان النهائي	المشروع	الامتحانات اليومية	المختبر	الفصل الدراسي الاول والثاني	تقديرات الفصل
مثلاً ٥٠%	-	مثلاً ٥%	مثلاً ٥%	مثلاً ٤٠%	
					معلومات اضافية





## جدول الدروس الاسبوعي

الاسبوع	التاريخ	المادة النظرية	المادة العملية	الملاحظات
١		History of Java , The Java Programming ,Language, Running Programs in Java	<b>Introduction to JAVA</b>	
٢		The Java Platform , Java Program Execution, Types of Java Programs, Writing Simple Application,	<b>Write Simple Java Program</b>	
٣		Writing Simple Applet, Data Types, Final Variables,	<b>Solving Homework</b>	
٤		Binary Arithmetic Operators, Unary Arithmetic ,Operators, Relational and Conditional Operators	<b>Print Statement</b>	
٥		Shift and Logical Operators, Shortcut Assignment Operators	<b>If and for Statements</b>	
٦		<b>Exam 1</b>		
٧		if/else Statements, The switch Statement	<b>Switch Statement</b>	
٨		The while and do-while Statements	<b>While and do while Statements</b>	
٩		The for Statement, The break Statement	<b>Break and continue Statements</b>	
١٠		The continue Statement	<b>Break and continue Statements</b>	
١١		Declaring Classes	<b>Solving Problems</b>	

		Methods		
	<b>Solving Problems</b>	Class Constructors		١٣
	<b>Solving Problems</b>	Creating Objects, Declaring a Variable to refer to an Object		١٤
		<b>Review</b>		١٥
		<b>Exam 2</b>		١٦
<b>عطلة نصف السنة</b>				
	<b>Using Constructors</b>	Instantiating a Class, Initializing an Object, Using Objects, Referencing an Object's Variable,		١٧
	<b>Application the Theoretical Text</b>	Calling an Object's Methods, Cleaning Up Unused Objects, The Garbage Collector, Finalization		١٨
	<b>Application the Theoretical Text</b>	Using Methods, Static Methods, Argument Promotion and Casting		١٩
	<b>Application the Theoretical Text</b>	Scope of Declarations Method, Overloading		٢٠
	<b>Application the Theoretical Text</b>	Declaration and Creation, Using Arrays, The Enhanced for statement		٢١
	<b>Application the Theoretical Text</b>	Passing Arrays to Methods, Multidimensional Arrays		٢٢
		<b>Exam 1</b>		٢٣
	<b>Application the Theoretical Text</b>	Variable-Length Argument List		٢٤
	<b>Application the Theoretical Text</b>	this Reference		٢٥
	<b>Application the Theoretical Text</b>	Composition, Enumeration		٢٦
	<b>Application the Theoretical Text</b>	Superclass and Subclass		٢٧
	<b>Application the Theoretical Text</b>	Constructors and Finalizers in Subclasses		٢٨
	<b>Application the Theoretical Text</b>	Three-Level inheritance Hierarchy Protected member		٢٩
	<b>Application the</b>	Invoking a Superclass		٣٠

	<b>Exam</b>	Using Superclass , references with Subclass Variables, Abstract Classes and Methods		٣١
		<b>Exam 2</b>		٣٢

توقيع العميد :

توقيع الاستاذ :



## Course Weekly Outline

Course Instructor	JAVA Programming Language
E_mail	afafbad@yahoo.com
Title	JAVA Programming Language
Course Coordinator	Afaf Badie Jamil
Course Objective	Learn How to Write Programs in JAVA
Course Description	<p><b>Introduction to Java, History of Java, The Java Programming Language, Running Programs in Java, The Java Platform, Java Program Execution, Types of Java Programs, Writing Simple Application, Writing Simple Applet, Data Types, Final Variables, Binary Arithmetic Operators, Unary Arithmetic Operators, Relational and Conditional Operators, Shift and Logical Operators, Shortcut Assignment Operators, The if/else Statements, The switch Statement, The while and do-while Statements , The for Statement, The break Statement, The continue Statement, Declaring Classes, Member Variables and Methods, Class Constructors, Creating Objects, Declaring a Variable to refer to an Object, Instantiating a Class, Initializing an Object, Using Objects, Referencing an Object's Variable, Calling an Object's Methods, Cleaning Up Unused Objects, The Garbage Collector, Finalization, Using Methods, Static Methods, Argument Promotion and Casting, Scope of Declarations, Method Overloading, Declaration and Creation, Using Arrays, The Enhanced for Statement, Passing Arrays to Methods, Multidimensional Arrays, Variable-Length Argument List, this Reference, Composition, Enumeration, Superclass and Subclass, Constructors and Finalizers in Subclasses, Three-Level Inheritance Hierarchy, Protected Members, Invoking a</b></p>

	<b>Classes and Methods</b>				
<b>Textbook</b>	<b>JAVA how to program 6<sup>th</sup> ED, H. M. Deitel, P. J. Deitel, 2002</b>				
<b>References</b>	Internet				
<b>Course Assessment</b>	Term Tests	Laboratory	Quizzes	Project	Final Exam
	As (20%)	As (5%)	As (5%)	----	As (50%)
<b>General Notes</b>					



## Course weekly Outline

week	Date	Topics Covered	Lab. Experiment Assignments	Notes
1		History of Java , The Java Programming Language, Running Programs in Java	Introduction to JAVA	
2		The Java Platform , Java Program Execution, Types of Java Programs, Writing Simple Application,	Write Simple Java Program	
3		Writing Simple Applet, Data Types, Final Variables,	Solving Homework	
4		Binary Arithmetic Operators, Unary Arithmetic Operators, Relational and Conditional Operators	Print Statement	
5		Shift and Logical Operators, Shortcut Assignment Operators	If and for Statements	
6		<b>Exam 1</b>		
7		if/else Statements, The switch Statement	Switch Statement	
8		The while and do-while Statements	While and do while Statements	
9		The for Statement, The break Statement	Break and continue Statements	
10		The continue Statement	Break and continue Statements	
11		Declaring Classes	Solving Problems	
12		Member Variables and Methods	Solving Problems	
13		Class Constructors	Solving Problems	
14		Creating Objects, Declaring a Variable to refer to an Object	Solving Problems	

16		Exam 2	Exam	
<b>Half-year Break</b>				
17		Instantiating a Class, Initializing an Object, Using Objects, Referencing an Object's Variable,	Using Constructors	
18		Calling an Object's Methods, Cleaning Up Unused Objects, The Garbage Collector, Finalization	Application the Theoretical Text	
19		Using Methods, Static Methods, Argument Promotion and Casting	Application the Theoretical Text	
20		Scope of Declarations Method, Overloading	Application the Theoretical Text	
21		Declaration and Creation, Using Arrays, The Enhanced for statement	Application the Theoretical Text	
22		Passing Arrays to Methods, Multidimensional Arrays	Application the Theoretical Text	
23		<b>Exam 1</b>		
24		Variable-Length Argument List	Application the Theoretical Text	
25		this Reference	Application the Theoretical Text	
26		Composition, Enumeration	Application the Theoretical Text	
27		Superclass and Subclass	Application the Theoretical Text	
28		Constructors and Finalizers in Subclasses	Application the Theoretical Text	
29		Three-Level inheritance Hierarchy Protected member	Application the Theoretical Text	
30		Invoking a Superclass Methods from Subclass Objects	Application the Theoretical Text	
31		Using Superclass , references with Subclass Variables, Abstract Classes and Methods	<b>Exam</b>	
32		<b>Exam 2</b>		