

**Arab Academy for Science and Technology and Maritime Transport
Computer Science Curriculum
Course Syllabus**

Course Code: CS352	Course Title: Computer Graphics	Classification: R	Coordinator's Name: Prof. Dr. Khaled Mahar Lecturer: Dr. Yasser Fouad	Credit Hours: 3
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Pre-requisites: CS212 (Data Structures and Algorithms)	Co-requisites: None	Schedule: Lecture: 2 hours Tutorial: 2 hours
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Office Hours: (Room 207)
Monday 2-3 PM

Course Description:
Introduction, history and survey of graphics applications. Overview of graphics systems and output devices. Output primitives including points, lines, circles, splines, area filling, and character generation. Attributes of output primitives. Two-dimensional and three-dimensional transformations, windowing and clipping. Color system. Filling polygon.

Textbook:
D. Hearn, M.P. Baker, and Carithers, *Computer Graphics Open Gl* Version, Pearson.

References:
John F. H, Andries V.D., Morgan M. G., David F. S., James D. F., Steven K. F, and Kurt A., *Computer Graphics: Principles and Practice*, Wesley.

Grade Distribution:**7th Week Assessment (30%):**

Exam (20%) + Lab Assignments 10%

12th Week Assessment (20%):

Exam (15%) + Lab 5%

Year Work (10%):

Lab (5%) + Homework Assignments (5%)

Final Exam (40%)**Policies:****Attendance:**

AASTMT Education and Study Regulations (available at aast.edu)

Academic Honesty:

AASTMT Education and Study Regulations (available at aast.edu)

Late Submission:

Late submissions are graded out of 75% (1 week late), 50% (2 weeks late), 25% (3 weeks late), 0% (more than 3 weeks late)