

<b>Republic of Iraq</b>		<b>University:</b>	Basrah University
<b>The Ministry of Higher Education</b>		<b>College:</b>	Education for Pure Science
<b>&amp; Scientific Research</b>		<b>Department:</b>	Computer Science
		<b>Stage:</b>	third Year
		<b>Lecturer Name:</b>	Nada Ali Noori
		<b>Academic Status:</b>	Assistant Teacher
		<b>Qualification:</b>	MSc Computer Science
		<b>Place of work:</b>	Basrah University

### Course Weekly Outline

<b>Course Instructor</b>	Nada Ali Noori				
<b>Email</b>	asnsn5@gmail.com				
<b>Title</b>	<b>Lecturer</b>				
<b>Course Coordinator</b>	-				
<b>Course Objective</b>	Students learn the basics of drawing on the computer, where a ready-made software library is available, Graphics, that enables the student to write programs to draw any shape quickly and easily. To use well-known algorithms in mathematics and convert them into programs and then color and shape drawings. He also learns algorithms for transformations on graphic shapes such as displacement, standardization, rotation, reflection and shearing, single and compound, and also learn how to add some necessary texts with drawing in addition to learning how to draw any mathematical function. 3D graphics.				
<b>Course Description</b>					
<b>Textbook</b>	1-V.Scott Gordon &John Clevenger ,Computer Graphics Programming in OpenGL,2020 2-Donald Hearn & M. Pauline Baker, computer Graphics second edition, Prentice Hall international Edition 1994 3-Anton’s opengl 4 tutorial (kindle edition) Anton gerdelan computer-graphics, 2014.				
<b>References</b>					
<b>Course Assessment</b>	<b>Term Tests</b>	<b>Laboratory</b>	<b>Quizzes</b>	<b>Project</b>	<b>Final Exam</b>
	2Test	Yes	yes	yes	Yes
<b>General Notes</b>					

**Instructor Signature:**

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**Course Weekly Outline**

week	Date	Topics Covered	Lab. Experiment Assignments	Notes
1		Introduction to computer drawing and its uses	Practical training on how to use the drawing library in programs	
2		Number routines to prepare the computer for drawing	Programs about drawing unit settings	
3		Draw points and straight lines	Programming exercises on drawing a point and using it to draw straight lines	
4		Algorithms for drawing straight lines	Write programs to draw straight lines based on algorithms	
5		Draw 2D shapes	Learn how to draw 2D shapes using only straight lines	
6		Drawing circles, their sectors and arcs	Learn how to draw circles using algorithms used in mathematics	
7				
8		Using circles, arcs, and sectors to draw 2D shapes	Using circles, arcs, and sectors to draw 2D shapes	
9		Drawing Ellipses and Its Sectors	Writing a program for drawing ellipses and sectors	
10				
11		Using ellipses and segments in drawing two-dimensional shapes	Software applications in using ellipses and segments in drawing two-dimensional shapes	
12				

