Master of Science

In

Computer Science \ Non Thesis

Department of Computer Science
King Abdullah II School for Information Technology
The University of Jordan
First: General Rules Conditions:

1. This plan conforms to valid regulations of the programs of graduate studies.
2. Specialties of Admission:
   - First Priority: Bachelor of Computer Science (CS)
   - Second Priority: Bachelor of Computer Networks
   - Third Priority: Bachelor of Computer Information Systems (CIS)
   - Fourth Priority: Bachelor of Software Engineering
   - Fifth Priority: Bachelor of Business Information Systems (BIS)/Business Information Technology (BIT)
   - Sixth Priority: Bachelor of Computer Engineering
   - Seventh Priority: Bachelor of specialty within information technology.
3. Admission Policy:
   The adoption of the fourth acceptance policy for Masters Program in Computer Science, which states that acceptance is done on the basis of student's bachelor's degree grade regardless of majors priorities; i.e. generalize the acceptance regardless of majors priorities (as in programs that accept only one major).

Second: Special Conditions: None

Third: Study Plan: Studying (33) Credit Hours as follows:

1. Obligatory Courses: (21) Credit Hours:

<table>
<thead>
<tr>
<th>Course No.</th>
<th>Course Title</th>
<th>Credit hrs.</th>
<th>Theory</th>
<th>Practical</th>
<th>Pre/Co-requisite</th>
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<tbody>
<tr>
<td>1901715</td>
<td>Theory of Algorithms</td>
<td>3</td>
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<tr>
<td>1901717</td>
<td>Theory of Computation and Complexity</td>
<td>3</td>
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<tr>
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<td>Operating Systems</td>
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<tr>
<td>1902723</td>
<td>Database Systems</td>
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<tr>
<td>1901752</td>
<td>Parallel and Distributed Computing</td>
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2. Elective Courses: Studying (12) Credit hours from the following:

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<th>Theory</th>
<th>Practical</th>
<th>Prerequisite</th>
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<td>1901718</td>
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<td>1901738</td>
<td>Spatial and Temporal Databases</td>
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<td>Parallel Architecture</td>
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<td>1901755</td>
<td>Advanced Methods in Modeling and Simulation</td>
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<td>Image Processing</td>
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<td>1901768</td>
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<td>1901788</td>
<td>Selected Topics in Computer Science</td>
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3. A comprehensive exam (1901798).
Course Description
Faculty of King Abdullah II School for Information Technology
Master's in Computer Science
(Non-Thesis Track)

1901715 Theory of Algorithms 3 Credit Hours
This course provides Strategies of algorithms synthesis and analysis. Design methodologies of classical algorithm categories such as: divide-and-conquer, greedy method, dynamic programming, search and traversal, backtracking, and branch-and-bound. Computational complexity and important theoretical results from lower-and upper-bound studies, NP-hard, and NP-complete problems will be addressed.

1901717 Theory of Computation and Complexity 3 Credit Hours

1901736 Computational Intelligence 3 Credit Hours
This course focuses on artificial intelligence from an agent perspective, and explores issues of knowledge representation and reasoning including heuristic and stochastic search, logical and probabilistic reasoning, planning, learning, and perception. Advanced topics will be selected from areas such as robotics, vision, natural language processing, and philosophy of mind.

1901752 Parallel and Distributed Computing 3 Credit Hours
The course is centered in three concepts: Architectures, Algorithms and programming. Parallel and Distributed Architectures: Parallel and Distributed computer taxonomy, example of Parallel and Distributed computers, fundamental communication operations, and performance metrics. Parallel algorithms: design and analysis of parallel algorithms with emphasis on sorting, matrix problems, and graph problems. Parallel programming: types of parallelism, parallel programming paradigms, message passing programming, data and parallel programming.

1901761 Operating Systems 3 Credit Hours
This course provides Distributed operating systems; Synchronization in distributed operating systems; Process Management in distributed operating systems; Distributed file systems; Distributed shared memory; Real-time operating systems; Scheduling in real-time operating systems.
1901765 Computer Networks                  3 Credit Hours
This course discusses Computer Networks and the Internet, Data Link Layer, Network Layer, Transport Layer Options (Silly Window Syndrome, Delayed ACK, Selective Acknowledgments, Selective Retransmission Request (SRR), Time Stamp, Window Scale); VLANs (Virtual Local Area Networks); Advanced Multimedia-Networking Protocols: Real-time Transmission Protocol (RTP), Real-time Transmission Control Protocol (RTCP), Session Initiation Protocol (SIP); Network-Management Protocols: Simple Network Management protocol (SNMP), Structure of Management Information (SMI), Management Information Base (MIB); Quality of Service (QoS): Integrated Services (Intserv), Resource Reservation protocol (RSVP), Differentiated Service (Diffserv); Asynchronous Transfer Mode (ATM).

1902723 Database Systems          3 Credit Hours
Advance data modeling concepts: advance relational data modeling, object oriented data modeling, database design theory, advance relational algebra, database normalization, object oriented database design, advance query languages, advance relational SQL constructs, object oriented query languages, database integrity, concurrency control, concurrency problems, concurrency approaches, database recovery, recovery solutions and approaches, database security.

1901713 Formal Compiling Methods         3 Credit Hours
This course explores foundation of Compiler design, principles, techniques & tools. Topics include Compilation Phases, Run-time environments, Machine-Independent Optimization, Instruction-Level Parallelism, Optimizing for Parallelism as Locality, Interprocedural analysis.

1901718 Evolutionary Algorithms (EA)       3 Credit Hours
Evolutionary Algorithms (EA) are stochastic searching algorithms whose search methods are based on natural evolution, Darwinian theories of fighting for survival, genetic inheritance, natural selection and reproduction of best individuals. They provide robust search in complex space, and are computationally simple but powerful for finding optimal solutions in general search spaces. EA consider simultaneously several potential solutions that are treated as individuals to form a population. The individuals interact with each other and create new individuals to form a new generation. The course, introduce the theoretical background of EA, Where the student should be able to build efficient algorithms, and avoiding problems often encountered by EA. The course should enable the students to have several goals:

- Identify the kind of problem they are dealing with,
- Decide if the problem can be solved with an EA,
- Select an appropriate EA,
- Make a rough estimation of the effort needed to solve the problem using an EA,
- And finally, solve the problem with an EA.

Evolutionary algorithms include: genetic algorithms, genetic programming, grammar evolution…
1901738 Spatial and Temporal Databases 3 Credit Hours
This course considers models of spatial databases, how data is structured, stored, indexed, retrieved, and displayed. Other topics include fuzzy spatial databases, temporal databases, multidimensional access methods, query processing, spatio-temporal data management, remotely-sensed data, and spatial data mining.

1901754 Parallel Architecture 3 Credit Hours

1901755 Advanced Methods in Modeling and Simulation 3 Credit Hours
Advanced concepts of computer simulation; models for computer simulation; random numbers: Pseudorandom number generation and testing, Monte Carlo methods. Distribution functions. Simulation modeling: discrete-event simulation, continuous simulation; verification and validation of simulation models: input analysis, output analysis. Queuing theory models; design codes, test and debug simulation programs. Sample applications.

1901757 Image Processing 3 Credit Hours
The course provides mathematical foundations and practical techniques for digital manipulation of images, image acquisition, representation, preprocessing, segmentation, and compression. Other topics include multi-resolution image processing, wavelets, morphological image processing, noise reduction and restoration, simple feature extraction and recognition tasks, image registration.

1901766 Wireless Networks 3 Credit Hours
Wireless Networks: IEEE 802.11(Point Coordination Function and Distributed Coordination Function), WiMAX, Mobile IP; Routing Protocols for Wired and Wireless Networks: Distance Vector Routing Protocol (D.V.), Link State Routing Protocols (L.S.), Ad hoc On demand Distance Vector (AODV), Dynamic Source Routing (DSR); Advanced TCP Protocols: TCP Adaptive Timeout, TCP Adaptively for Wireless Networks: I-TCP, MTCP, Split TCP; Cellular Networks and General Packet Radio Service (GPRS); QoS and Real time applications for wireless networks.

1901767 Computer Network Security 3 Credit Hours
Advance topics in Cryptography; Authentication; Integrity; Key Distribution and Certification; Access Control: Firewalls; Attacks and Countermeasures: Mapping, Packet Sniffing, IP Spoofing, Denial-of-Service and Distributed Denial-of-Service Attacks, Hijacking; Security in Many Layers: HTTPS, Secure E-mail, Secure Sockets Layer (SSL) and Transport Layer Security (TLS), IPsec, Security in wireless networks such as IEEE 802.11, Mobile agents security.
1901768 Mobile Location Based Services (MLBS) 3 Credit Hours
MLBS applications: usage area, taxonomy, privacy, marketing; The development of MLBS: performance considerations; Navigation systems: spatial database, gateway services, route determination location utility services,…; MLBS and data management: middleware for MLBS protocol, content modeling, update management, linear referencing; MLBS interoperability and standards; MLBS data collection: satellite positioning systems, indoor positioning systems, network-based positioning; MLBS data transmission in Mobile communication systems: cellular-based mobile, wireless local area networks, ad-hoc networking, and service discovery.

1901775 Programming Languages Design 3 Credit Hours
This course discusses advanced principles underlying current programming languages and models. Topics include control and data abstractions, language processing and binding, indeterminacy and delayed evaluation, and languages and models for parallel and distributed processing. A variety of computational paradigms are discussed: functional programming, logic programming, object-oriented programming and data flow programming.

1901788 Selected Topics in Computer Science 3 Credit Hours
Lectures on and study of selected topics in current research and recent developments in computer science.