

Course Code	Course Name	Credit Hours	Prerequisite
217CIS - 3	Computer Graphics	2 (1,1)	202CIS - 3

### Course Description:

This course introduces the basic knowledge of computer graphics. Topics include: 2D rendering, Geometric models, 2D coordinates curves, colors, transformation, clipping, and effective implementation is done by Java.

### Course Objectives:

This course aims to:

- Provide students with fundamental concepts of computer graphics.
- Enable students to analyze and design different computer graphics objects.
- Develop the skills of implementing the concepts of computer graphics using java.
- Enable students to communicate with others effectively to discuss and implement different drawing using Java.

### Textbook:

Hong Zhang, Y. Daniel Liang, Computer Graphics Using Java™ 2D and 3D, Pearson Education, Inc. 2007, ISBN 0-13-035118-0

### Reference Books:

1. Raghu Ramakrishnan, Johannes Gehrke, Database Management Systems, Third Edition, The McGraw-Hill Companies 3rd edition August 11, 2009. ISBN-13: 978-0072465631.
2. Kevin Loney, Oracle Database 11g: The Complete Reference, McGraw-Hill December 17, 2009, ISBN-9780071598750.

Department Coordinator

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