Republic of Iraq
Ministry of Higher
Education & Scientific
Research

University: Anbar
College: CS & IT
Department: CS
Stage:2nd
Instructor name:
Academic status:
Qualification:
Place of work:

Course Weekly Outline
Course Name: Internet of Things (IoT)

Course Instructor	
E-mail	
Title	
Course Coordinator	
Course Objective	- Basics of game AI and behavior modeling. - Implementing AI algorithms for non-player characters (NPCs).
Course Description	Introduction to IoT
Textbook	
References	

Course Assessments	Term Tests	Laboratory	Quizzes	Project	Final Exam
	30%	15%	5%		50%

General Notes	

Republic of Iraq
The Ministry of Higher Education &
Scientific Research

University: Anbar
College: CS & IT
Department: CS
Stage:2nd
Instructor name:
Academic status:
Academic status:
Qualification:
Place of work:

Course Weekly Outline

Week	Date	Topics Covered	Lab. Experiment Assignments	Notes
1		Introduction to IoT: Definition and scope of IoT. Evolution and applications of IoT.		
2		Architecture and components of IoT systems.		
3		IoT Communication Protocols: Overview of communication protocols for IoT devices (e.g., MQTT, CoAP, HTTP).		
4		Comparison of protocols based on their features and requirements. Hands-on exercises for implementing communication protocols.		
5		IoT Hardware Platforms		
6		Introduction to popular IoT hardware platforms (e.g., Arduino, Raspberry Pi).		
7		Exploring sensors, actuators, and other components used in IoT devices.		
8		Hands-on projects for building and programming IoT hardware.		
9		IoT Data Acquisition and Processing: Data collection techniques in IoT systems.		
10		Introduction to data processing and analytics in IoT.		
11		Hands-on exercises for collecting and analyzing IoT data.		
12		IoT Networking and Connectivity		
13		Wireless communication technologies for IoT (e.g., Wi-Fi, Bluetooth, Zigbee).		
14				
15		Final Exam		

Instructor Signature: **Dean Signature:**