



Course Specification

(Bachelor)

Course Title: Data Inputs and Manipulation
Course Code: 2271-INE-2
Program: Bachelor of Industrial Engineering
Department: Industrial Engineering
College: Engineering
Institution: King Khalid University
Version: 1
Last Revision Date: 18/11/2025

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A. General information about the course:

1. Course Identification

1. Credit hours: (2)

2. Course type

A. ☐ University ☐ College ☒ Department ☐ Track ☐ Others
B. ☒ Required ☐ Elective

3. Level/year at which this course is offered: (3rd level/2nd Year)

4. Course General Description:

This course will provide background and experience in reading, manipulating, and exporting data for engineering, business, and scientific applications. Students will learn to build programs controlled by basic graphical user interfaces. Assignments will be modeled after business, engineering, and scientific problems

5. Pre-requirements for this course (if any):

Nile

6. Co-requisites for this course (if any):

7. Course Main Objective(s):

Data Inputs and Manipulation focus on teaching students how to accurately collect, enter, validate, and modify different types of industrial data using standard procedures and digital tools. The course emphasizes practical skills essential for supporting efficient operations and informed decision-making in industrial engineering environments.

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	60	100%
2	E-learning	N/A	N/A
3	Hybrid • Traditional classroom	N/A	N/A





No	Mode of Instruction	Contact Hours	Percentage
	● E-learning		
4	Distance learning	N/A	N/A

3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	-
2.	Laboratory/Studio	60
3.	Field	-
4.	Tutorial	-
5.	Others (specify)	-
Total		60

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Understand and manipulate several languages, provided data structures such as Lists, Dictionaries, and Strings	K1	Lecture Tutorial/Lab	Assignment, Quiz
1.2	Understanding Program interactive graphical user interfaces consisting of a graphically organized set of widgets, including a minimum of one from each of the following classes (Label, Button, and Text Fields).	K2	Lecture /Tutorial lab	Assignment, Quiz





Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
...				
2.0	Skills			
2.1	Write a program using various data types and using basic techniques such as assignments, methods, calls, while loops, for loops, and conditionals.	S1	Lecture Tutorial/Lab	Assignment, Quiz, Midterm
2.2	Write a program that can generate a report in text or HTML format, which includes elements under program control.	S1	Lecture Tutorial/Lab	Assignment, Quiz, Midterm
2.3...	Connect to an existing SQL Database and insert and retrieve data from the database.	S4	Lecture /Tutorial /lab	Assignment, Quiz, Midterm
2.4	Apply known methods to solve real problems using a different language.	S6		
3.0	Values, autonomy, and responsibility			
3.1	Work individually or within a team and communicate effectively to perform the assigned tasks (Homework/Group Project)	V3	Lecture Tutorial/Lab	Assignment, Quiz, Midterm

C. Course Content

No	List of Topics	Contact Hours
1.	1.Fundamentals of Programming Languages. General Structure of C Programming Language / Python	16
2.	2.File/I/O. String Processing, Variables and Operations, Basic I/O Functions, Sequences. If Statement, Switch Statement, Loops, Nested Loops, Functions, Arrays.	20
3	3.HTML, CSS, Web Scraping, Writing HTML and Basic Interfacing with SQL Databases (Reading / Writing Data in Pre-existing Tables)	20
4	4. Software for Commercial Application, Small Projects	4





Total

60

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Assignments	3, 10	10%
2.	Quizzes	5, 11	20%
3.	ClassWorks and activities	Every week	20%
4.	Project	14	10%
5	Final exam	16	40%
	Total		100

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	1 Summerfield, M. (2020). Programming in Python 3: A complete introduction to the Python language (3rd ed.). Pearson Education.
Supportive References	2. Python in a Nutshell, A Desktop Quick Reference by Alex Martelli Anna Ravenscroft, and Steve Holden, 3rd Edition, O Reilly Publisher, 2020
Electronic Materials	3. Fluent Python: Clear, concise, and effective programming (2nd ed.) و Ramalho, L. O'Reilly Media 2024, ISBN: 9781492056348
Other Learning Materials	Lecture Handouts

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Classroom with a Capacity of 25 Students
Technology equipment (projector, smart board, software)	Simulation Software
Other equipment (depending on the nature of the specialty)	

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Student and Faculty	Indirect through Online Surveys



Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of Students assessment	Faculty and Quality Committee	Direct through Result Analysis
Quality of learning resources	Faculty and Students	Indirect through Online Surveys
The extent to which CLOs have been achieved		
Other	N/A	N/A

Assessors (Students, Faculty, Program Leaders, Peer Reviewers, Others (specify))

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	Reviewed by the Department Curriculum Committee. Approved by the Department Quality Committee
REFERENCE NO.	9-6-47
DATE	25/06/1447

