

IT Program Study Schedule – fall 2020 -2021-Assuit

	Session1	Session2	Session3	Session4	Session5	Session6
Saturday	<p>Programing Techniques (3) R8 Computer Networks (1)(vcr) (odd)Assiut1&2 Computer Networks (1)(vcr) (even)Assiut3</p>	<p>Electronics R8 Computer Graphics (vcr) (odd)Assiut1&2 Computer Graphics (vcr) (even)Assiut3</p>	<p>Systems and Operations Research R8 Software Engineering(2)(vcr) (odd)Assiut1&2 Software Engineering(2)(vcr) (odd)Assiut3</p>	<p>Systems and Operations Research R8</p>		
Sunday	<p>Automata Models R8 Physics (1) vcr (even) Assiut1&2 Physics (1) vcr(even) Assiut7&8 Introduction to IT vcr (even)Assiut3&4 Introduction to IT vcr (even)Assiut9&10 Introduction to Computers F.T.F (odd)Assiut7(R1) Introduction to IT F.T.F (odd)Assiut1(R5)</p>	<p>Report Writing and Presentation R8 Physics (1) F.T.F (odd)Assiut2(R3) Physics (1) F.T.F (odd)Assiut8(R4) Physics (1) vcr (even) Assiut3&4 Physics (1) vcr(even) Assiut9&10 Introduction to IT F.T.F (odd)Assiut7(R1) Introduction to Computers F.T.F (odd)Assiut1(R5) Introduction to IT vcr (even)Assiut1&2 Introduction to IT vcr (even)Assiut7&8</p>	<p>Discrete Mathematics R8 Physics (1) vcr (odd) Assiut5&6 Physics (1) vcr(odd) Assiut11&12 Introduction to Computers vcr (even)Assiut1&2 Introduction to Computers vcr (even)Assiut7&8 Introduction to Computers F.T.F (odd)Assiut2(R4) Introduction to Computers F.T.F (odd)Assiut8(R5) Computer Organization (2)(FTF) (even) Assiut1&2 (R2) Computer Networks (1)(FTF) (odd)Assiut3(R3)</p>	<p>Computer Graphics R8 Introduction to IT vcr (odd)Assiut5&6 Introduction to IT vcr (odd)Assiut11&12 Introduction to Computers vcr (even)Assiut3&4 Introduction to Computers vcr (even)Assiut9&10 Mathematics (1) F.T.F (odd)Assiut1&2 R2 Mathematics (1) F.T.F (odd)Assiut7&8 R10 Programming Techniques (3) FTF (odd) Assiut4(R5) Electronics (FTF) (odd) Assiut2(R4) Electronics (FTF) (even) Assiut7(R4) Automata Models(FTF) (even) Assiut5&6(R2)</p>	<p>Computer Organization (2) R8 Introduction to Computers (vcr) (odd)Assiut5&6 Introduction to Computers (vcr) (odd)Assiut11&12 Programming Techniques (3) FTF (odd) Assiut1(R5) Discrete Mathematics FTF (odd)Assiut3&4(R2) Mathematics (0) vcr (even)Assiut1&2 Mathematics (0) vcr (even)Assiut7&8</p>	<p>Software Engineering (2) R8 Mathematics (0) vcr (odd)Assiut5&6 Mathematics (0) vcr (odd)Assiut11&12 Mathematics (0) vcr (even)Assiut3&4 Mathematics (0) vcr (even)Assiut9&10</p>
Monday	<p>Computer Networks (1) R2 Introduction to IT F.T.F (odd)Assiut2(R4) Introduction to IT F.T.F (odd)Assiut8(R5) Programming Techniques (1) F.T.F (even)Assiut5(R1) Programming Techniques (1) F.T.F (even)Assiut11(R3) Physics (1) F.T.F (odd)(R3) Assiut3 Physics (1) F.T.F (odd)(R1) Assiut9 Introduction to Computers F.T.F (even)Assiut6(R4) Introduction to Computers F.T.F (even)Assiut12(R5) Modeling and Simulation(vcr) (even) Assiut1&2</p>	<p>Database Systems R2 Programming Techniques (1) F.T.F (odd)Assiut2(R5) Programming Techniques (1) F.T.F (odd)Assiut8(R4) Introduction to IT F.T.F (even)Assiut6(R1) Introduction to IT F.T.F (even)Assiut12(R3) Introduction to Computers F.T.F (even)Assiut5(R4) Introduction to Computers F.T.F (even)Assiut11(R5) Introduction to Computers F.T.F (odd)Assiut3(R3) Introduction to Computers F.T.F (odd)Assiut9(R1) Multimedia and Virtual Reality(vcr) (even) Assiut1&2</p>	<p>Artificial Intelligence R2 Physics (1) F.T.F (odd)(R3) Assiut4 Physics (1) F.T.F (odd)(R4) Assiut10 Programming Techniques (1) F.T.F (odd)Assiut1(R5) Programming Techniques (1) F.T.F (odd)Assiut7(R1) Programming Techniques (1) F.T.F (even)Assiut6(R5) Programming Techniques (1) F.T.F (even)Assiut12(R4) Physics (1) F.T.F (even) (R3) Assiut5 Physics (1) F.T.F(even)(R1) Assiut11 Web Engineering(2)(vcr) (even) Assiut1&2</p>	<p>Introduction to IT F.T.F (odd)Assiut4(R4) Introduction to IT F.T.F (odd)Assiut10(R5) Mathematics (1) (F.T.F) (even)Assiut5&6 R2 Mathematics (1) (F.T.F) (even)Assiut11&12 R10 Programming Techniques (1) F.T.F (odd)Assiut3(R3) Programming Techniques (1) F.T.F (odd)Assiut9(R1) Computer Graphics (FTF) (even) Assiut1(R5) Computer Organization (2)(FTF) (odd) Assiut3(R2)</p>	<p>Physics (1) F.T.F (odd)Assiut1(R3) Physics (1) F.T.F (odd)Assiut7(R4) Mathematics (1) F.T.F (odd)Assiut3&4 R2 Mathematics (1) F.T.F (odd)Assiut9&10 R10 Mathematics (0) FTF (even)Assiut5&6(R2) Mathematics (0) FTF (even)Assiut11&12(R10) Computer Graphics (FTF) (even)Assiut2(R5)</p>	<p>Introduction to IT F.T.F (odd)Assiut3(R4) Introduction to IT F.T.F (odd)Assiut9(R5) Introduction to Computers F.T.F (odd)Assiut10(R1) Introduction to Computers F.T.F (odd)Assiut4(R3) Mathematics (0) FTF (odd)Assiut1&2(R2) Mathematics (0) FTF (odd)Assiut7&8(R10)</p>
Tuesday	<p>English Language (1) R8 Web Engineering (2) R2 Programming Techniques (3) (vcr) (even) Assiut1&2 Discrete Mathematics (vcr) (odd)Assiut5&6 Discrete Mathematics (vcr) (even)Assiut3&4 Electronics (vcr) (odd) Assiut7 Computer Networks (1)(FTF) (even)Assiut1(R5) Software Engineering(2)(FTF) (even)Assiut3(R3) Computer Graphics (FTF) (odd)Assiut3(R5) Database Systems(FTF) (even)Assiut2(R4)</p>	<p>Physics (1) R8 Human Computer Interaction R2 Programming Techniques (3) (vcr) (odd) Assiut7 Programming Techniques (3) (vcr) (even) Assiut3&4 Discrete Mathematics (vcr) (even)Assiut1&2 Electronics (vcr) (odd) Assiut5&6 Computer Networks (1)(FTF) (even)Assiut2(R5) Database Systems(FTF) (even)Assiut1(R4)</p>	<p>Mathematics (0) R8 Modeling and Simulation R2 Discrete Mathematics (vcr) (odd)Assiut7 Programming Techniques (3) (vcr) (odd) Assiut5&6 Electronics (vcr) (even) Assiut3&4 Artificial Intelligence FTF (even) Assiut1(R4) Software Engineering(2)(FTF) (even)Assiut2(R5) Artificial Intelligence FTF (odd) Assiut3(R4)</p>	<p>Introduction to Information Technology R8 Project (1) R2 Electronics (vcr) (even) Assiut1&2 Software Engineering(2)(FTF) (even)Assiut1(R4) Database Systems(FTF) (odd)Assiut3(R5)</p>	<p>Artificial Intelligence FTF (even) Assiut2(R4)</p>	<p>Mathematics (0) FTF (odd)Assiut9&10(R10) Mathematics (0) FTF (odd)Assiut3&4(R8)</p>
Wednesday	<p>Programming Techniques (1) R8 3D-Graphics R3 Programming Techniques (3) (FTF) (even) Assiut5(R5) Electronics (FTF) (odd) Assiut4(R4) Electronics (FTF) (even) Assiut6(R4) Automata Models(FTF) (odd) Assiut1&2(R2) Database Systems(vcr) (odd)Assiut1&2 Computer Organization (2)(vcr) (even) Assiut3</p>	<p>Mathematics (1) R8 Multimedia and Virtual Reality R3 Programming Techniques (3) FTF (odd) Assiut2(R4) Programming Techniques (3) (FTF) (even) Assiut6(R4) Automata Models(FTF) (even) Assiut7(R2) Automata Models(FTF) (odd) Assiut3&4(R2) Electronics (FTF) (odd) Assiut1(R5) Electronics (FTF) (even) Assiut5(R5)</p>	<p>Introduction to Computers R8 Multimedia and Virtual Reality R3 Discrete Mathematics FTF (odd)Assiut1&2(R10) Discrete Mathematics (FTF) (even)Assiut5&6(R10) Systems and Operations Research (FTF) (even) Assiut7(R5) Electronics (FTF) (odd) Assiut3(R4) Automata Models (vcr) (odd) Assiut5&6</p>	<p>Programming Techniques (1) F.T.F (odd)Assiut4(R5) Programming Techniques (1) F.T.F (odd)Assiut10(R4) Physics (1) F.T.F (even)(R4) Assiut6 Physics (1) F.T.F(even)(R3) Assiut12 Introduction to IT F.T.F (even) Assiut5 (R1) Introduction to IT F.T.F (even) Assiut11 (R5) Systems and Operations Research (FTF) (even) Assiut5&6(R2)</p>	<p>Programming Techniques (3) FTF (odd) Assiut3(R5) Programming Techniques (3) (FTF) (even) Assiut7(R5) Systems and Operations Research (FTF) (odd) Assiut1&2(R2) Web Engineering(2)(FTF) (odd) Assiut1 (R4)</p>	<p>Systems and Operations Research (FTF) (odd) Assiut3&4(R2) Discrete Mathematics (FTF) (even)Assiut7(R3) Web Engineering(2)(FTF) (odd) Assiut2 (R4)</p>

				Artificial Intelligence (vcr) (odd) Assiut1&2 Artificial Intelligence (vcr) (even) Assiut3		
Thursday	Programming Techniques (1) (vcr) (odd)Assiut5&6 Programming Techniques (1) (vcr) (odd)Assiut11&12 Programming Techniques (1) (vcr) (even)Assiut1&2 Programming Techniques (1) (vcr) (even)Assiut7&8 Mathematics (1) (vcr) (even)Assiut3&4 Mathematics (1) (vcr) (even)Assiut9&10 Systems and Operations Research (vcr) (odd) Assiut5&6 Systems and Operations Research (vcr) (even) Assiut1&2 Automata Models (vcr) (odd) Assiut7 Automata Models(vcr) (even) Assiut3&4 Database Systems(vcr) (even)Assiut3	Programming Techniques (1) (vcr) (even)Assiut3&4 Programming Techniques (1) (vcr) (even)Assiut9&10 Mathematics (1) (vcr) (odd)Assiut5&6 Mathematics (1) (vcr) (even)Assiut1&2 Mathematics (1) (vcr) (even)Assiut7&8 Systems and Operations Research (vcr) (odd) Assiut7 Systems and Operations Research (vcr) (even) Assiut3&4 Automata Models(vcr) (even) Assiut1&2	Multimedia and Virtual Reality(FTF) (odd) Assiut1 (R4) 3D Graphics(FTF) (odd) Assiut2 (R5) 3D Graphics(vcr) (even) Assiut1&2	Computer Organization (2)(vcr) (odd) Assiut1&2 Multimedia and Virtual Reality(FTF) (odd) Assiut2 (R4) 3D Graphics(FTF) (odd) Assiut1 (R5)	Modeling and Simulation(FTF) (odd) Assiut1&2 (R5)	