



Atheer Saleh Al Gherairy

Lecturer

Personal Data

Nationality | Saudi

Date of Birth | 15 March 1987

Department | Computer Science

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Language Proficiency

Language	Read	Write	Speak
Arabic	Native	Native	Native
English	Excellent	Excellent	Excellent

Academic Qualifications (Beginning with the most recent)

Date	Academic Degree	Place of Issue	Address
November 2014	Master of Science in Advanced Computer Science	School of Computer Science, University of Manchester	Manchester, United Kingdom
June 2008	Bachelor of Science in Computer Science	King Faisal University	Dammam, Saudi Arabia

PhD, Master or Fellowship Research Title: (Academic Honors or Distinctions)

PhD	
Master	The Manchester Sushi Finder (Using OWL Ontology) – Master Degree with Distinction
Fellowship	

Professional Record: (Beginning with the most recent)

Job Rank	Place and Address of Work		Date
Lecturer	Computer Science Department, CCSIT Imam Abdulrahman Bin Faisal University	Dammam, Saudi Arabia	From November 2014 - Today
Teaching assistant	Computer Science Department, CCSIT Imam Abdulrahman Bin Faisal University	Dammam, Saudi Arabia	June 2011 to November 2014
Computer Lecturer	Prince Sultan College for Health Sciences	Dammam, Saudi Arabia	January 2010 to June 2011
Part Time TA	Department of Computer Science, Girls College of Sciences. Imam Abdulrahman Bin Faisal University	Dammam, Saudi Arabia	During the 1 st semester in 2009



Teaching Activities

Undergraduate

#	Course/Rotation Title	No./Code	Extent of Contribution (no. of lectures/Tutorials. Or labs, Clinics)
	Object Oriented Programming 1	CS311	Lectures & labs (Lecturer)
	Object Oriented Programming 2	CS321	Lectures & labs (Lecturer)
	Fundamentals of Programming	CS211	Labs only (TA)
	Data Structures	CS310	Labs only (TA)

Brief Description of Undergraduate Courses Taught: (Course Title – Code: Description)

1	Object Oriented Programming 1 - CS311: An introduction to programming and the use of algorithms in designing programs makes up this course. A software engineering approach to developing computer programs is stressed and object-oriented concepts are introduced. The course examines standard control structures, approaches to modularization and the use of primitive and structured data types. The purpose of this course is to provide students with the fundamental knowledge of Object Oriented Programming (OOP). Good software engineering principles will be emphasized along with the development of programming skills. Specific topics will include: the fundamental concepts of object oriented programming (classes, methods, instantiation, communication by message, encapsulation, inheritance, overriding, dynamic dispatch, polymorphism, etc.), advanced techniques of OOP (exceptions, multithreaded programming, etc.) and some interesting packages (I/O, strings, etc.). As an OOP programmer, students will be able to translate solution problems into object oriented form and they will have an understanding of object oriented concepts and tools such as the Unified Modeling Language (UML). This will give students a firm foundation on which to build high quality software systems. In practice the programming language used is JAVA and students will acquire an understanding of abstraction mechanisms, JAVA Virtual Machines (JVM) and the byte code notion.
2	Object Oriented Programming 2 - CS321: This is a continuation and an extension of the Object Oriented Programming 1 course usually taken the previous semester. The student is presented with a systematic study of basic data structures such as queues, stacks and binary trees along with searching and sorting algorithms and their associated computational costs. A software engineering approach to developing computer programs is stressed and object-oriented concepts are emphasized. Reusability of code, effective software development methodologies and good programming practices make up significant components of this course. The main focus this course is on advanced object-oriented programming techniques, such as: applets, event-driven programming, application programming interfaces (APIs) and object oriented graphical user interfaces using SWING. Students will create a simple application that supports a graphical user interface and implement simple procedures that perform simple graphical transformations (graphics API, color models, affine transformation) and design and implement event-driven programs that respond to user events (event-handling methods, event propagation, exception handling). Finally, software validation and testing techniques are studied (test plan creation, test case generation, black-box and white-box testing techniques, object-oriented testing) and an emphasis will be placed on how to create, evaluate and implement a test plan for a medium-size object oriented code.
3	Fundamentals of Programming – CS211: The Fundamentals of Programming course provides the student with the essential skills and concepts for programming. Specific topics covered include: an overview of algorithms and problem solving, the role of algorithms in the problem-solving process and fundamental programming constructs, such as: variables, types, expressions, simple I/O, looping, recursion, pointers, etc. Programming language features and programming paradigms will be examined along with the following topics: control, run-time environments and semantics as examples of procedural, functional, logical and object oriented programming. In practice the programming language used is ANSI-C. The syntax aspect of language and some pragmatic aspects such as comparison of interpreters and compilers as well as language translation phases will be studied in laboratory



- 4 Data Structures – CS310: The Data Structure course complements the knowledge learned in the Fundamentals of Programming course (CS 221). This course provides the fundamentals of data structures and algorithm design, key concepts that will not only establish the foundation for future courses in the student’s junior and senior years, but also help develop the student’s problem solving and computer programming skills. Topics that will be covered include: basic elements, data types, internal representation (arrays, records, strings, stacks, queues, trees, lists and linked lists, records and files, pointers) and data structure manipulation such as: array manipulations, sorting, searching, trees and files manipulations, string processing, stacks, queues and list manipulations and pointer operations. The data structure representation and manipulations use the ANSI-C language.

Student Academic Supervision and Mentoring

#	Level	Number of Students	From	to
1	Year 1	25	Academic Year 2015-	2016

Administrative Responsibilities, Committee and Community Service (Beginning with the most recent)

Committee Membership

#	From	To	Position	Organization
1	November 2014	Now	Member	Exam Unit
2	August 2015	January 2016	Member	Academic Advising Unit

Personal Key Competencies and Skills: (Computer, Information technology, technical, etc.)

1	Programming Languages (Java, C++, .Net)
2	Web Developing and Designing using ASP.Net with VB.Net, HTML, and JavaScript.
3	Database Management System: My SQL, SQL Server, and Access.
4	Problem Solving.
5	Teamwork.
6	Responsibility.

Last Update

11/December/2016