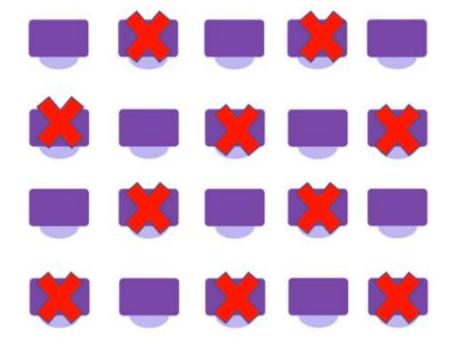
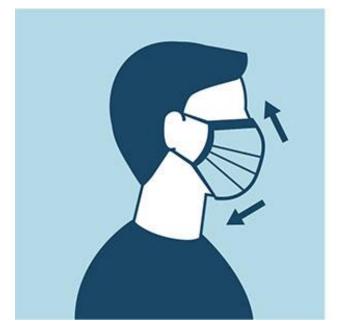


#### Covid 19

Skipping seats



Wearing Mask





## My Teacher Philosophy

- My teaching philosophy and vision of teaching and academic lifetime, shall be knowledge based in addition to analytics. This would require a great effort of both the instructor and the students to achieve their objectives in teaching and learning, respectively.
- A Teacher in the field should provide his great experience to be added in the course teaching. He/she should always ensure that students get benefit of the experience of the Lecturer.
- A Teacher should provide and depends on variety of references in addition to the textbook.
- A Teacher should train the student of how to use the relevant design aids, chart, tables and any related design aid.

## My Teacher Philosophy

- A Teacher should appropriately assign homework, reading assignments, solving textbook problem sets.
- A Teacher should implement quizzes such away that help students in learning not the testing memorizations.
- A Teacher should, in the analysis and design course, assign different design projects, encourage teamwork in this context, and should take appreciable weight in the final grade.
- A Teacher should provide appropriately midterm and final exam and shall include approximately 75% of the total grades as analysis and design problems and 25%, short answers MCQs or true/false questions

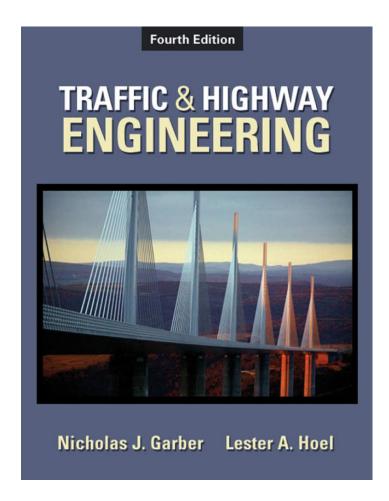
### Regulation

- Lectures: Sunday 9:00-11:00, and Wednesday 11:00 AM- 12:00 PM
- Lectures: Explanations, and Tutorials (Tutorials mostly on Groups or Individually)
- You have to study!
- Class attendance : Come to class on time (MANDATORY)
- Bring your Calculators to class!
- Take good notes!
- Mobiles are NOT permitted during class

## Grading

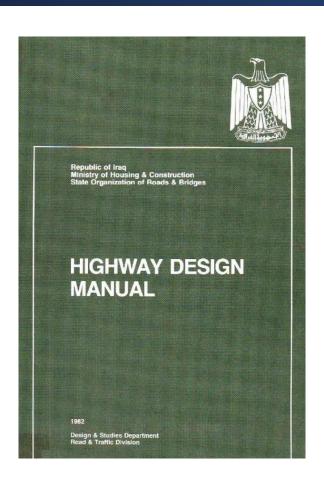
- Homework: weekly (10%)
- Quiz: by end of every subjects (10%)
- Indirect tests: "Participation, Discussion, Feedbacks, Quick Review questions" depend on subjects (10%)
- Midterm Exam: (30%)
- Final Exam: (40%)

#### Textbook



- Nicholas J. Garber, Lester A. Hoel-Traffic & Highway Engineering, Fouth Edition -CL-Engineering (2008)
- T.F. Fwa-The Handbook of Highway Engineering-Taylor & Francis (2006)
- Highway Engineering 3rd Edition by Martin Rogers Bernard Enright A Policy on Geometric Design of Highways and Streets

#### Textbook



 Highway Design Manual Iraq by Ministry of housing and construction (1982)

## Contact me anytime!

- My Office No.: L 106 "For Now"
- Office hours (03:00 PM 05:00 PM)
- Email: mohammed.qadir@tiu.edu.iq
- Edmodo Class No.: 7mvx9p (Check the updates Every Day)
  - Phone: 750 455 455 1
- I meet with students periodically for tutoring "NOT Re-lecturing" in library
  - Contact me if you're going to miss a class session.

Highway Engineering Course code; SGE 409

Credit; 3 credits

ECTS; 5 ECTS

Instructor; Mohammed Q. Ali

## Definition of Highway Engineering

Highway engineering is an engineering discipline branching from civil engineering that involves the planning, design, construction, operation, and maintenance of roads, bridges, and tunnels to ensure safe and effective transportation of people and goods.

# Objective

- To present the foundations of many basic Engineering tools and concepts related Highway Engineering
- To give an experience in the implementation of Engineering concepts which are applied in field of Transportation Engineering.
- To involve the application of scientific and technological principles of planning, analysis, design and management to highway engineering.

## Learning Outcomes (LOs)

- The students will gain an experience in the implementation of Transportation Engineering on engineering concepts which are applied in field Highway Engineering.
- The students will get a diverse knowledge of highway engineering practices applied to real life problems.
- The students will learn to understand the theoretical and practical aspects of highway engineering along with the design and management applications.

## Chapter one Introduction

- 1.1 Introduction to transportation
- 1.2 Types of transportation
- 1.3 Highway planning

