

**QAIWAN INTERNATIONAL UNIVERSITY**  
**FINAL EXAMINATION SCHEDULE SEMESTER I, SESSION 2025/2026**  
**BACHELOR OF COMPUTER SCIENCE (SOFTWARE ENGINEERING) WITH HONOURS**  
**BACHELOR OF COMPUTER SCIENCE (NETWORK AND AND SECURITY WITH HONOURS**

DATE / TIME	DURATION OF EXAM	COURSE CODE	COURSE NAME	NO. OF STUDENTS
24 JANUARY 2026 (SATURDAY)	9:00 am - 12:00 pm (3hours)	SECR2213	NETWORK COMMUNICATIONS	85
25 JANUARY 2026 (SUNDAY)	9:00 am - 12:00 pm (3hours)	SECJ3203	THEORY OF COMPUTER SCIENCE	43
		SECD2523	DATABASE	24
		SECJ2203	SOFTWARE ENGINEERING	25
27 JANUARY 2026 (TUESDAY)	9:00 am - 12:00 pm (3hours)	SECJ3343	SOFTWARE QUALITY ASSURANCE	18
	9:00 am - 12:00 pm (3hours)	SECJ1013	PROGRAMMING TECHNIQUE I (THEORY)	1
	9:00 am - 12:00 pm (3hours)	SECJ1023	PROGRAMMING TECHNIQUE II (THEORY)	22
	9:00 am - 11:00 am (2hours)	SECR 2941	COMPUTER NETWORKS (CCNA2) LAB	5
29 JANUARY 2026 (THURSDAY)	9:00 am - 12:00 pm (3hours)	SECI1113	COMPUTATIONAL MATHEMATICS	56
	9:00 am - 12:00 pm (3hours)	SECJ3553	ARTIFICIAL INTELLIGENCE	24
31 JANUARY 2026 (SATURDAY)	9:00 am - 12:00 pm (3hours)	SECJ3323	SOFTWARE DESIGN & ARCHITECTURE	20
	9:00 am - 11:00 am (2:00 hours)	SECR3941	Internetworking Technology Lab	2
1 FEBRUARY 2026 (SUNDAY)	9:00 am - 12:00 pm (3hours)	SECR2033	COMPUTER ORGANIZATION & ARCHITECTURE	57
	9:00 am - 12:00 pm (3hours)	SECJ2013	DATA STRUCTURE AND ALGORITHM	23
	9:00 am - 12:00 pm (3hours)	SECR4473	Security Management	10
3 FEBRUARY 2026 (TUESDAY)	9:00 am - 12:00 pm (3hours)	SECJ2253	REQUIREMENTS ENGINEERING & SOFTWARE MODELLING	66
	9:00 am - 12:00 pm (3hours)	SECR3223	High Performance & Parallel Computing	9
5 FEBRUARY 2026 (THURSDAY)	9:00 am - 12:00 pm (3hours)	SECR4973	Special Topics on Network & Security	11
	9:00 am - 12:00 pm (3hours)	SECJ1013	PROGRAMMING TECHNIQUE I (PRACTICAL)	1
	9:00 am - 12:00 pm (3hours)	SECJ1023	PROGRAMMING TECHNIQUE II (PRACTICAL)	22
7 FEBRUARY 2026 (SATURDAY)	9:00 am - 12:00 pm (3hours)	SECR2043	OPERATING SYSTEMS	43
	9:00 am - 12:00 pm (3hours)	SECR3242	Internetworking Technology	5

\* Refer to Iraq Time