#### SYLLABUS

in internation regarding the programme					
1.1 Higher education	Babeş Bolyai University				
institution					
1.2 Faculty	Faculty of Mathematics and Computer Science				
1.3 Department	Department of Computer Science				
1.4 Field of study	Computer Science				
1.5 Study cycle	Bachelor				
1 ( 0) 1	O amountan O alian aa				
1.6 Study programme /	Computer Science				
Qualification					

#### 1. Information regarding the programme

### 2. Information regarding the discipline

2.1 Name of the discipline <b>Systems for Design and Implementation</b>										
2.2 Course coordinator Lect. PhD. Grigoreta Cojocar										
2.3 Seminar coordinator				Lect. PhD. Grigoreta Cojocar						
2.4. Year of	3	2.5	6	2.6. Type ofE2.7 Type ofCompulsory						
study		Semester		evaluation						

#### 3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	4	Of which: 3.2	2 course	2	3.3	2 lab
					seminar/laboratory	
3.4 Total hours in the curriculum	48	Of which: 3.5	5 course	24	3.6	24
					seminar/laboratory	
Time allotment:						hours
Learning using manual, course support, bibliography, course notes					12	
Additional documentation (in libraries, on electronic platforms, field documentation)					20	
Preparation for seminars/labs, homework, papers, portfolios and essays					40	
Tutorship					10	
Evaluations					20	
Other activities:					-	
3.7 Total individual study hours 102						

3.7 Total individual study nours	102
3.8 Total hours per semester	150
3.9 Number of ECTS credits	6

## 4. Prerequisites (if necessary)

4.1. curriculum	Advanced Programming Methods		
	• Databases		
	Distributed Operating System		
4.2. competencies	• Average programming skills in a high level programming		
	language		
	Basic concepts of databases		
	Basic concepts of networking		

#### 5. Conditions (if necessary)

5.1. for the course	•
5.2. for the seminar /lab	Laboratory with computers; high level programming language
activities	environment (.NET and Java.), databases

### 6. Specific competencies acquired

	ne competencies acquirea
_ ~	• C2.1 Identification of suitable methodologies for developing software systems.
na	• C2.2 Identification and explanation of suitable mechanism for software systems specification
sio	• C2.3 Usage of methodologies, specification mechanisms and development environments for
ofes	software systems development
<b>Professional</b> competencies	• C2.4 Usage of suitable criteria and methods for software systems evaluation.
- J	• C2.5 Development of specific software systems.
	• CT1 Application of rules for organized and efficient work, of responsible attitudes towards
	education-scientific domain for creative revaluation of self-potential, respecting the
	professional ethics principles and norms.
<i>v</i>	• CT2 Efficient development of activities organized in a inter-disciplinary group and the
ial cie	development of emphatic abilities of inter-human communication, relationships and
ers	collaboration with different groups
Transversal competencies	• CT3 Usage of efficient learning, information, research and development methods and
rai	techniques for knowledge revaluation abilities, for adaptation to the requirements of a
T 3	dynamic society, and for communication in romanian language and another foreign language.

#### 7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	<ul> <li>Be able to understand distributed software concepts and problems</li> <li>Improved design and programming skills</li> </ul>
7.2 Specific objective of the discipline	<ul> <li>To have a systematic knowledge concerning application development methodologies</li> <li>To be familiarized with the modern concepts and preoccupations in the field of developing application software</li> <li>To know the use of computer-aided software development tools</li> </ul>

## 8. Content

8.1 Course	Teaching methods	Remarks
1. UML Meta-Models and Case Tools - structural	Exposure: description,	
elements	explanation, examples,	
	discussion of case studies	
2. UML Meta-Models and Case Tools -	Exposure: description,	
behavioral elements	explanation, examples,	
	discussion of case studies	
3. Model transformations (M2M, M2T)	Exposure: description,	
	explanation, examples,	
	debate, dialogue	
4. REST services	Exposure: description,	
	explanation, examples,	
	discussion of case studies	
5. Server-side Rich Internet Applications	Exposure: description,	
	explanation, examples,	
	proofs	

6. Securing web applications and services	Exposure: description,	
	explanation, examples,	
	proofs, debate, dialogue	
7. Client-side Rich Internet Applications	Exposure: description,	
	explanation, examples,	
	discussion of case studies	
8. Web Services - Document Oriented (Contract-	Exposure: description,	
First)	explanation, examples	
9. Web Services - RPC Based	Exposure: description,	
	explanation, examples,	
	discussion of case studies	
10. Enterprise Application Integration – SOA	Exposure: description,	
1 11 0	explanation, examples,	
	debate	
11. Enterprise Application Integration - Message	Exposure: description,	
Based	explanation, examples,	
	discussion of case studies	
12. Enterprise Application Integration -	Exposure: description,	
Lightweight Approaches	explanation, examples,	
	discussion of case studies	
<ul> <li>Unified Process, Berlin, Prentice Hall, 2002.</li> <li>3. Fowler, M., Patterns of Enterprise Application A</li> <li>4. Hohpe, G., Woolf, B., Enterprise integration pat</li> <li>5. ***, Microsoft Developer Network, Microsoft I</li> <li>6. ***, The Java Tutorial, SUN Microsystems, Inc</li> </ul>	tterns, Addison-Wesley, 200 nc., http://msdn.microsoft.co	3. <u>om/</u>
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 Spring Documentation <u>http://www.springsource.org</u>

# 9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- The course respects the IEEE and ACM Curricula Recommendations for Computer Science studies;
- The content of the course is considered by software companies as important for average designing and advanced programming skills.

#### 10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)		
10.4 Course	<ul> <li>To know the basic concepts of developing distributed applications</li> <li>To apply the concepts to design and develop a small client-server application</li> </ul>	Practical exam	60%		
10.5 Seminar/lab activities	- be able to design a medium client-server application using different technologies	-Practical examination -documentation -observation	40%		
10.6 Minimum performance standards					
At least grade 5 (from a sc	ale of 1 to 10) at practical exa	m, and the final grade at least	5.		

Date Signature of course coordinator

Signature of seminar coordinator

30.04.2014 Lect. PhD. Grigoreta Cojocar

Lect. PhD. Grigoreta Cojocar Signature of the head of department

Date of approval

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