#### **SYLLABUS**

### 1. Information 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
1.6 Study programme /	Computer Science
Qualification	

# 2. Information regarding the discipline

2.1 Name of the discipline Systems for Design and Implementation								
2.2 Course coordinator Assoc. Prof. PhD. Grigoreta Cojocar								
2.3 Seminar coordinator Assoc. Prof. PhD. Grigoreta Cojocar				r				
2.4. Year of	3	2.5	6	2.6. Type of <b>E</b> 2.7 Type of <b>Compulsory</b>				
study		Semester		evaluation discipline				

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

0. = 0.000 0000000000000000000000000000					
3.1 Hours per week	4	Of which: 3.2 course	2	3.3	2 lab
				seminar/laboratory	
3.4 Total hours in the curriculum	48	Of which: 3.5 course	24	3.6	24
				seminar/laboratory	
Time allotment:					
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
3.8 Total hours per semester	150
3.9 Number of ECTS credits	6

# **4. Prerequisites** (if necessary)

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

# **5. Conditions** (if necessary)

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

#### 6. Specific competencies acquired

o. Specin	100	ompetencies acquired
_ x	•	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
er ope		software systems development
<b>Professional</b> competencies	•	C2.4 Usage of suitable criteria and methods for software systems evaluation.
	•	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.
S	•	CT2 Efficient development of activities organized in a inter-disciplinary group and the
sal cie		development of emphatic abilities of inter-human communication, relationships and
ers ten		collaboration with different groups
Transversal competencies	•	CT3 Usage of efficient learning, information, research and development methods and
ra		techniques for knowledge revaluation abilities, for adaptation to the requirements of a
L		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</li> </ul>
	field of developing application software  To know the use of computer-aided software development tools

# 8. Content

8.1 Course	Teaching methods	Remarks
1. Networking in C# and Java	Exposure: description,	
	explanation, examples,	
	discussion of case studies	
2. Remote Procedure Call, Remoting in C#, RMI	Exposure: description,	
in Java	explanation, examples,	
	discussion of case studies	
3. Reflection in C# and Java	Exposure: description,	
	explanation, examples,	
	debate, dialogue	
4. XML documents, DTDs, XML Schema, XML	Exposure: description,	
processing in C# and Java	explanation, examples,	
	discussion of case studies	
5. Object/Relational Mapping (ORM)	Exposure: description,	
	explanation, examples,	
	proofs	

6. REST Services	Exposure: description,
	explanation, examples,
	proofs, debate, dialogue
7. Server-side Rich Internet Applications	Exposure: description,
Client-side Rich Internet Applications	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,
	explanation, examples,
	debate
11. Enterprise Application Integration - Message	Exposure: description,
Based	explanation, examples,
	discussion of case studies
12. Securing web applications and services	Exposure: description,
	explanation, examples,
	discussion of case studies

#### **Bibliography**

- 1. Joseph Albahari and Ben Albahari, C# 4.0 in a Nutshell, Fourth Edition, O'Reilley, 2010.
- 2. Larman, C.: Applying UML and Design Patterns: An Introduction to OO Analysis and Design and Unified Process, Berlin, Prentice Hall, 2002.
- 3. Fowler, M., Patterns of Enterprise Application Architecture, Addison-Wesley, 2002.
- 4. Hohpe, G., Woolf, B., Enterprise integration patterns, Addison-Wesley, 2003.
- 5. \*\*\*, Microsoft Developer Network, Microsoft Inc., <a href="http://msdn.microsoft.com/">http://msdn.microsoft.com/</a>
- 6. \*\*\*, The Java Tutorial, SUN Microsystems, Inc, 2004. http://download.oracle.com/javase/tutorial/
- 7. Eckel, B., Thinking in Java, 4th edition, Prentice Hall, 2006
- 8. David Chappell, Introducing SCA, 2007
- 9. Walls, Craig, Spring in Action, Third Edition, Ed. O'Reilley, 2011.
- 10. Spring Documentation http://www.springsource.org

10. Spring Documentation interpret www.springsource	10. Spring Boedmentation map www.springsource.org					
8.2 Laboratory	Teaching methods	Remarks				
W1 Assignment of the application. The	Dialogue, case studies					
students have to design and develop a						
distributed desktop client-server application.						
Weeks 2-3: Design of the application using a	Dialogue, case studies,					
CASE tool.	evaluation					
Weeks 4-6: The implementation of the first	Dialogue, case studies,					
solution, either in C# or Java.	evaluation					
Weeks 7-9: The implementation of the second	Dialogue, case studies,					
solution, either in C# or Java.	evaluation					
Weeks 10-11: The implementation of the third	Dialogue, case studies,					
solution, having both Java and C# parts.	evaluation					
Week 12: The extension of the solution, by	Dialogue, case studies,					
adding a web part to the application	evaluation					

#### **Bibliography**

- 1. Joseph Albahari and Ben Albahari, C# 4.0 in a Nutshell, Fourth Edition, O'Reilley, 2010.
- 2. \*\*\*, Microsoft Developer Network, Microsoft Inc., <a href="http://msdn.microsoft.com/">http://msdn.microsoft.com/</a>
- 3. \*\*\*, The Java Tutorial, SUN Microsystems, Inc, 2004. http://download.oracle.com/javase/tutorial/
- 4. Walls, Craig, Spring in Action, Third Edition, Ed. O'Reilley, 2011.
- 5. Spring Documentation <a href="http://www.springsource.org">http://www.springsource.org</a>

# 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>	Written and Practical exam	60%			
10.5 Seminar/lab activities	- be able to design a	-Practical examination	40%			
	medium client-server	-documentation				
	application using different	-observation				
	technologies					
10.6 Minimum performance standards						
At least grade 5 (from a scale of 1 to 10) at practical exam, and the final grade at least 5.						

Date	Signature of course coordinator	Signature of seminar coordinator
30.04.2015	Assoc. Prof. PhD. Grigoreta Cojocar	Assoc. Prof. PhD. Grigoreta Cojocar
Date of approval		Signature of the head of department