SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	**Babeş Bolyai University**
1.2 Faculty	**Faculty of Mathematics and Computer Science**
1.3 Department	**Department of Computer Science**
1.4 Field of study	**Mathematics**
1.5 Study cycle	**Undergraduate**
1.6 Study programme / Qualification	**Mathematics and Computer Science**

2. Information regarding the discipline

2.1 Name of the discipline				**Metode Avansate de Programare** **Advanced Programming Methods**			
2.2 Course coordinator				**Assoc. Prof. Eng. Florin Craciun**			
2.3 Seminar coordinator				**Assoc. Prof. Eng. Florin Craciun**			
2.4. Year of study	**2**	2.5 Semester	**3**	2.6. Type of evaluation	**C**	2.7 Type of discipline	**Compulsory**

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

3.1 Hours per week	4	Of which: 3.2 course	2	3.3 seminar/laboratory	1 sem. + 1 lab.
3.4 Total hours in the curriculum	56	Of which: 3.5 course	28	3.6 seminar/laboratory	14 sem + 14 lab
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					20
Additional documentation (in libraries, on electronic platforms, field documentation)					10
Preparation for seminars/labs, homework, papers, portfolios and essays					29
Tutorship					5
Evaluations					5
Other activities:					-

3.7 Total individual study hours	69
3.8 Total hours per semester	125
3.9 Number of ECTS credits	5

4. Prerequisites (if necessary)

4.1. curriculum	• Object oriented programming, Algorithmics, Data structures
4.2. competencies	• Basic notions and programming skills

5. Conditions (if necessary)

5.1. for the course	projector
5.2. for the seminar /lab activities	projector

6. Specific competencies acquired

Professional competencies	• Knowledge, understanding and use of basic concepts of object-oriented analysis and design. • Ability to work independently and/or in a team in order to solve problems in defined professional contexts. • Good programming skills in object-oriented languages especially in Java
Transversal competencies	• Ability to apply design patterns in different contexts • Ability to build software projects by following the main phases in software applications development. • Ability to create projects with clear separations on architectural layers, based on different architectural patterns.

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

7.1 General objective of the discipline	• Each student has to prove that (s)he acquired an acceptable level ofknowledge and understanding of the subject, that (s)he is capable of stating these knowledge in a coherent form, that (s)he has correct habits of analysis, design, and implementation based on design patterns and general object oriented paradigms
7.2 Specific objective of the discipline	• The students should have the ability to use Java language, design patterns, and to create GUI for their applications. Also they have to be able to use object-oriented concepts in program analysis and design.

8. Content

8.1 Course	Teaching methods	Remarks
1. Introduction to Java platform: platform, language syntax, primitive data types, arrays, classes, interfaces, packages, enums, overriding, overloading, exceptions	Exposure,description, explanation, debate and dialogue, discussion of case studies	
2. Collections and Generic Types: anonymous classes, polymorphism, casting	Exposure,description, explanation, debate and dialogue, discussion of case studies	
3. IO,NIO: binary and character oriented streams, files, channels and buffers	Exposure,description, explanation, debate and dialogue, discussion of case studies	
4. Functional programming: lambda expressions, streams	Exposure,description, explanation, debate and dialogue, discussion of case studies	

5. GUI: Java FX components, event handling	Exposure,description, explanation, discussion of case studies	
6. Concurrency: threads, executors, futures, exception handling	Exposure,description, explanation, discussion of case studies	
7. Concurrency: sync vs async methods, callback methods, cancellation	Exposure,description, explanation, debate and dialogue, discussion of case studies	
8. XML: schema, documents	Exposure,description, explanation, debate and dialogue, discussion of case studies	
9. GUI (cont.):FXML, CSS. Metaprogramming: reflection, serialization	Exposure,description, explanation, discussion of case studies	
10. Introduction in C# and .Net	Exposure,description, explanation, discussion of case studies	
11. Collections in C#	Exposure,description, explanation, discussion of case studies	
12. IO operations in C#	Exposure,description, explanation, discussion of case studies	
13. GUI in C#	Exposure,description, explanation, discussion of case studies	
14. LINQ	Exposure,description, explanation, discussion of case studies	

Bibliography

1. James Gosling, Bill Joy, Guy Steele, Gilad Bracha, Alex Buckley. The Java™ Language Specification Java SE 7 Edition.
2. Eckel, B., Thinking in Java, 4th edition, Prentice Hall, 2006
3. Eckel, B.: Thinking in Patterns with Java, 2004. MindView, Inc
4. E. Gamma, R. Helm, R. Johnson, J. Vlissides, Design Patterns – Elements of Reusable Object Oriented Software, Ed. Addison Wesley, 1994
5. ***, The Java Tutorial, 2013. http://download.oracle.com/javase/tutorial/
6. Joseph Albahari and Ben Albahari, C# 4.0 in a Nutshell, Fourth Edition, O'Reilley, 2010

7. ***, Microsoft Developer Network, Microsoft Inc., http://msdn.microsoft.com/		
8.2 Seminar and 8.3 Laboratories	**Teaching methods**	**Remarks**
1. Java basic project	Conversation, debate, case studies, examples	
2. Java project: Collections, Generics	Conversation, debate, case studies, examples	
3. Java project: Generics	Conversation, debate, case studies, examples	
4. Java project: IO		
5. Java project: Functional programming	Conversation, debate, case studies, examples	
6. Java project: GUI	Conversation, debate, case studies, examples	
7. Java project: concurrency	Conversation, debate, case studies, examples	
8. Java project:xml		
9. Java project: GUI		
10. C# project basics		
11. C# project collections		
12. C# project io		
13. C# project GUI		
14. C# project Linq		

Bibliography

1. James Gosling, Bill Joy, Guy Steele, Gilad Bracha, Alex Buckley. The Java™ Language Specification Java SE 7 Edition.
2. Eckel, B., Thinking in Java, 4th edition, Prentice Hall, 2006
3. E. Gamma, R. Helm, R. Johnson, J. Vlissides, Design Patterns – Elements of Reusable Object Oriented Software, Ed. Addison Wesley, 1994
4. Joseph Albahari and Ben Albahari, C# 4.0 in a Nutshell, Fourth Edition, O'Reilley, 2010
5. ***, Microsoft Developer Network, Microsoft Inc., http://msdn.microsoft.com/
6. ***, The Java Tutorial, 2013. http://download.oracle.com/javase/tutorial/

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 Curriculla Recommendations for Computer Science studies;
- The content of the course is considered by the software companies as important for average software development skills

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	- know the basic principle of the domain; - apply the course concepts - problem solving	Written final exam Practical final exam	20% 30%

10.5 Seminar/lab activities	- be able to use course concepts in solving the real problems	Laboratories Assignments	50%
10.6 Minimum performance standards			
➢ At least grade 5 (from a scale of 1 to 10) at written final exam and practical final exam. At least grade 5 for the final grade.			

Date	Signature of course coordinator	Signature of seminar coordinator
.....	Assoc. Prof. PhD. Florin CRACIUN	Assoc. Prof. PhD. Florin CRACIUN

Date of approval	Signature of the head of department
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