

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	Computer Science
1.5 Study cycle	Bachelor
1.6 Study programme / Qualification	Computer Science

2. Information regarding the discipline

2.1 Name of the discipline (en) (ro)	Internship Practică						
2.2 Course coordinator	-						
2.3 Seminar coordinator	Assoc. Prof. PhD. Sanda-Maria Avram						
2.4. Year of study	3	2.5 Semester	5	2.6. Type of evaluation	E	2.7 Type of discipline	compulsory
2.8 Code of the discipline	MLE7001						

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

3.1 Hours per week	1	Of which: 3.2 course		3.3 seminar/laboratory	1
3.4 Total hours in the curriculum	14	Of which: 3.5 course	-	3.6 seminar/laboratory	14
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					50
Additional documentation (in libraries, on electronic platforms, field documentation)					30
Preparation for seminars/labs, homework, papers, portfolios and essays					22
Tutorship					18
Evaluations					16
Other activities:					
3.7 Total individual study hours	136				
3.8 Total hours per semester	150				

3.9 Number of ECTS credits	6
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4. Prerequisites (if necessary)

4.1. curriculum	
4.2. competencies	

5. Conditions (if necessary)

5.1. for the course	
5.2. for the seminar /lab activities	<ul style="list-style-type: none"> Special technical activities are required: programming, testing, analysis and design

6. Specific competencies acquired

Professional competencies	<p>C2.1 Identification of appropriate methodologies for software development</p> <p>C2.3 Use of methodologies, specification mechanism and development frameworks for developing software applications</p> <p>C2.5 Development of dedicated software projects</p>
Transversal competencies	<p>CT1 Apply rules to: organized and efficient work, responsibilities of didactical and scientific activities and creative capitalization of own potential, while respecting principles and rules for professional ethics</p> <p>CT2 Efficient progress of group activities and development of communications skills and collaboration</p> <p>CT3 Use efficient methods and techniques for learning, knowledge gaining, and research and develop capabilities for capitalization of knowledge, accommodation to society requirements and communication in English</p>

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

7.1 General objective of the discipline	<ul style="list-style-type: none"> Gaining abilities to execute a product/program in teams, writing project documentation. Under the supervision of a specialized internship tutor and academic staff.
7.2 Specific objective of the discipline	<ul style="list-style-type: none"> Execute a product/program in teamwork Write necessary documentations Public project presentation

8. Content

8.1 Course	Teaching methods	Remarks
8.2 Seminar / laboratory	Teaching methods	Remarks

1. Theme presentation (problem statement) to be solved and establish team roles	Exposure, description, explanation	
2. Develop detailed specifications of the project	Dialog lecture, discussions, team debate	
3. Project analysis: entities and relations identification, use scenarios, data flow diagrams	Dialog lecture, discussions, team debate	
4. Design: conceptual data model, logical data model, computation design, physical data model, user interface, application architecture	Questioning, discovery	
5. Implementation and testing	Case study, cooperation	
6. Integration Testing; documentations	Questioning	
7. Project presentation in front of the evaluators	Evaluation	

Bibliography

1. M. Frentiu, I. Lazăr, Bazele Programării: Proiectarea Algoritmilor, 2000, Ed. Univ. Petru Maior, Tg.Mureș
2. M. Frentiu, I. Lazăr, S. Motogna, V. Prejmerean, Elaborarea algoritmilor, Ed. Presa Universitară, Clujeana, Cluj-Napoca, 1998,
3. B. Pârș, Analiza și proiectarea sistemelor, Universitatea Babeș-Bolyai, Centrul de Formare Continua si Învățământ la Distanță, Facultatea de Matematică și Informatică, Cluj-Napoca, ed. a III-a, 2003.
4. Țâmbulea, L., Baze de date, Litografiat Cluj-Napoca 2001.

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;
- Offers an overall perspective of Computer Science domains, and a general expertise for the student;
- Offers basic knowledge about teamwork and integration in a software company.

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course			

10.5 Seminar/lab activities		The internship tutor from the internship institution evaluates the student's performance.	80%
		The person, from the faculty, responsible for the internship activity marks the student's performance (based on the Activity Report filled in by the student).	20%
10.6 Minimum performance standards			
➤ It is necessary to obtain the minimum grade 5. (minimum 120 hours of practice)			

Date

Signature of course coordinator

Signature of seminar coordinator

29.04.2021

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Assoc. Prof. PhD. Sanda-Maria Avram

Date of approval

Signature of the head of department

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Prof. PhD. Laura DIOȘAN