syllabus

in more negativity of 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 /	Computer Science			
Qualification				

1. Information regarding the programme

2. Information regarding the discipline

2.1 Name of the discipline (en)			Systems for Design and Implementation (Medii de			le	
(ro)		pro	proiectare și programare)				
2.2 Course coordinatorLect. PhD. Radu D. Găceanu							
2.3 Seminar coordin	ator		Lect. PhD. Radu D. Găceanu				
2.4. Year of study	2	2.5 Semester	4	2.6. Type of evaluation	Е	2.7 Type of discipline	Com
						puls	
							ory
2.8 Code of the discipline MLE5013							

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

3.1 Hours per wee	ek	5	Of which: 3.2 course	;	2	3.3 seminar/laboratory	2 lab
							+ 1 pr
3.4 Total hours in	the curriculum	70	Of which: 3.5 course	;	28	3.6 seminar/laboratory	42
Time allotment:							hours
Learning using m	anual, course support,	biblio	graphy, course notes				20
Additional docum	entation (in libraries, o	on elec	ctronic platforms, field	d do	ocum	entation)	30
Preparation for se	minars/labs, homework	k, pap	ers, portfolios and ess	ays	5		25
Tutorship						5	
Evaluations							14
Other activities:							-
3.7 Total individu	al study hours		80				
3.8 Total hours	3.8 Total hours 150						
per semester							
3.9 Number of 6							
ECTS credits							

4. Prerequisites (if necessary)

4.1. curriculum	Advanced Programming Methods
	• Databases
	Distributed Operating Systems

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	٠	Room with projector
5.2. for the seminar /lab	٠	Laboratory with internet access and ability to use personal laptops
activities		

6. Specific competencies acquired

Prof	C2.1 Identification of suitable methodologies for developing software systems			
essio	C2.2 Identification and explanation of suitable mechanism for software systems			
nal	specification			
com	C2.3 Usage of methodologies, specification mechanisms and development			
pete	environments for software systems development			
ncies	C2.4 Usage of suitable criteria and methods for software systems evaluation			
	C2.5 Development of specific software systems			
Tran	CT1 Application of rules for organized and efficient work, of responsible attitudes			
svers	towards education-scientific domain for creative evaluation of self-potential,			
al	respecting the professional ethics principles and norms			
com	CT2 Efficient development of activities organized in an interdisciplinary group and			
pete	the development of emphatic abilities of inter-human communication, relationships			
ncies	and collaboration with different groups			
	CT3 Usage of efficient learning, information, research and development methods and			
	techniques for knowledge revaluation abilities, for adaptation to the requirements of a			
	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	 To understand distributed software concepts and problems Improved design and programming skills
7.2 Specific objective of the discipline	 To have a systematic knowledge concerning application development methodologies To be familiarized with modern concepts and preoccupations in the field of developing application software To know the use of computer-aided software development tools

8. Content		
8.1 Course	Teaching methods	Remarks

1.	Build automation, dependency management; version control systems	Presentation, conversation, case studies
2.	JDBC	Presentation, conversation, case studies
3.	Inversion of control containers	Presentation, conversation, case studies
4.	The client server architecture	Presentation, conversation, case studies
5.	Remote procedure call	Presentation, conversation, case studies
6.	Object relational mapping	Presentation, conversation, case studies
7.	Object relational mapping	Presentation, conversation, case studies
8.	Enterprise application integration	Presentation, conversation, case studies
9.	Enterprise application integration	Presentation, conversation, case studies
10	. Web services	Presentation, conversation, case studies
11.	Web applications	Presentation, conversation, case studies
12	. Web sockets	Presentation, conversation, case studies
13	. Web security	Presentation, conversation, case studies
14	NoSql databases	Presentation, conversation, case studies

Bibliography

1. Joseph Albahari and Ben Albahari, C# 6.0 in a Nutshell, Sixth Edition, O'Reilley, 2015.

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., http://msdn.microsoft.com/

6. ***, The Java Tutorial, SUN Microsystems, Inc. http://download.oracle.com/javase/tutorial/

7. Eckel, B., Thinking in Java, 4th edition, Prentice Hall, 2006

8. Walls, Craig, Spring in Action, Fourth Edition, Ed. O'Reilley, 2015.

9. Spring http://projects.spring.io/spring-framework

8.2 Seminar / laboratory	Teaching methods	Remarks
1. Build automation, dependency	Presentation, conversation, case studies	
management; version control		
systems		
2. JDBC	Presentation, conversation, case studies	
3. Inversion of control containers	Presentation, conversation, case studies	
4. The client server architecture	Presentation, conversation, case studies	
5. Remote procedure call	Presentation, conversation, case studies	
6. Object relational mapping	Presentation, conversation, case studies	
7. Object relational mapping	Presentation, conversation, case studies	
8. Enterprise application integration	Presentation, conversation, case studies	
9. Enterprise application integration	Presentation, conversation, case studies	
10. Web services	Presentation, conversation, case studies	
11. Web applications	Presentation, conversation, case studies	
12. Web sockets	Presentation, conversation, case studies	
13. Web security	Presentation, conversation, case studies	
14. NoSql databases	Presentation, conversation, case studies	

Bibliography

- 1. Joseph Albahari and Ben Albahari, C# 6.0 in a Nutshell, Sixth Edition, O'Reilley, 2015.
- 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., http://msdn.microsoft.com/
- 6. ***, The Java Tutorial, SUN Microsystems, Inc. http://download.oracle.com/javase/tutorial/
- 7. Eckel, B., Thinking in Java, 4th edition, Prentice Hall, 2006
- 8. Walls, Craig, Spring in Action, Fourth Edition, Ed. O'Reilley, 2015.
- 9. Spring http://projects.spring.io/spring-framework

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 fulfils the IEEE and ACM Curricula Recommendations for Computer Science studies
- The content of the course is considered by software companies as being important for average design and advanced programming skills

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Maximum number of points			
10.4 Course	To know the basic concepts of developing distributed applications;	Practical exam (examination session)	200			
	To apply these concepts to design and implement a small distributed application	Tests/quizzes during the semester	100			
10.5 Seminar/lab activities	Being able to design and implement distributed applications using various technologies	Practical examination, observation documentation; tests and assignments during classes	200			
10.6 Activity during the semester						
10.6 Minimum performanc	10.6 Minimum performance standards					
At least 100 out of 500 possible points.						

Date

Signature of course coordinator

Signature of seminar coordinator

28.04.2021

Lect. PhD. Radu D. Găceanu

Lect. PhD. Radu D. Găceanu

Date of approval

Signature of the head of department

Prof. PhD. Laura Dioșan