#### SYLLABUS

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1.1 Higher education institution	Babeş Bolyai University				
1.2 Faculty	aculty 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 Implementati		lementation (Medii c	on (Medii de				
(ro)		proiectare și programare)					
2.2 Course coordinator		Lect. PhD. Vlad-Sebastian Ionescu					
2.3 Seminar coordinator		Leo	Lect. PhD. Vlad-Sebastian lonescu				
2.4. Year of study	2	2.5 Semester	r <b>4</b> 2.6. Type of evaluation <b>E</b> 2.7 Type of discipline		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 we	ek	5	Of which: 3.2 course	2	3.3 seminar/laboratory	2 lab
						+ 1 pr
3.4 Total hours in	n the curriculum	70	Of which: 3.5 course	28	3.6	42
					seminar/laboratory	
Time allotment:						hours
Learning using m	nanual, course support,	bibli	ography, course notes			20
Additional docur	nentation (in libraries,	on el	ectronic platforms, field	docun	nentation)	30
Preparation for seminars/labs, homework, papers, portfolios and essays						25
Tutorship						5
Evaluations						14
Other activities:						-
3.7 Total individu	ual study hours		80			
3.8 Total hours 150						
per semester						
3.9 Number of <b>6</b>						
ECTS credits						

## 4. Prerequisites (if necessary)

<b>I</b> ( )/	
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	Room with projector
5.2. for the seminar /lab	Laboratory with internet access and ability to use personal laptops
activities	

## 6. Specific competencies acquired

1	
Professional competencies	C2.1 Identification of suitable methodologies for developing software systems
ene	C2.2 Identification and explanation of suitable mechanism for software systems
pet	specification
Om	C2.3 Usage of methodologies, specification mechanisms and development
al c	environments for software systems development
ons	C2.4 Usage of suitable criteria and methods for software systems evaluation
essi	C2.5 Development of specific software systems
rofé	
P -	
<u>s</u>	
cie	CT1 Application of rules for organized and efficient work, of responsible attitudes
ene	towards education-scientific domain for creative evaluation of self-potential,
pet	respecting the professional ethics principles and norms
Om	CT2 Efficient development of activities organized in an interdisciplinary group and
al c	the development of emphatic abilities of inter-human communication, relationships
erse	and collaboration with different groups
BVG	CT3 Usage of efficient learning, information, research and development methods and
Transversal competencies	techniques for knowledge revaluation abilities, for adaptation to the requirements of a
E	dynamic society, and for communication in Romanian language and another foreign
	language.

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

J 1			
7.1 General objective of the	To understand distributed software concepts and problems		
discipline	Improved design and programming skills		
-			
7.2 Specific objective of the	To have a systematic knowledge concerning application development		
discipline	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	Presentation, conversation, case studies	
mana	gement; 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

8.2 Se	eminar / laboratory	Teaching methods	Remarks
1.	Build automation, dependency	Presentation, conversation, case studies	
man	agement; 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	

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- 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 Share in the grade (%)			
10.4 Course	To know the basic concepts of developing distributed applications	Written exam	40			
	To apply these concepts to design and implement a small distributed application	Practical exam	40			
10.5 Seminar/lab Being able to design and implement distributed applications using various technologies		Practical examination, observation documentation	20			
10.6 Minimum performance standards At least grade 5 (1 to 10 scale) at all activities seminar/lab, written exam, practical exam (and the final grade at least 5)						

Date

Signature of course coordinator

Signature of seminar coordinator

24.04.2023

Lect. PhD. Vlad-Sebastian Ionescu. Lect. PhD. Vlad-Sebastian Ionescu





Date of approval

Signature of the head of department Prof. PhD. Laura Silvia Dioșan

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