

SYLLABUS

Framework Design

University year 2025

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	Master
1.6. Study programme/Qualification	Software Engineering
1.7. Form of education	

2. Information regarding the discipline

2.1. Name of the discipline		Framework Design				Discipline code		MME8051
2.2. Course coordinator				Lect. dr. Ioan Lazar				
2.3. Seminar coordinator				Lect. dr. Ioan Lazar				
2.4. Year of study	1	2.5. Semester	2	2.6. Type of evaluation	C	2.7. Discipline regime		Mandatory

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

3.1. Hours per week	3	of which: 3.2 course	2	3.3 seminar/laboratory/project	1
3.4. Total hours in the curriculum	42	of which: 3.5 course	28	3.6 seminar/laboratory/project	14
Time allotment for individual study (ID) and self-study activities (SA)					hours
Learning using manual, course support, bibliography, course notes (SA)					28
Additional documentation (in libraries, on electronic platforms, field documentation)					14
Preparation for seminars/labs, homework, papers, portfolios and essays					14
Tutorship					7
Evaluations					7
Other activities:					14
3.7. Total individual study hours	22				
3.8. Total hours per semester	120				
3.9. Number of ECTS credits	7				

4. Prerequisites (if necessary)

4.1. curriculum	<ul style="list-style-type: none"> Programming Fundamentals
4.2. competencies	<ul style="list-style-type: none"> Good programming skills in at least one of the languages Java, C#

5. Conditions (if necessary)

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

6.1. Specific competencies acquired ¹

Professional/essential competencies	<ul style="list-style-type: none">• C 4.3 Identify models and methods adequate to real life problem solving• C 2.1 Identify adequate software systems development methodologies• C 1.1 Proper description of programming paradigms and language specific mechanisms, and identification of semantical and syntactical differences
Transversal competencies	<ul style="list-style-type: none">• CT1 Apply organized and efficient work rules and responsible attitude towards didactical and research field, in order to creatively use work potential; respect professional ethical principles• CT3 Use efficient methods and techniques for: learning, information search, research and development of capacities to adapt to the requirements of a dynamic society and to communicate in an international language

6.2. Learning outcomes

Knowledge	The student knows: development cycle of systems based on services
Skills	The student is able to develop a system based on services
Responsibility and autonomy:	The student has the ability to work independently to build SOA systems

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

7.1 General objective of the discipline	<ul style="list-style-type: none">• Enhance the students understanding of service oriented concepts through a practical and pragmatic approach• Provide the students with an environment in which they can explore the usage and usefulness of service oriented concepts in various business scenarios• Induce a realistic and industry driven view of software design concepts such as design patterns and their inherent benefits
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¹ One can choose either competencies or learning outcomes, or both. If only one option is chosen, the row related to the other option will be deleted, and the kept one will be numbered 6.

7.2 Specific objective of the discipline	<ul style="list-style-type: none"> • Give students the ability to explore various object oriented programming languages • Improve the students abilities to tackle business requirements • Enhance the students understanding of business needs and business value • Provide students with insights into the way of working towards achieving high quality software through skilled trainers from the IT industry
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8. Content

8.1 Course	Teaching methods	Remarks
1. Web frameworks for Node.js 2. Functional reactive programming (FRP) 3. Web frameworks based on FRP - react 4. Web frameworks based on FRP - angular 5. Mobile app frameworks based on on FRP - android compose 6. Component based web frameworks - lit 7. Component based web frameworks - lit element 8. Micro frontends 9. Progressive web applications 10. Creating a model-based framework for user interfaces 11. Creating an IFML diagram editor 12. Creating a domain model diagram editor 13. Running and deploying components 14. Component repository	Exposure: description, explanation, examples, discussion of case studies	
Bibliography		
8.2 Seminar / laboratory	Teaching methods	Remarks
1. Creating a secured server for component repositories 2. Creating a web app based on FRP frameworks 3. Creating a web app based on web components 4. Creating a model-based framework for user interfaces 5. Add domain diagram editors 6. Add IFML diagram editors 7. Add component repository features	Dialogue, debate, case studies, examples, proofs	
Bibliography		

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

<ul style="list-style-type: none"> • The course respects the IEEE and ACM Curricula Recommendations for Computer Science studies; • The course exists in the studying program of all major universities in Romania and abroad; • The content of the course is considered by the software companies as important for average programming skills.
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10. Evaluation

Activity type	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Percentage of final grade
10.4 Course			
10.5 Seminar/laboratory	Implement a PoC application framework or a plugin/extension of a given framework.	Project grading	100%
10.6 Minimum standard of performance			
<ul style="list-style-type: none">• A minimum passing grade is defined by attaining at least 50% (5/10) points for the final project and each of the three lab assignments respectively.• No more than 3 absences are allowed for the seminar/lab activities			

11. Labels ODD (Sustainable Development Goals)²

Not applicable.

Date:
.30.04.2025

Signature of course coordinator

Lect. dr. Ioan Lazar

Signature of seminar coordinator

Lect. dr. Ioan Lazar

Date of approval:

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Signature of the head of department

Assoc.prof.phd. Adrian STERCA

² Keep only the labels that, according to the [*Procedure for applying ODD labels in the academic process*](#), suit the discipline and delete the others, including the general one for *Sustainable Development* – if not applicable. If no label describes the discipline, delete them all and write „*Not applicable.*“.