

## SYLLABUS

### 1. Information regarding the programme

1.1 Higher education institution	<b>Babeş-Bolyai University</b>
1.2 Faculty	<b>Faculty of Mathematics and Computer Science</b>
1.3 Department	<b>Department of Computer Science</b>
1.4 Field of study	<b>Computers and Information Technology</b>
1.5 Study cycle	<b>Bachelor</b>
1.6 Study programme / Qualification	<b>Information Engineering</b>

### 2. Information regarding the discipline

2.1 Name of the discipline (en) (ro)	Algorithm design (Proiectarea algoritmilor)						
2.2 Course coordinator	Lect. PhD. Radu D. Găceanu						
2.3 Seminar coordinator	Lect. PhD. Radu D. Găceanu						
2.4. Year of study	<b>2</b>	2.5 Semester	<b>4</b>	2.6. Type of evaluation	<b>C</b>	2.7 Type of discipline	<b>Compulsory DD</b>
2.8 Code of the discipline	MLE5173						

### 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	2 LP
3.4 Total hours in the curriculum	56	Of which: 3.5 course	28	3.6 seminar/laboratory	28
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					15
Additional documentation (in libraries, on electronic platforms, field documentation)					15
Preparation for seminars/labs, homework, papers, portfolios and essays					5
Tutorship					5
Evaluations					4
Other activities: .....					-
3.7 Total individual study hours	44				
3.8 Total hours per semester	100				
3.9 Number of ECTS credits	4				

### 4. Prerequisites (if necessary)

4.1. curriculum	<ul style="list-style-type: none"> <li>•Advanced Programming Methods</li> <li>•Databases</li> <li>•Distributed Operating Systems</li> </ul>
4.2. competencies	<ul style="list-style-type: none"> <li>•Average programming skills in a high level programming</li> </ul>

	<p>language</p> <ul style="list-style-type: none"> <li>•Basic concepts of databases</li> <li>•Basic concepts of networking</li> </ul>
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### 5. Conditions (if necessary)

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

### 6. Specific competencies acquired

<b>Professional competencies</b>	<p>C2.1 Describing the structure and operation of hardware, software and communication components</p> <p>C2.2 Explaining the role, interaction and operation of hardware, software and communication components</p> <p>C2.3 Construction of hardware and software components of computing systems using design methods, languages, algorithms, data structures, protocols and technologies</p> <p>C2.4 Metric based evaluation of functional and non-functional characteristics of computing systems</p> <p>C2.5 Implementation of hardware, software components</p> <p>C4.1 Identifying and describing technologies, programming environments and various concepts that are specific to programming engineering</p> <p>C4.2 Explaining the role, interaction and operation patterns of software system components</p> <p>C4.3 Developing specifications and designing information systems using specific methods and tools</p> <p>C4.4 Managing the life cycle of hardware, software and communications systems based on performance evaluation</p> <p>C4.5 Developing, implementing and integrating software solutions</p>
<b>Transversal competencies</b>	<p>CT1 Honorable, responsible, ethical behavior, in the spirit of the law, to ensure the professional reputation</p> <p>CT2 Identifying, describing and conducting processes in the projects management field, undertaking different team roles and clearly and concisely describing own profesional results, verbally or in writing, in Romanian and in an international language.</p> <p>CT3 Demonstrating initiative and pro-active behavior for updating professional, economical and organizational culture knowledge</p>

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

7.1 General objective of the discipline	<ul style="list-style-type: none"> <li>•To understand distributed software concepts and problems</li> <li>•Improved design and programming skills</li> </ul>
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7.2 Specific objective of the discipline	<ul style="list-style-type: none"> <li>•To have a systematic knowledge concerning application development methodologies</li> <li>•To be familiarized with modern concepts and preoccupations in the field of developing application software</li> <li>•To know the use of computer-aided software development tools</li> </ul>
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## 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'Reilly, 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'Reilly, 2015.
9. Spring <http://projects.spring.io/spring-framework>

8.2 Seminar / laboratory	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	

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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; To apply these concepts to design and implement a small distributed	Practical exam (examination session)	Up to 200 points (40%)
		Tests/quizzes during the semester	Up to 100 points (20%)

	application		
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	Up to 200 points (40%)
10.6 Minimum performance standards			
At least 100 out of 500 possible points.			

Date

Signature of course coordinator

Signature of seminar coordinator

16.05.2022

*Radu Gaceanu*

*Radu Gaceanu*

Date of approval

Signature of the head of department

Prof. dr. Laura Dioşan

24.05.2022

