

SYLLABUS / FIȘA DISCIPLINEI
1. Information on the study programme / Date despre programul de studii

1.1. Institution / Instituția de învățământ superior	Universitatea de Vest din Timișoara
1.2. Faculty / Facultatea	Matematică și Informatică
1.3. Department / Departamentul	Computer Science (Informatică)
1.4. Study program field	Computer Science (Informatică)
1.5. Study cycle/ Ciclul de studii	Bachelor / licență
1.6. Study programme / Programul de studii / calificarea*	Computer Science / Informatică în limba engleză / Database administration / <i>Administrator baze de date - 252101; Computer network administration / Administrator de rețea de calculatoare - 252301; Analyst / Analist - 251201; Research assistant in computer science / Asistent de cercetare în informatică - 214918; Teacher in secondary schools / Profesor în învățământul gimnazial - 233002; Programmer / Programator - 251202; Software systems designers / Proiectant sisteme informatice - 251101</i>

2. Information on the course / Date despre disciplină

2.1. Title of the course / Denumirea disciplinei	Individual Project						
2.2. Teacher in charge of the course / Titularul activităților de curs							
2.3. Teacher in charge of the seminar / Titularul activităților de seminar	Mihalas, Stelian						
2.4. Study year / Anul de studii	2	2.5. Semester / Semestrul	1	2.6. Examination type / Tipul de evaluare: E(xam)/C(olloquim)	C	2.7. Course type / Regimul disciplinei: M(andatory)/ E(lective)/ F(acultative)	M

3. Estimated study time (number of hours per semester) / Timpul total estimat (ore pe semestru al activităților didactice)

3.1. Attendance hours per week / Număr de ore pe săptămână	1	out of which din care: 3.2 lecture/ curs		3.3. seminar/laborator	1
3.4. Attendance hours per semester / Total ore din planul de învățământ	14	out of which: 3.5 lecture / curs		3.6. seminar/laborator	14
Distribution of the allocated amount of time / Distribuția fondului de timp*					hours/ore
Individual study / Studiu după manual, suport de curs, bibliografie și notițe					10
Supplementary documentation at library or using electronic repositories / Documentare suplimentară în bibliotecă, pe platformele electronice de specialitate					10
Preparing for laboratories, homework, reports etc. / Pregătire seminarii/laboratoare, teme, referate, portofolii și eseuri					16
Exams / Examinări					

Tutoring / Tutorat		
3.7. Total number of hours of individual study / Total ore studiu individual	36	
3.8. Total number of hours per semester / Total ore pe semestru	50	
3.9. Number of credits (ECTS) / Număr de credite	2	

4. Prerequisites (if it is the case) / Precondiții (acolo unde e cazul)

4.1. curriculum / de curriculum	<ul style="list-style-type: none"> Object Oriented Programming Software Engineering
4.2. skills / de competențe	

5. Requirements (if it is the case) / Condiții (acolo unde e cazul)

5.1. for the lecture / de desfășurare a cursului	
5.2. for the seminar, laboratory / de desfășurare a seminarului/laboratorului	<ul style="list-style-type: none"> Eclipse, NetBeans or Android Studio for Java Programming CodeBlocks or Visual Studio for C/C++/C#

6. Acquired skills / Competențe specifice acumulate

Professional skills / Competențe profesionale	<ul style="list-style-type: none"> The ability to set up goals The ability to gather relevant information The ability to use existing resources to implement the desired project
Transversal skills / Competențe transversale	<ul style="list-style-type: none"> Self discipline, commitment, resilience The ability to listen to customers

7. Objectives of the course / Obiectivele disciplinei (reieșind din grila competențelor specifice acumulate)

7.1. General objective / Obiectivul general al disciplinei	<ul style="list-style-type: none"> Designing and implementing a software project Using software tools for project design, implementation and testing
7.2. Specific objectives / Obiectivele specifice	<ul style="list-style-type: none"> Knowing the basic steps in creating a software product Converting customer's requests into a product which does the job, is easy to use and maintain

8. Content / Conținuturi*

8.1. Lecture / Curs	Teaching strategies / Metode de predare	Remarks, details / Observații
Recommended bibliography / Bibliografie		

8.2. Seminar, lab / Seminar, laborator	Teaching/learning strategies / Metode de predare/ învățare	Remarks, details / Observații
Motivation and expected results	Presentation, informal debate	
Specify the context and existing implementations for the project	Presentation, informal debate	
Requirements specification	Presentation, informal debate	
Integrated development environment to be used	Presentation, informal debate	
Intended functional description	Presentation, informal debate	
Use cases	Presentation, informal debate	
State diagrams	Presentation, informal debate	
Class diagrams	Presentation, informal debate	
DataBase or other data structures	Presentation, informal debate	
Implementation	Presentation, informal debate	
Versioning control	Presentation, informal debate	
User's guide preparation	Presentation, informal debate	
Project testing	Tteaching by example	
Project presentation	Presentation, discussions	
Recommended bibliography / Bibliografie <ol style="list-style-type: none"> 1. Steve McConnell, Code Complete: A Practical Handbook of Software Construction, 2nd Edition, Microsoft Press, 2014 2. Harold Alberson, Gerald Sussman, Structure and Interpretation of Computer Programs, 2nd Edition, MIT Press, 1996 3. Robert Martin, Clean Code: A Handbook of Agile Software Craftsmanship, Pearson Education, 2009 4. John Sonmez, Soft Skills: The software developer's life manual, Manning Publications, 2015 5. CVS – Concurrent Version System - https://web.archive.org/web/20140709051732/http://ximbiot.com/cvs/manual/ 		

9. Correlations between the content of the course and the requirements of the IT field / Coroborarea conținuturilor disciplinei cu așteptările reprezentanților comunității epistemice, asociațiilor profesionale și angajatorilor reprezentativi din domeniul aferent programului

The ability to design, implement and test a software product is one of the fundamental criteria for hiring a new employee. This course/lab is the right step in this direction.
 The content of this course is in line with the current practices in this particular field.
 The course uses and promotes the best practices as recognized by the IT industry.

10. Evaluation / Evaluare*

Activity / Tip de activitate	10.1. Evaluation criteria / Criterii de evaluare**	10.2. Evaluation methods / Metode de evaluare***	10.3. Weight in the averaged mark / Pondere din nota finală
10.4. Lecture / Curs			
10.5. Seminar/ lab	Project choice, requirements stated	Email submitted	22%
	Technologies, IDE, bibliography, general architecture	Email submitted	22%
	Use cases, class diagrams, implementation started	Presentation	22%
	A functional project, user's guide	Presentation	34%
10.6. Minimal knowledge for passing / Standard minim de performanță			
Submission/presentation of a functional project and getting a grade of minimum 5.			

Date/ Data completării

Signature (lecture) /
Semnătura titularului de curs

Signature (seminar)
Semnătura titularului de seminar

Signature (director of the department)
Semnătura directorului de departament
Conf.dr. Victoria Iordan