



Universitat de Lleida

DEGREE CURRICULUM
**INFORMATION SYSTEMS
ARCHITECTURE**

Coordination: GARCIA GONZALEZ, ROBERTO

Academic year 2021-22

Subject's general information

Subject name	INFORMATION SYSTEMS ARCHITECTURE			
Code	102034			
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION			
Typology	Degree	Course	Character	Modality
	Double bachelor's degree: Degree in Computer Engineering and Degree in Business Administration and Management	5	COMPULSORY	Attendance-based
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	Activity type	TEORIA		
	Number of credits	6		
	Number of groups	1		
Coordination	GARCIA GONZALEZ, ROBERTO			
Department	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING			
Teaching load distribution between lectures and independent student work	Total load: 150h - Lectures (40%) = 60h - Independent student work (60%) = 90h			
Important information on data processing	Consult this link for more information.			
Language	English			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
BERGA GATIUS, ALBERT	albert.berga@udl.cat	3	Please, make your appointment via e-mail
GARCIA GONZALEZ, ROBERTO	roberto.garcia@udl.cat	3	Please, make your appointment via e-mail

Subject's extra information

To properly follow this subject, it is recommended to have consolidated software engineering and Web applications development skills like those presented in the Software Engineering and Web Systems and Technologies courses.

Learning objectives

- To present Web engineering and its fundamental applications patterns and architectures in the context of an agile methodology and Behaviour Driven Development.
- To have a global vision of the existent technologies to implement enterprise applications using the previous patterns and architectures, especially Java, Javascript and the Web.
- To put into practice the previous concepts and technologies through the development of a Web application project using Java (Spring) and TypeScript (Angular), following an agile methodology and behaviour driven development (BDD).

Competences

Strategic Competences

CT2. Mastering a foreign language, especially English.

CT3. Training Experience in the use of the new technologies and the information and communication technologies.

Cross-disciplinary Competences

EPS10. Capacity to take part in the structure of a company.

Specific Competences

GII-SI1. Capacity to integrate information and communication technology solutions and business to satisfy the needs of information of the organisations, allowing them to reach their aims effectively and efficiently, giving them a competitive advantage.

GII-SI2. Capacity to determine the requirements of the information and communication systems of an organisation taking into account security issues and fulfilment of the rules and regulations.

GII-SI3. Capacity to actively participate in the specification, design, implementation and maintenance of information and communication systems.

Subject contents

1. Agile Web Applications Development Process
 1. Behaviour Driven Development (BDD) with Cucumber Java
 2. Scrum using GitHub
 3. Teamwork coordination using Version Control
 4. Continuous Integration using GitHub Actions
 5. Automated deployment using Heroku
2. Application Architecture Patterns
 1. Introduction and layered architecture
 2. Patterns in the domain layer
 3. Patterns in the integration layer
 4. Patterns in the presentation layer
 5. Technologies for pattern application
3. Web Application Implementation
 1. Server-side: Java (Spring)
 2. Client-side: TypeScript (Angular)

Methodology

The methodology is based on a Project-Based Learning approach where an enterprise software application is developed, focusing on Web-based applications. The course starts with a review of Web development frameworks from an industrial point of view analysing different reports about the state of the art of software development, etc. Based on these dimensions, Spring is selected for the server-side and Angular for the client one.

The first weeks of the course focus on fundamental aspects of software development, including project management ideas and development process concepts. Software architecture, specification, analysis and design are presented from a client/server and Web perspective, guided by enterprise application patterns. These concepts are the starting point for the students' project development.

The students select a project, under professors guidance, and complete a first deliverable where they apply these fundamental concepts to specify, analyse and design their project.

The rest of the course focuses on the implementation of the defined project and the required concepts related to Agile software development, Spring or Angular are introduced as needed to complete the development of the project.

Development plan

Week	Description	Face-to-Face Activities	Autonomous Student Work
1	Frameworks and Methodologies	Study Frameworks JVM Servidor Study Frameworks JavaScript Cliente	Define project idea
2	Frameworks and Methodologies	Introduction Agile Methodologies SRUM and BDD	Define project using methodology terms
3	Sprint 1	Tutorials presentations Joint project development	Project development
4	Sprint 1	Tutorials presentations Joint project development	Project development
5	Sprint 1	Tutorials presentations Joint project development	Project development

Week	Description	Face-to-Face Activities	Autonomous Student Work
6	Sprint 1	Enterprise Application Patterns Joint project development	Study patterns application to project
7	Sprint 1	Enterprise Application Patterns Sprint Retrospective	Study patterns application to project
8		Holidays	
9	Sprint 2	Tutorials presentations Joint project development	Project development
10		1st Midterm Exam	Study
11	Sprint 2	Tutorials presentations Joint project development	Project development
12	Sprint 2	Tutorials presentations Joint project development	Project development
13	Sprint 2	Joint project development Sprint Retrospective	Project development
14			Study
15			Study
16			Study
17-18		2nd Midterm Exam	Study

Evaluation

Acr.	Evaluation Activity	Rate	Minimum Qualification	Group Activity	Mandatory	Remedia Exam
P1	1st Midterm Exam	25%	NO	NO	YES	NO
P2	2nd Midterm Exam	25%	NO	NO	YES	NO
E1	1st Project Deliverable	25%	NO	2 o 3	YES	NO
E2	2ª Project Deliverable	25%	NO	2 o 3	YES	NO
Final Qualification = $0,25 \cdot P1 + 0,25 \cdot P2 + 0,25 \cdot E1 + 0,25 \cdot E2$						

The evaluation is fundamentally based on the development of a project following an agile methodology following 2 sprints and 2 deliverables:

- Sprints 1, 1st Deliverable: 25% grade
- Sprints 2, 2nd Deliverable: 25% grade

For each sprint (review), the performance in developing the assigned tasks will be evaluated, which will be contextualised for each corresponding deliverable that takes into account also the developed product. The grade will combine the outcomes for each deliverable together with its associated sprints.

The evaluation is complemented with two exams performed individually:

- 1st Midterm Exam: 25% grade, about fundamental aspects of the frameworks and methodologies used so far.

- 2nd Midterm Exam: 25% grade, about the development experience of the project as a whole.

Bibliography

- Fowler, M.; Rice, D. (2003). Patterns of Enterprise Application Architecture. Addison-Wesley.
 - https://discovery.udl.cat/iii/encore/record/C__Rb1199416
- Walls, C. (2015). Spring in Action, 4th Edition. Manning.
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- Carnell, J. (2017) Spring microservices in action. Manning.
 - https://discovery.udl.cat/iii/encore/record/C__Rb1354387
- Wilken, J. (2018). Angular in action. Manning.
 - https://discovery.udl.cat/iii/encore/record/C__Rb1354388
- Amuthan, G. (2014). Spring MVC: Beginner's guide Birmingham. Packt Publishing.
 - <https://www.dawsonera.com/abstract/9781783284887>