



Universitat de Lleida

DEGREE CURRICULUM **INDUSTRIAL INFORMATICS**

Coordination: Fernando Guirado

Academic year 2015-16

Subject's general information

Subject name	Industrial Informatics
Code	102129
Semester	2n Q Avaluació Continuada
Typology	Obligatòria
ECTS credits	6
Theoretical credits	3
Practical credits	3
Coordination	Fernando Guirado
Office and hour of attention	Email to the professor
Department	Informàtica i Enginyeria Industrial
Teaching load distribution between lectures and independent student work	40% lecture 60% independent student work
Modality	Presencial
Important information on data processing	Consult this link for more information.
Language	Idioma Percentatge d'ús Castellà 0.0 Català 90.0 Anglès 10.0
Degree	Degree in Automation and Industrial Electronic Engineering
Distribution of credits	20% theoretical content 30% classroom activities 50% laboratory
Office and hour of attention	Email to the professor
E-mail addresses	f.guirado@diei.udl.cat valenti.pardo@udl.cat

Fernando Guirado Fernández
Valentí Pardo Casanovas

Subject's extra information

Course taught in the second semester of the third year.

Is within the specific training modules.

It is recommended to have a user-level knowledge of operating systems and programming.

Learning objectives

- User-level knowledge of Linux operating system
- Know how to use the commands associated with the file system in LINUX
- Understand the concept of process and how to use the associated tools in Linux
- Representation of computational problems by pseudocode
- To know the programming language C
- Developing small applications in C language

Competences

Strategic competencies of the University of Lleida

- Domain of Information Technology and Communication.

Specific skills of the program

- Applied knowledge of industrial computing and communications.

Transversal competences of the degree

- Ability to solve problems and develop and defend arguments in their area of study.

Subject contents

1. Operative System LINUX
 1. The file system structure
 2. The file system Permission
 3. Process management
2. Language C Programming
 1. The GNU compiler
 2. Compiler directives
 3. Data types
 4. Variable declaration
 5. Operators
 6. Basic programming structures
 7. Functions
 8. Data structures

Methodology

The course is composed by a part of a theory that explains the basics of the course content.

These concepts will come-supported by a large part of practices that are required, compulsory attendance and finally they must be validated by a test done in the laboratory.

Development plan

Week	Development
1	Presentation and contents summary Introduction to the Operative Systems. LINUX operative System - Introduction to the file system
2	LINUX operative System - Introduction/File system LINUX operative System - File system
3	LINUX operative System - File system LINUX operative System - Permissions
4	LINUX operative System - Permissions LINUX operative System - Process status
5	LINUX operative System - Process status C Programming Introduction - Structured programming
6	The gcc compiler, error control and deputation The gcc compiler, error control and deputation
7	FREE DAY: Easter Monday Compilation directives - Data types and operators
8	Algorithms - Flow diagrams <i>Partial exam doubts session</i>
9	Partial Exams
10	Functions - Libraries Functions - Libraries
11	Pointers, memory, multiple parameters passing Pointers, memory, multiple parameters passing
12	Arrays - Vectors Arrays - Vectors
13	Data structures Data structures
14	FREE DAY: "Pasqua Granada" <i>Doubts session</i>
15	Final activity Final activity

Evaluation

The evaluation has two parts: Written and Practice

The mark of the exam is 30% of the total grade for the course. There will be two written examination proves, each one will have the same weight and have no minimum note.

The practice note is 70% of the total grade for the course

In order to the practice part being evaluated it is necessary to pass a validation test that has not any note.

Bibliography

Recommended bibliography

Sistemas de tiempo real y lenguajes de programación

A. Burns, A. Wellings, Addison Wesley, 2003.

Real-Time Systems: Design Principles for Distributed Embedded Applications

Hermann Kopetz, Springer; 2nd Edition, 2011

Autómatas Programables.

Joseph Balcells, J. L. Romeral, Ed. Marcombo – Serie Mundo Electrónico