



Universitat de Lleida

# DEGREE CURRICULUM **APPLICATION DEVELOPMENT PLATFORMS**

Coordination: ALBERTOS MARCO, FÉLIX

Academic year 2018-19

## Subject's general information

<b>Subject name</b>	APPLICATION DEVELOPMENT PLATFORMS			
<b>Code</b>	102370			
<b>Semester</b>	2nd Q(SEMESTER) CONTINUED EVALUATION			
<b>Typology</b>	<b>Degree</b>	<b>Course</b>	<b>Character</b>	<b>Modality</b>
	Bachelor's degree in Digital Interaction and Computing Techniques	1	COMMON	Attendance-based
<b>Course number of credits (ECTS)</b>	6			
<b>Type of activity, credits, and groups</b>	<b>Activity type</b>	PRAULA	TEORIA	
	<b>Number of credits</b>	3	3	
	<b>Number of groups</b>	2	1	
<b>Coordination</b>	ALBERTOS MARCO, FÉLIX			
<b>Department</b>	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING			
<b>Teaching load distribution between lectures and independent student work</b>	40% lectures / 60% independent student work			
<b>Important information on data processing</b>	Consult <a href="#">this link</a> for more information.			
<b>Language</b>	Castellano			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
ALBERTOS MARCO, FÉLIX	felix@diei.udl.cat	5	
GARCIA GONZALEZ, ROBERTO	roberto.garcia@udl.cat	1	
LÓPEZ FERNÁNDEZ, JESÚS MARÍA	jesuslop22@gmail.com	3	

## Subject's extra information

Subject to be held during the second semester in the first course of the Degree in Digital Interaction and Computing Techniques.

It belongs to the Computer Science area, inside the "Basic Training" module.

## Learning objectives

- Use the basic tools of the environment: creation of projects, editor, compiler.
- Use the program debugging tool.
- Define test code of simple programs.
- Use the documentation of the predefined classes.
- Create documentation for classes.
- Know the basic concepts of version control.
- Use the basic tools of a version control.

## Competences

Basic Competences:

B01. That students have demonstrated to possess and understand knowledge in an area of study that starts from the base of general secondary education, and is usually found at a level that, although supported by advanced textbooks, also includes some aspects that imply knowledge coming from the vanguard of his/her field of study.

Transversal Competences

CT3. Acquire training in the use of new technologies and information and communication technologies.

CT5. Acquire essential notions of scientific thought.

Competències Generals:

CG3. Use adequate hardware and software platforms to develop and execute interactive digital applications.

CG5. Know the basic subject areas and technologies needed to learn and develop new methods and technologies, and those that help to adapt to new situations.

CG7. Solve problems through initiative, determination, independence and creativity.

CG8. Capacity for abstraction and critical, logical and mathematical reasoning.

Specific Competences:

CE2. Capacity to understand and master the basic concepts of discrete mathematics, logics, algorithmic and computational complexity, and its application to solve computational problems.

CE3. Basic knowledge of the use and programming of computers, operating systems and databases, and their use in the development of interactive applications.

## Subject contents

Topic 1. Development environments

1.1 Programming environment

1.2 Program development

1.3 Debugging and testing

Topic 2. Integrated development environments

2.1 Basic concepts

2.2 Efficient use of the environment

2.3 Debugging and testing

Topic 3. Documentation and testing

3.1 Documentation of standard libraries

3.2 Creation of documentation

3.3 Automation testing

Topic 4. Version control system

4.1 Motivation

4.2 Basic commands

## 4.3 Repository management

## Methodology

The course is developed as follows:

- There are one theory group (aula) and two groups for practices (praula).
- In the theory group the contents of the subject are presented, being divided into four subjects whose duration varies between 2 and 4 weeks each.
- In the group of praula for each subject a script of practices is proposed. The students, individually, work on that script and are evaluated at the end of each topic.
- During the course optional activities will be proposed.

## Development plan

Week	Aula	Praula	Homework
1	Introduction + T1.1	Preparation of the working environment + Practice 1	Study + Practice 1
2	T1.2	Practice 1	Study + Practice 1
3	T1.3	Practice 1	Study + Practice 1
4	T2.1	Evaluación Practice 1	Study
5	T2.2	Practice 2	Study + Practice 2
6	T2.3	Practice 2	Study + Practice 2
7	T2.3	Practice 2	Study + Practice 2
8		Evaluación Practice 2	Study
9	Partial eval.		
10	T3.1 + T3.2	Practice 3	Study + Practice 3
11	T3.3	Practice 3	Study + Practice 3
12	Labor holiday	Evaluation Practice 3	Stuey
13	T4.1 + T4.2	Practice 4	Study + Practice 4
14	T4.3	Practice 4	Study + Practice 4
15		Evaluation Practice 4	Study

## Evaluation

Activity	Global	Ponderación	Nota Mínima	En Grupo	Obligatoria	Recuperable
Partial 1	30%	50%	4	No	Yes	Yes
Partial 2		50%	4	No	Yes	Yes
Practice 1*		30%	5	No	Yes	Yes (75%)
Practice 2*	60%	30%	5	No	Yes	Yes (75%)
Practice 3		20%	5	No	Yes	Yes (75%)
Practice 4		20%	5	No	Yes	Yes (75%)
Activities	10%	100%	No	No	No	No

## Bibliography

Jaroslaw Krochmalski. IntelliJ IDEA Essentials, Packt Publishing, ISBN 978-1-78439-693-0 (2014)

GIT. <https://git-scm.com/>