



Universitat de Lleida

DEGREE CURRICULUM
**APPLICATION DEVELOPMENT
PLATFORMS**

Coordination: GARCIA GONZALEZ, ROBERTO

Academic year 2023-24

Subject's general information

Subject name	APPLICATION DEVELOPMENT PLATFORMS			
Code	102370			
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION			
Typology	Degree	Course	Character	Modality
	Bachelor's degree in Digital Interaction and Computing Techniques	1	COMMON/CORE	Attendance-based
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	Only examination			
Coordination	GARCIA GONZALEZ, ROBERTO			
Department	COMPUTER ENGINEERING AND DIGITAL DESIGN			
Teaching load distribution between lectures and independent student work	100% independent student work			
Important information on data processing	Consult this link for more information.			
Language	Castellano			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
GARCIA GONZALEZ, ROBERTO	roberto.garcia@udl.cat	0	

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

Topic 3. Testing and documentation

3.1 Automation testing

3.2 Documentation of standard libraries

3.3 Creation of documentation

Topic 4. Version control system

4.1 Motivation

4.2 Basic commands

4.3 Repository management

Methodology

Only examination and autonomous student work. Evaluation based on 3 activities.

Development plan

Week	Activity
1	
2	
3	
4	
5	1 ^a Activity
6	
7	
8	
9	2 ^a Activity
10	
11	
12	

13	
14	
15	
16	3 ^a Activity
17	

Evaluation

Evaluation system	Activity	Peso	Group activity	Mandatory	Remedial
Deliverable	Activity 1	20%	no	no	no
Practical test	Activity 2	40%	no	no	yes
Practical text	Activity 3	40%	no	no	yes

Bibliography

- GIT. <https://git-scm.com/>
- Neil Drew. Practical Vim, Second Edition, The Pragmatic Bookshelf. ISBN 978-1-68050-127-8 (2015)
- Heiko Bock. The Definitive Guide to NetBeans Platform (APress)(2010)