



Universitat de Lleida

GUÍA DOCENTE
**PROGRAMACIÓN Y
COMUNICACIONES III**

Coordinación: ONRUBIA PALACIOS, JORDI RICARD

Año académico 2022-23

Información general de la asignatura

Denominación	PROGRAMACIÓN Y COMUNICACIONES III			
Código	102135			
Semestre de impartición	2o Q(SEMESTRE) EVALUACIÓN CONTINUADA			
Carácter	Grado/Máster	Curso	Carácter	Modalidad
	Grado en Ingeniería Electrónica Industrial y Automática	4	OPTATIVA	Presencial
Número de créditos de la asignatura (ECTS)	6			
Tipo de actividad, créditos y grupos	Tipo de actividad	PRAULA	TEORIA	
	Número de créditos	3	3	
	Número de grupos	1	1	
Coordinación	ONRUBIA PALACIOS, JORDI RICARD			
Departamento/s	INFORMATICA E INGENIERIA INDUSTRIAL			
Distribución carga docente entre la clase presencial y el trabajo autónomo del estudiante	6 ECTS = 25x6 = 150 - 60 hours of on-class activities - 90 hours of autonomous activities			
Información importante sobre tratamiento de datos	Consulte este enlace para obtener más información.			
Idioma/es de impartición	Inglés			
Distribución de créditos	ONRUBIA PALACIOS, JORDI RICARD - 6			

Profesor/a (es/as)	Dirección electrónica\nprofesor/a (es/as)	Créditos impartidos por el profesorado	Horario de tutoría/lugar
ONRUBIA PALACIOS, JORDI RICARD	jordi.onrubia@udl.cat	6	Agreed by e-mail

Objetivos académicos de la asignatura

Expected learning outcomes related to the strategic transversal competences:

- The student is able to learn and work with technical documentation in English on programming languages on Linux environment (Competences UdL2, EPS4).
- The student is able to work in teams to carry out the development of a computer system composed of different subsystems in which there to apply knowledge from different fields (Competence EPS9).
- The student is able to prepare presentations in English to show aspects main programs developed for other equipment engineers can understand their solutions. (Competences UdL2, UdL3).
- The student is able to generalize basic algorithmic schemes to apply them in different contexts and problems from the ones initially seen (Competence EPS4).

Expected learning outcomes linked to specific competencies:

- The student is able to understand the basic features of the functioning of operating systems multitasking, multiuser based on the Linux kernel (Competences GEEIA3 and GEEIA34).
- The student is able to integrate the knowledge of circuits, sensors and processes industrial on knowledge of computer programming for address the full development of small automated systems monitoring / control software based processes on Raspberry Pi computers or microcomputers (Competences GEEIA3, GEEIA28 and GEEIA34).

Competencias

Strategic competences UdL:

- UdL2. Knowledge of an foreign language.
- UdL3. Knowledge of ICT.

Transversal competences EPS:

- EPS4. Have the learning abilities needed to start superior studies or improve academic learning with a certain autonomous degree.
- EPS9. Ability to work in teams, both as an interdisciplinary and multidisciplinary.

Specific competences GEEIA:

- GEEIA3 Basic knowledge on using and programming computers, operating systems, databases and software with applications in engineering.
- GEEIA28. Applied knowledge of industrial computing and communications.
- GEEIA-EPS34. Knowledge of the fundamentals of computer systems and applications.

Contenidos fundamentales de la asignatura

- Introduction to computer networks:
 - OSI / ISO layer models
 - TCP / IP model.
 - Introduction to IP.
 - Introduction to TCP.
 - Introduction to HTTP.
 - Python sockets
- Introduction to Docker
- Introduction to Databases
 - SQL
 - DBeaver
- Web Application Development
 - REST
 - Requests
 - FastAPI
- Deployment
 - External Services
 - Raspberry
- Databases extension
 - Timeseries
 - Timescale DB
 - NoSQL
 - MongoDB
- Visualisation
 - Grafana

Ejes metodológicos de la asignatura

Clases teóricas.

Desarrollo (junto con Programació i Comunicacions II) de un proyecto complejo.

Desarrollo de prácticas y pequeñas partes del proyecto conjunto.

Plan de desarrollo de la asignatura

Week	Description	Face-to-Face Activity	Autonomous Activity	Hours (F and A)
1	Presentation and introduction to communication with microcomputers	Lectures and programming laboratory	Solve Exercises	4 2
2	Internet	Lectures and programming laboratory	Solve Exercises	4 6
3	IP Sockets	Lectures and programming laboratory	Solve Exercises	4 6
4	Sockets exercises and Project 1 presentation	Lectures and programming laboratory	Work on programming assignment/s Solve Exercises	4 6
5	Project 1 - Doubts and guidance	Lectures and programming laboratory	Work on programming assignment/s	4 6
6	SQL, ORM and database tools	Lectures and programming laboratory	Solve Exercises	4 6
7	SQL-ORM related exercises and Project 2 presentation	Lectures and programming laboratory	Work on programming assignment/s Solve Exercises	4 8
8	Project 2 - Doubts and guidance	Lectures and programming laboratory	Work on programming assignment/s	4 8
9	REST-Request- FastAPI	Lectures and programming laboratory	Work on programming assignment/s	4 8
10	Project 3 - Presentation doubts and guidance	Lectures and programming laboratory	Work on programming assignment/s	4 6
11	Project 4 - Presentation doubts and guidance	Lectures and programming laboratory	Work on programming assignment/s	4 6
12	Docker	Lectures and programming laboratory	Work on programming assignment/s	4 6
13	Project 5 - Presentation doubts and guidance	Lectures and programming laboratory	Work on programming assignment/s	4 10
14	Deployment	Lectures and programming laboratory	Work on programming assignment/s	4 8
15	Database Extension	Lectures and programming laboratory	Work on programming assignment/s	4 8
16	Visualisation	Lectures and programming laboratory	Work on programming assignment/s	- 6

17	General Project - Doubts and guidance	Lectures and programming laboratory	Work on programming assignment/s	2 4
18	General Project - Doubts and guidance	Lectures and programming laboratory	Work on programming assignment/s	
19	General Project - Doubts and guidance	Lectures and programming laboratory	Work on programming assignment/s	

Sistema de evaluación

Acr	Evaluation Activity	Weight	Minimum Grade	In Group	Mandatory
P1	Programming assignment (1)	20%	NO	YES	YES
P2	Programming assignment (2)	20%	NO	YES	YES
P3	Programming assignment (3)	15%	NO	YES	YES
P4	Programming assignment (4)	25%	NO	YES	YES
P5	Programming assignment (5)	10%	NO	YES	YES
Pr	Exercises	10%	NO	NO	NO

FinalGrade = $0,2 * P1 + 0,2 * P2 + 0,15 * P3 + 0,25 * P4 + 0,10 * P5 + 0,10 * PR$

Bibliografía y recursos de información

Documentación y ejemplos en el campus virtual.

<http://appinventor.mit.edu/explore/get-started>

<http://appinventor.mit.edu/explore/ai2/tutorials>

Think Python - Allen B. Downey (<http://www.greenteapress.com/thinkpython/>)

Learn Python the Hard Way - Zed Shaw (<http://learnpythonthehardway.org/>)