300017 - PP - Programming Project

Coordinating unit: 300 - EETAC - Castelldefels School of Telecommunications and Aerospace Engineering
Teaching unit: 701 - AC - Department of Computer Architecture
Academic year: 2019
Degree: BACHELOR'S DEGREE IN TELECOMMUNICATIONS SYSTEMS ENGINEERING (Syllabus 2009). (Teaching unit Compulsory)
BACHELOR'S DEGREE IN NETWORK ENGINEERING (Syllabus 2009). (Teaching unit Compulsory)
ECTS credits: 6
Teaching languages: Catalan, Spanish

Teaching staff
Coordinator: Definit a la infoweb de l'assignatura.
 Others: Definit a la infoweb de l'assignatura.

Prior skills
Students should understand basic aspects of C# programming.

Degree competences to which the subject contributes

Specific:
1. CE 2 TELECOM. Students will acquire basic knowledge of the use and programming of computers, operating systems, databases and computer programs used in engineering. (CIN/352/2009, BOE 20.2.2009)

General:
4. PROJECT MANAGEMENT - Level 1: To know project management tools carrying out the different phases of the project established by the professor
6. EFFICIENT USE OF EQUIPMENT AND INSTRUMENTS - Level 1: Using instruments, equipment and software from the laboratories of general or basic use. Realising experiments and proposed practices and analyzing obtained results.

Transversal:
2. SELF-DIRECTED LEARNING - Level 1. Completing set tasks within established deadlines. Working with recommended information sources according to the guidelines set by lecturers.
3. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 1. Planning oral communication, answering questions properly and writing straightforward texts that are spelt correctly and are grammatically coherent.
5. TEAMWORK - Level 2. Contributing to the consolidation of a team by planning targets and working efficiently to favor communication, task assignment and cohesion.

Teaching methodology
Students should have a personal computer (a laptop is recommended) with an Internet connection. There is also a laptop-lending service for students who need it.

The course combines the following teaching methods:
- Independent learning: students work on independent learning materials at home.
- Cooperative learning: students work on assignments in small groups.
- Project-based learning: students work on a project in a team during the second half of the course.
- Self- and peer assessment of assignments.

Learning objectives of the subject
On completion of the Programming Project course, students will be able to:
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- Use the programming environment appropriately to build object-oriented applications with visual interfaces.
- Use appropriately data structures, advanced algorithms and dynamic memory management techniques.
- Design databases, draw up queries and use appropriately a database management system.
- Describe the features of current computer architectures.
- Present their work appropriately verbally and in writing.
- Learn independently: assimilate information from references, search for information relevant to the learning process and identify their errors.
- Work in groups, identify the tasks to be carried out, share out these tasks and integrate the results, resolve any conflicts that arise in the group and identify areas for improvement.

Study load

<table>
<thead>
<tr>
<th>Study load</th>
<th>Hours large group:</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total learning time: 150h</td>
<td>0h</td>
<td>0.00%</td>
</tr>
<tr>
<td>Hours medium group:</td>
<td>0h</td>
<td>0.00%</td>
</tr>
<tr>
<td>Hours small group:</td>
<td>43h</td>
<td>28.67%</td>
</tr>
<tr>
<td>Guided activities:</td>
<td>23h</td>
<td>15.33%</td>
</tr>
<tr>
<td>Self study:</td>
<td>84h</td>
<td>56.00%</td>
</tr>
</tbody>
</table>

Total learning time: 150h

Hours large group: 0h

Hours medium group: 0h

Hours small group: 43h

Guided activities: 23h

Self study: 84h
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## Content

<table>
<thead>
<tr>
<th>Current computer architectures</th>
<th>Learning time: 13h 12m</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Laboratory classes: 4h</td>
</tr>
<tr>
<td></td>
<td>Guided activities: 1h 42m</td>
</tr>
<tr>
<td></td>
<td>Self study : 7h 30m</td>
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</tbody>
</table>

### Description:
1.1 Portable computers  
1.2 Parallel computers  
1.3 Supercomputers

### Related activities:
Activity 1: Features of current computer architectures

<table>
<thead>
<tr>
<th>Object-oriented and visual programming</th>
<th>Learning time: 60h 54m</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Laboratory classes: 17h 24m</td>
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<tr>
<td></td>
<td>Guided activities: 9h 30m</td>
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<td></td>
<td>Self study : 34h</td>
</tr>
</tbody>
</table>

### Description:
2.1 The concepts of object and class: attributes and methods  
2.2 Criteria to be used in decomposing systems into modules and objects  
2.3 Constructors and destructors  
2.4 Passing parameters and objects  
2.5 Members that are members of other objects  
2.6 Forms and events  
2.7 Most common tests and events

### Related activities:
Activity 2: Advanced Programming Project

<table>
<thead>
<tr>
<th>Structure</th>
<th>Learning time: 43h 18m</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Laboratory classes: 11h</td>
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<tr>
<td></td>
<td>Guided activities: 5h 48m</td>
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<td></td>
<td>Self study : 26h 30m</td>
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</tbody>
</table>

### Description:
3.1 Sorting algorithms  
3.2 Search algorithms  
3.3 Dynamic memory management  
3.4 Recurrence and backtracking  
3.5 Circular queues  
3.6 Stacks

### Related activities:
Activity 2: Advanced Programming Project
### Databases

<table>
<thead>
<tr>
<th>Description:</th>
<th>Related activities:</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.1 Introduction to database management systems</td>
<td>Activity 2: Advanced Programming Project</td>
</tr>
<tr>
<td>4. Data modelling</td>
<td></td>
</tr>
<tr>
<td>4.3 Database structure design</td>
<td></td>
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<tr>
<td>4.4 Data management and queries</td>
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</tbody>
</table>

**Learning time:** 7h  
- Laboratory classes: 3h  
- Guided activities: 2h  
- Self study: 2h

### Programming environments

<table>
<thead>
<tr>
<th>Description:</th>
<th>Related activities:</th>
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</thead>
<tbody>
<tr>
<td>5.1 Microsoft Visual Studio programming environment</td>
<td>Activity 2: Advanced Programming Project</td>
</tr>
<tr>
<td>5.2 Project creation, classes, class libraries</td>
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<tr>
<td>5.3 Forms creation</td>
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<td>5.4 Debugging</td>
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</tbody>
</table>

**Learning time:** 27h 06m  
- Laboratory classes: 9h 06m  
- Guided activities: 4h  
- Self study: 14h
### FEATURES OF CURRENT COMPUTER ARCHITECTURES

**Description:**
Directed activities and self-directed activities will involve the study of independent learning materials, individual exercises (with frequent self-assessment) and small group exercises.

Class sessions will be used to:
- Work on questions concerning the week’s assignment, in small groups
- Help from the lecturer on more frequent questions.
- Several lectures on key aspects
- Individual and group exercises

Cooperative work will be a key element of the work methodology.

**Support materials:**
- Independent learning materials
- Individual and group exercises
- Detailed programme of activities and due dates

The material will be available on Atenea.

**Assignments due and their relation to the assessment:**
The activity includes a series of individual and group assignments (at least one assignment per week). Feedback will be given on these assignments.

Students must hand in at least 80% of the assignments on time to pass the course.

The assignments test basic knowledge and are subject to assessment.

**Specific objectives:**
On completing this activity, students will be able to:
- Describe the elements and blocks in current portable computers
- Understand the main characteristics of parallel computers
- Understand the main characteristics of supercomputers and some of their applications

### ADVANCED PROGRAMMING PROJECT

**Hours:** 136h 48m
- Laboratory classes: 39h
- Guided activities: 21h 18m
- Self study: 76h 30m
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Description:
Students will undertake a programming project in teams of three or four. Project-based learning methods are used, so students have to gain the knowledge required to achieve the project goals independently. Specific cooperative learning tasks will be carried out using the Jigsaw technique.
The directed learning and self-directed learning activities involve students working on:
- Independent learning materials
- Individual and group exercises
- Individual tasks for the project
- Group meetings to carry out project tasks.
Designs and plans for project prototypes.
Classroom activities involve students working on:
- Work on questions concerning the week's assignment, in small groups
- Help from the lecturer on recurring questions.
- Several lectures on key aspects
- Individual and group exercises
- Individual tasks for the project
- Group meetings to carry out project tasks.

This activity will focus on the written and oral presentation of group assignments.

Support materials:
It consists of the following:
- Independent learning materials
- Microsoft Visual Studio programming environment
- Individual and group exercises
- Detailed programme of activities and due dates
The material will be available on Atenea.

Descriptions of the assignments due and their relation to the assessment:
The activity includes a series of individual and group assignments (at least one assignment per week). Feedback will be given on these assignments.
Students must hand in at least 80% of the assignments on time to pass the course.
The assignments test basic knowledge and are subject to assessment.
The activity also includes three substantial assignments that make up 40% of the final mark.

Specific objectives:
On completing this activity, students will be able to:
- Decompose the problem into objects.
- Encode sorting, search, recurrence and backtracking algorithms.
- Implementing circular stacks and queues.
- Build attractive and functional visual interfaces.
In addition, in the context of this activity students will acquire the generic skills outlined above.
Qualification system

The assessment weighting for the course is as follows:
Assignments (20%)
Examinations (30%)
Project (40%)
Attitude and participation (10%)

Regulations for carrying out activities

In order to pass the course, students must hand in at least 80% of the assignments for the course on time. They must not have failed more than one of the core subjects.

Bibliography

Basic:

Complementary: