

SUBJECT TEACHING GUIDE

G818 - Computer Systems

Degree in Telecommunication Technologies Engineering

Academic year 2019-2020

1. IDENTIFYING DATA					
Degree	Degree in Telecommunication Technologies Engineering			Type and Year	Compulsory. Year 2
Faculty	School of Industrial Engineering and Telecommunications				
Discipline	Subject Area: Computer Systems Module in Common with the Telecommunications Branch				
Course unit title and code	G818 - Computer Systems				
Number of ECTS credits allocated	6	Term	Semester based (2)		
Web	https://moodle.unican.es/				
Language of instruction	Spanish	English Friendly	Yes	Mode of delivery	Face-to-face

Department	DPTO. MATEMATICA APLICADA Y CIENCIAS DE LA COMPUTACION				
Name of lecturer	PEDRO CORCUERA MIRO QUESADA				
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Office	E.T.S. de Ingenieros Industriales y de Telecomunicación. Planta: - 4. DESPACHO PROFESORES (S4044)				
Other lecturers	ROBERTO ORTIZ GARCIA JOSE DEMETRIO GOMEZ VAQUERO				

3.1 LEARNING OUTCOMES

- Introduction to the Linux operating system.
- Analysis, design and implementation of information systems using object oriented programming and web programming.
- Skills to design, development and management databases.

4. OBJECTIVES

Introduction to the Linux operating system.
 Introduction to object oriented programming.
 Introduction to client side web programming.
 Introduction to the design and development of databases in support to informatics system.

6. COURSE ORGANIZATION

CONTENTS

1	Introduction to Linux. Object oriented programming.
2	Client side web programming.
3	Relational databases. SQL language.

7. ASSESSMENT METHODS AND CRITERIA

Description	Type	Final Eval.	Reassessn	%
Continuous evaluation based on portfolio problems delivered by using Moodle platform within the virtual classroom.	Laboratory evaluation	No	Yes	100,00
TOTAL				100,00
Observations				
The supplementary examination will examine all material and consists of exercises to realize in the computer classroom.				
Observations for part-time students				

8. BIBLIOGRAPHY AND TEACHING MATERIALS

BASIC

1. Programming : principles and practice using C++, Bjarne Stroustrup, Addison-Wesley
2. Starting Out with C++ from Control Structures to Objects, Tony Gaddis, Pearson
3. Web Programming, Step by Step, M. Stepp, J. Miller, V. Kirst, Lulu
4. Fundamentos de bases de datos, Abraham Silberschatz, Henry F. Korth, S. Sudarshan, McGraw-Hill