

SUBJECT TEACHING GUIDE

G818 - COMPUTING SYSTEMS

Degree in Telecommunication Technologies Engineering

Academic year 2023-2024

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 - COMPUTING 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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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	Туре	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								
Observations								
The supplementary examination will examine all material								
Observations for part-time students								
The evaluation will be carried out continuously.								

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