

SYLLABUS COURSE DESCRIPTION

Internet and Mobile Services
75020
INF/01
Bachelor in Computer Science and Engineering
1st Semester
3rd year
8

TOTAL LECTURING HOURS	48
TOTAL LAB HOURS	24
PREREQUISITES	Good knowledge of Java programming language, including principles of distributed computing, and of database management systems.
COURSE PAGE	https://ole.unibz.it/

SPECIFIC EDUCATIONAL OBJECTIVES	 Type of course: "caratterizzante" for L-31 and "affini o integrativi" for L-08 Scientific area: "discipline informatiche" for L-31 and "fomazione interdisciplinare" for L-8
	This course deals with the design and development of Internet and mobile systems providing practical knowledge required for designing and building applications. There will be illustrated principles for the design and the development of different kinds of applications.

LECTURER	Markus Zanker, office POS 2.20, Faculty of CS, POS Building, piazza Domenicani 3, mzanker@unibz.it, +39 0471 016977		
SCIENTIFIC SECTOR OF THE LECTURER	INF/01		
TEACHING LANGUAGE	English		
OFFICE HOURS	Wednesday, 14-17 (please make prior arrangement by email)		
TEACHING ASSISTANT	Markus Zanker		
OFFICE HOURS			
COVERED	 Basics of the Internet and the WWW Web applications design Tools and languages to develop web applications Advance Java concepts for the web AJAX, GWT, HTML5 PHP Mobile application design Usability guidelines 		



ELECTURES Small exercises and regular assignments Nowledge and understanding Knowledge and understanding Nowledge and understanding De able to develop Web and mobile applications; De able to select and apply innovative technologies and methods that are appropriate for a given context and problem; Ability to make judgments De able to take the responsibility for software development projects; De able to take the responsibility for software development projects; De able to work autonomously according to the own level of knowledge. Communication skills Ability to explain a project activity or a scientific study, also to non-experts; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies and their strengths and limitations; Ability to learn cutting edge IT technologies. The project activity aims at assessing how students approach the development of an internet and/or mobile system and how their develop	TEACHING FORMAT	Ladura			
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