

In view of the health context linked to the spread of the coronavirus, the methods of organisation and evaluation of the learning units could be adapted in different situations; these possible new methods have been - or will be - communicated by the teachers to the students.


5 credits

30.0 h + 30.0 h

Q1

Teacher(s)	Nijssen Siegfried ;
Language :	French
Place of the course	Louvain-la-Neuve
Main themes	<ul style="list-style-type: none"> <li>• specification of user requirements,</li> <li>• designing multi-tier applications in a client-server environment</li> <li>• quality control of the system</li> </ul>
Aims	<p>Students that have successfully followed this course are capable of creating a web application following the best practices of software engineering for this domain. In particular, they will be able to</p> <ul style="list-style-type: none"> <li>• - write a list of project requirements;</li> <li>• design the architecture of the application given the project requirements;</li> <li>• implement the application</li> </ul> <p>1</p> <ul style="list-style-type: none"> <li>• document the application</li> <li>• ensure the quality of the application</li> </ul> <p>In addition, the students will have competences such as</p> <ul style="list-style-type: none"> <li>• working in groups: dividing the work, coordinating tasks, such that each member of the project will be able to defend the project towards other computer scientists who wish to evaluate its quality;</li> <li>• realising a convincing demonstration of the software in front of future users of the application;</li> <li>• providing a technical description of the software in front of future developers of the application.</li> </ul> <p>-----</p> <p><i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i></p>
Evaluation methods	<p><b>Due to the COVID-19 crisis, the information in this section is particularly likely to change.</b></p> <p>The evaluation is based on:</p> <ul style="list-style-type: none"> <li>• the source code submitted for the small projects;</li> <li>• all documentation submitted for the large project;</li> <li>• the source code of the large project;</li> <li>• a presentation of the large project during the exam period.</li> </ul>
Teaching methods	<p><b>Due to the COVID-19 crisis, the information in this section is particularly likely to change.</b></p> <p>At the beginning of the course, the students work on small projects to become familiar with the different technologies for programming on the web.</p> <p>Afterwards the students collaborate in groups on a larger web-based application, using the technology introduced at the beginning of the course.</p> <p>Throughout the course links to information on the web are provided, but it is expected from students that they actively search for additional information.</p>
Content	<ul style="list-style-type: none"> <li>• creation of web pages: HTML, CSS</li> <li>• programming on the web: JavaScript</li> <li>• creation of a web server: NodeJS</li> <li>• databases: MongoDB</li> <li>• security in web applications: HTTPS, sessions, comptes</li> <li>• information retrieval</li> <li>• project management</li> </ul>
Inline resources	<a href="https://moodleucl.uclouvain.be/course/view.php?id=12887">https://moodleucl.uclouvain.be/course/view.php?id=12887</a>

Faculty or entity in charge	INFO
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<b>Programmes containing this learning unit (UE)</b>				
Program title	Acronym	Credits	Prerequisite	Aims
Additional module in computer science	LSINF110P	5		
Master [120] in Linguistics	LING2M	5		