

SYLLABUS
University year 2024-2025
Year of study I / Semester II

1. Information on academic programme

1.1. University	"1 Decembrie 1918" University of Alba Iulia
1.2. Faculty	Faculty of Informatics and Engineering
1.3. Department	Informatics, Mathematics and Electronics
1.4. Field of study	Computer Science
1.5. Cycle of study	Undergraduate
1.6. Academic programme / Qualification	Computer Science /ESCO: 2512/ Software developers Analyst 251201 Computer System Programmer 251204 Computer System Engineer 251203

2. Information of Course Matter

2.1. Course	Graphical Interface Design			2.2. Code	CSE113		
2.3. Course Leader	Lect. Univ. Dr. Cucu Ciprian						
2.4. Seminar Tutor	Lect. Univ. Dr. Cucu Ciprian						
2.5. Academic Year	I	2.6. Semester	II	2.7. Type of Evaluation (E – final exam/ CE - colloquy examination / CA -continuous assessment)	CE	2.8. Type of course (C– Compulsory, Op – optional, F - Facultative)	C

3. Course Structure

3.1. Weekly number of hours	4	3.2. course	2	3.3. seminar, laboratory	2
3.4. Total number of hours in the curriculum	56	3.5. course	28	3.6. seminar, laboratory	28
Allocation of time:					hours
Individual study of readers					10
Documentation (library)					10
Home assignments, Essays, Portfolios					20
Tutorials					-
Assessment					4
Other activities					-

3.7 Total number of hours for individual study	44
3.8 Total number of hours in the curriculum	56
3.9 Total number of hours in the curriculum	100
3.10 Number of ECTS **	4

4. Prerequisites (where applicable)

4.1. curriculum-based	Object – oriented programming
4.2. competence-based	- high level language programming

5. Requisites (where applicable)

5.1. course-related	Room equipped with video projector / board / Microsoft Teams Platform
5.2. laboratory-based	Laboratory – computers / Microsoft Teams Platform

6. Specific competences to be acquired (chosen by the course leader from the programme general competences grid)

Professional competences	CP25 (1 ECTS), CP28 (1 ECTS)
Transversal competences	Not applicable

7. Course objectives (as per the programme specific competences grid)

7.1 General objectives of the course	At the end of the course, students should have a good understanding of the principles of graphical interface
7.2 Specific objectives of the course	At the end of the course, students will be able to: <ul style="list-style-type: none"> • Describe main concepts related to graphical interfaces • Explain fundamental HTML, CSS and JavaScript concepts • Implement (static) web pages using HTML, CSS and Javascript, according to current standards

8. Course contents *

8.1 Course	Teaching methods	Obs.
1. HTML & CSS	Lecture, discussions, presentation	2
2. Fundamental concepts and principles regarding graphical interfaces		4
3. Mockups for web pages		2
4. Advances concepts regarding graphical interfaces		2
5. Responsive design		2
6. Document Object Model		2
7. Fundamentals of JavaScript		2
8. Project		8
9. JQuery		2
10. Assesment		2
8.2.Seminars-laboratories	Teaching methods	Observations
1. Working environment, HTML introduction	Discussion, presentation, exercices	2
2. HTML, semantic elements, CSS		2
3. CSS		4
4. Layout with flex and grid		4
5. Personal page design		4
6. JavaScript		6
7. JQuery		2
8. Project		2
9. Assesment		2
References		
<ol style="list-style-type: none"> 1. Tracy Osborn - <i>Hello Web Design_ Design Fundamentals and Shortcuts for Non-Designers</i>, No Starch Press, 2021. Jennifer Robbins – <i>Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics</i>, O'Reilly, 2018. Marijn Haverbeke – <i>Eloquent JavaScript, 2nd Edition</i>. Disponibilă online [sept 2019] la adresa http://eloquentjavascript.net/index.html Ben Frain – <i>Responsive Web Design with HTML5 and CSS, Fourth Edition</i>, Packt Publishing, 2022. 		

9. Corroboration of course contents with the expectations of the epistemic community's significant representatives, professional associations and employers in the field of the academic programme

NA

10. Assessment

Activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Percentage of final grade
10.4 Course	Final evaluation	<i>Oral exam: project presentation, questions from study resources</i>	70%
10.5 Seminar/laboratory	Continuous evaluation	<i>Solving proposed assignments</i>	30%
<p>10.6 Minimum performance standard</p> <ul style="list-style-type: none"> Final project must comprise of at least a HTML5 pages that has a responsive design, uses semantic structure elements, is formatted with CSS3 and has a minimal JavaScript component Oral exam: at least one correct answer or three partially correct answers from 3 – 5 questions Attending the exam in the first exam period is contingent upon course and laboratory attendance. For the course, 75% attendance is requires, for the laboratory 100% attendance is required. Students have the possibility to recover missed courses / laboratories during the semester, in a limit of 50% of required attendances. 			

Submission date

Course leader signature

Seminar tutor signature

Date of approval by Department

Department director signature

Data Date of approval by Faculty Council

Signature of the Dean