[GIF303] WEB ENGINEERING II

GENERAL INFORMATION

Studies	DEGREE IN COMPUTER ENGINEERING			**Subject**	?
Semester	1	**Course**	3	**Mention / Field of specialisation**	
Character	COMPULSORY				
Plan	2022	**Modality**	Face-to-face	**Language**	EUSKARA/CASTELLANO/ENGLISH
Credits	6	**Hours/week**	5.39	**Total hours**	97 class hours + 53 non-class hours = **150 total hours**

2030 AGENDA GOALS

PROFESSORS

LARRINAGA BARRENECHEA, FELIX

CUENCA ARIZA, JAVIER

REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
(No specific previous subjects required)	*(No previous knowledge required)*

LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
GIR302 - To be able to design, implement, evaluate and optimize web-based architectures for the development of distributed solutions		x		5,08
G-RTR1 - To develop interdisciplinary projects specific to their specialty and of gradual complexity, - becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and/or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy		x		0,44
G-RTR2 - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language		x		0,48
			Total:	**6**

KC: Knowledge or Content / SK: Skills / AB: Abilities

SECONDARY LEARNING RESULTS

1RGI391 (1 sem)

LEARNING ACTIVITIES	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	3 h.	1 h.	4 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	*(No mechanisms)*
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%	
Prototype / Product	30%	

Comments: Continuous assessment.

CH - Class hours: 3 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 4 h.

1RGI392 (1 sem)

Goi Eskola Politeknikoa | Mondragon Unibertsitatea
Course: 2024 / 2025 - Course planning

Mondragon
Unibertsitatea
Goi Eskola
Politeknikoa
Escuela Politécnica
Superior

LEARNING ACTIVITIES	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	2 h.	1 h.	3 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	*(No mechanisms)*
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%	
Prototype / Product	30%	

Comments: Continuous assessment.

CH - Class hours: 2 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 3 h.

RGI303 **[!]** *Conoce los formatos de intercambio de datos y las técnicas para su tratamiento en el contexto web*

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	2 h.		2 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	5 h.	3 h.	8 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	5 h.	3 h.	8 h.
Carrying out exercises and solving problems individually and/or in teams	8 h.	4 h.	12 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	6%	Individual written and/or oral tests or individual coding/programming tests
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	15%	**Comments:** Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Project: There will not be any retake of the individual defense.
Individual written and/or oral tests or individual coding/programming tests	70%	
Prototype / Product	9%	

Comments: Minimum grade: 5 Project evaluation based on technical rubric

CH - Class hours: 22 h.
NCH - Non-class hours: 10 h.
TH - Total hours: 32 h.

RGI304 **[!]** *Sabe desarrollar servicios web e integrarlos en aplicaciones distribuidas siguiendo patrones de diseño*

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	4 h.	1,4 h.	5,4 h.
Personal study and flexible development of concepts and subjects using active dynamics, to foster more meaningful learning	4 h.	2 h.	6 h.

Goi Eskola Politeknikoa | Mondragon Unibertsitatea
Course: 2024 / 2025 - Course planning

Goi Eskola
Politeknikoa
Escuela Politécnica
Superior

Learning Activities	CH	NCH	TH
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	13 h.	8,6 h.	21,6 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	6 h.	4 h.	10 h.
Carrying out exercises and solving problems individually and/or in teams	30 h.	20 h.	50 h.

EVALUATION SYSTEM	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	6%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	15%
Individual written and/or oral tests or individual coding/programming tests	70%
Prototype / Product	9%

Comments: Minimum grade: 5 Project evaluation based on technical rubric

MAKE-UP MECHANISMS

Individual written and/or oral tests or individual coding/programming tests

Comments: Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Project: There will not be any retake of the individual defense.

CH - Class hours: 59 h.
NCH - Non-class hours: 36 h.
TH - Total hours: 95 h.

1RGI390 (1 sem)

LEARNING ACTIVITIES	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	3 h.	1 h.	4 h.

EVALUATION SYSTEM	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%
Prototype / Product	30%

Comments: Continuous assessment.

MAKE-UP MECHANISMS

(No mechanisms)

CH - Class hours: 3 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 4 h.

1RGI393 (1 sem)

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	4 h.	2 h.	6 h.

EVALUATION SYSTEM	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work,	50%

MAKE-UP MECHANISMS

(No mechanisms)

Goi Eskola Politeknikoa | Mondragon Unibertsitatea
Course: 2024 / 2025 - Course planning

Goi Eskola
Politeknikoa
Escuela Politécnica
Superior

laboratory practical work, term projects, end of degree
project, master's thesis, challenges and problems

Prototype / Product   30%

Comments: Continuous assessment. It may be asked to redo the
document.

CH - Class hours: 4 h.
NCH - Non-class hours: 2 h.
TH - Total hours: 6 h.

1RGI394 **(1 sem)**

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	4 h.	2 h.	6 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	*(No mechanisms)*
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%	
Prototype / Product	30%	

Comments: Continuous assessment.

CH - Class hours: 4 h.
NCH - Non-class hours: 2 h.
TH - Total hours: 6 h.

CONTENTS

1. Data exchange formats
1.1 XML markup language.
1.2 XML Schemas (XSD)
1.3 Java Script Object Notation (JSON)
2. Techniques for data processing in a web context
2.1 Serialization of Java objects to documents or data exchange files.
2.2 JAXB serialization
2.3 JSON Serialization
3. Web services
3.1 SOAP services
3.2 REST services
4. Distributed services integration
4.1 Service Oriented Architectures (Integration)
4.2 Service integration (Node-RED)

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources	Bibliography
Subject notes	https://labur.eus/biblio-GIF303
Moodle Platform	
Specific Master Software	