



DISCIPLINE ACADEMIC SHEET
ACADEMIC YEAR 2025 – 2026

1. PROGRAMME DATA

1.1. Higher Education Institution	UNIVERSITY OF CRAIOVA
1.2. Faculty	Automation, Computers and Electronics
1.3. Department	Computers and Information Technology
1.4. Field of Study	Computers and Information Technology
1.5. Study level	L(License / Undergraduate)
1.6. Organizational form	IF
1.7. Study Program (name/code) /Qualification	Computers / L2060101010

2. Discipline data

2.1 Discipline Name				Project II Use of Databases			
2.2 Course Activities Holder							
2.3. Practical Activities Holder				Cosmin STOICA SPAHIU <i>Ph.D. Eng</i>			
2.4. Study Year	3	2.5. Semester	2	2.6. Evaluation type	V	2.7. Discipline regime	DOB

3. Estimated total time (hours per semester of teaching activities)

3.1. Number of hours per week	2	in which: 3.2 course	0	3.3. lab..	2
3.4. Total hours of curriculum	28	in which: 3.5 course	0	3.6. lab.	28
Time distribution - hours/week					
Study after manual, course support, bibliography and notes					5
Additional documentation in library, on specialized electronic platforms and field					5
Training seminars / labs, homework, portfolios and essays					8
Tutorial					2
Examinations					2
3.7. Total hours per individual activities					22
3.8. Total hours per semester					50
3.9. Number of credits					2

4. Preconditions (where appropriate)

4.1. of curriculum	The student must possess specialized knowledge acquired in the following subjects: Computer Programming, Algorithm Design, Databases.
4.2. of competence	Programming Techniques

5. Conditions (where appropriate)

5.1. of the course	Teaching is carried out using a video projector, a computer, and the Internet. For more detailed explanations of the illustrated concepts and to answer questions from students in the classroom, the blackboard is used. Students are encouraged to practice note-taking
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	(in writing, on math-style notebooks).
5.2. of seminar/ laboratory/project	The usual tools (blackboard, video projector, Internet) are used together with integrated programming environments to illustrate the presented concepts, as well as to solve specific types of problems proposed to students during project sessions, organized in the form of a project assignment that simulates a requirement arising in a hypothetical software industry company.

6. COURSE OBJECTIVES – expected learning outcomes that are supported by completing and passing the course

Knowledge	Student/Graduate: The student should be able to: describe, identify and synthesize concepts and elements related to: 1. Programming languages 2. Programming Environments 3. Programming Techniques 4. Databases 5. Software Engineering applied in specific aspects.
Skills (Abilities)	Student/Graduate: 1. Select and explain specific concepts related to algorithm design and object-oriented programming. 2. Specify requirements, analyze, design, develop, and test software systems in general-purpose languages (C, etc.) and/or object-oriented languages (C++, Java, etc.), applying software engineering principles. 3. Design, implement, and manage applications that include various types of databases. 4. Understand the main concepts underlying translation systems and source code compilation.
Responsibility and autonomy	Student/Graduate: 1. Demonstrate honorable, responsible, and ethical behavior, in accordance with the law, to ensure the reputation of the profession.

7. Content

7.1. Course	The method of implementation	Teaching methods	Allocated time (hours)
NA			

7.2. Seminar/laboratory/project	The method of implementation	Teaching methods	Allocated time (hours)
1. Define projects software requests in applications	face to face	Practical Applications	4
2. Create the design of the application	face to face	Practical Applications	4
3. Tasks planning in a project	face to face	Practical Applications	2
4. Application implementation	face to face	Practical Applications	10
5. Application testing	face to face	Practical Applications	8
Bibliography:			
1. Martin Kleppmann - Designing Data-Intensive Applications			
2. Jürgen Wolf - HTML and CSS: The Comprehensive Guide			
3. Paul McFedries - HTML, CSS, & JavaScript All-in-One For Dummies			

8. Correlating the content of the discipline with the expectations of representatives from the epistemic community, professional associations and representative employers in the field related to the program

- Alignment with Industry Needs - Employers in the software industry expect graduates to design, implement, and manage applications involving databases, which is a core requirement for most enterprise and web applications.
- Professional Associations & Standards - The focus on requirements specification, analysis, development, and testing aligns with best practices recommended by software engineering bodies (e.g., IEEE, ACM). Ethical and responsible behavior is highlighted, reflecting professional codes of conduct
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9. Evaluation

Activity Type	9.1. Evaluation criteria	9.2. Evaluation methods	9.3. Final mark weight
9.4. Course	NA	NA	NA
9.5.Laboratory		Practical application	100%

9.6. Minimum standard of performance

To successfully complete the course, the student must demonstrate at least the following:

1. Knowledge

- Identify and describe basic concepts of programming languages, programming environments, techniques, and **database fundamentals**.
- Understand how these concepts apply to solving concrete problems.

2. Skills

- Specify requirements and design simple software systems that integrate databases.
- Implement and test basic database-driven applications using general-purpose or object-oriented programming languages.
- Apply elementary principles of software engineering in the development process.

3. Responsibility and Autonomy

- Show ethical and responsible behavior in completing project tasks.
- Work independently on assigned components and collaborate effectively within a team

Date of Completion	Signature of the Course Activities Holder,	Signature of the Practical Activities Holder,
01.09.2025	S.L.dr.ing. Cosmin Stoica Spahiu	

Date of Approval in the Department	Signature of the Department Director,
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	Ş.l.dr.ing. Nicolae ENESCU
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Date of Approval in the Faculty	Signature of the Dean,
	Prof.dr.ing. Dorin ŞENDRESCU