Universida_{de}Vigo

Subject Guide 2023 / 2024

IDENTIFYI	NG DATA				
Architectu	res and Services				
Subject	Architectures and				
	Services				
Code	V05G306V01310				
Study	Bachelor Degree in				
programme	e Telecommunication				
	Technologies				
	Engineering (BTTE)				
Descriptors	ECTS Credits		Choose	Year	Quadmester
	6		Optional	3rd	2nd
Teaching	Spanish				
language	Galician				
Departmen					
Coordinato	r Mikic Fonte, Fernando Ariel				
Lecturers	Mikic Fonte, Fernando Ariel				
E-mail	mikic@det.uvigo.es				
Web	http://moovi.uvigo.es				
General	This course focuses on the archite	ctonic solutions for	the design of tele	matic services. I	More specifically, the
description	General This course focuses on the architectonic solutions for the design of telematic services. More specifically, the course is oriented to scenarios based on services (service-oriented architectures) and the deployment of SOA and RESTful solutions by means of Web Services Technologies. Taking the Web Services as our technological layout, the course focuses on the description, discovery and invocation of services in SOA and RESTful. Finally, the course introduces models for services composition in SOA and RESTful (again using Web Services as deployment technology).				

This subject will be taught in Spanish and Galician.

Cod				
B3	CG3: The knowledge of basic subjects and technologies that enables the student to learn new	w meth	ods and	
	technologies, as well as to give him great versatility to confront and adapt to new situations			
B4	CG4: The ability to solve problems with initiative, to make creative decisions and to communicate and transmit			
knowledge and skills, understanding the ethical and professional responsibility of the Technical Telecon				ication
	Engineer activity.			
B6	CG6: The aptitude to manage mandatory specifications, procedures and laws.			
C29	CE29/TEL3 The ability to build, operate and manage computer services using planning, sizing	g and a	nalytical	tools
C32	CE32/TEL6 The ability to design networks and service architectures.			
D2	CT2 Understanding Engineering within a framework of sustainable development.			
	CT2 Understanding Engineering within a framework of sustainable development. CT3 Awareness of the need for long-life training and continuous quality improvement, showing	ng a fle	xible, ope	en and
D2 D3	CT3 Awareness of the need for long-life training and continuous quality improvement, showin ethical attitude toward different opinions and situations, particularly on non-discrimination be			
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D3 Exp Exp To k To u mai	CT3 Awareness of the need for long-life training and continuous quality improvement, showin ethical attitude toward different opinions and situations, particularly on non-discrimination by religion, as well as respect for fundamental rights, accessibility, etc. ected results from this subject ected results from this subject now the main architectures for telematic services of medium & high complexity. nderstand the concept of middleware as a supporting element for services, and to know the	ased o Tra B3 B6	n sex, race nining and Resul C29 C32 C29	e or Learnin Its D2

 To know the main technologies to build complex services by combining other services.
 B6
 C29

 C32

 To master the basic concepts and technologies associated with the management of telematic services.
 B3
 C29

 C32
 C32
 C32

Contents	
Торіс	
Theory: Infrastructure for distributed computing	Distributed systems and y Middleware.
	Types of distributed systems.
	🛾 Architectural patterns.
	Inter-process communication.
Theory: SOA and Web Services / WSDL	🛛 SOA
	🛛 Web Services.
	🛛 WSDL.
Theory: SOAP (Simple Object Access Protocol)	🛛 History.
	🛛 Core items.
	🛛 Messages.
	Coding and interaction.
	🛛 Error management.
Theory: RESTful Web Services	🛛 JSON.
	🛛 REST.
	🛛 Node.js.
	🛛 Non-SQL Databases.
	🛾 Angular.
Theory: Microservices	🛛 Case study: Netflix.
	🛾 Architectures.
	Decomposition of monolithic systems into microservices.
	Design.
	Communication between microservices.
	Data management.
	🛛 Deployment.
Practice: Creating and managing RESTful web	🛛 Installation.
services using the MEAN stack.	Development and deployment of a web service.
	Development and deployment of web microservices.

	Class hours	Hours outside the classroom	Total hours
Lecturing	15	45	60
Project based learning	14	20	34
Presentation	1	2	3
Workshops	2	1	3
Gamification	2	2	4
Project based learning	6	38	44
Objective questions exam	1	0	1
Objective questions exam	1	0	1

Methodologies	
	Description
Lecturing	Classes that will expose the concepts to be treated in the subject. The aim is to encourage discussion and reinforce the acquisition of skills (B3, C29, C32).
Project based learning	The students, in groups, will develop a software system with specific requirements. The follow-up of the project will be carried out during the B and C sessions (B4, B6, C29, C32, D2, D3).
Presentation	Each workgroup will justify in a presentation the adopted solution for the course project and its performance (B4, D2, D3).
Workshops	Introductory workshop on technologies commonly used in the companies (B3, B6, C32, D2).
Gamification	Test-type exercises to carry out formative assessment (not taken into account for the final grade of the subject), and promote participation and attendance in class (B3, D3).
Project based learning	

Personalized assistance	
Methodologies	Description
Lecturing	Tutorships: https://moovi.uvigo.gal/user/profile.php?id=11299

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Project based learning	The students, organized in groups, develop a project that addresses the design and implementation of a service-oriented architecture. Personalized attention related to these projects will take place in the sessions type C in the course. In each session of personalized attention, groups would discuss with the teacher the following questions concerning the progress of the project: What work has been addressed since the previous meeting? What problems have been found? What problems have not been solved? and What is the planning of future work?
Workshops	The students, individually, will carry out the installation and different tests and developments of a technology used in the companies. All this with the help of the teacher who will act as a guide in each of the steps of the process.
Gamification	Realization of a kind of multiple choice exam on the contents seen in each topic of the subject, in which different types of elements of gamification are included. The teacher may offer, individually to each student, explanations about the answers made.

Assessment	Description	Qualification	Training
	Description	Qualification	Training and
			Learning
			Results
Project based	Each working group will deliver a preliminary part of the project of the subject. The	15	B4 C29 D
learning	delivery will consist of design, implementation and documentation. After each		B6 C32 D
	delivery, a practical test will be carried out on the part implemented by each of the		
	groups. This test will be individual, including modifications of the delivered project.		
Presentation	Each workgroup will justify in a presentation the solution adopted in the project.	5	B4 D
	They also will give to the teachers an explanation about the project. Questions will be asked to each member of the group individually to verify the involvement of		D
	each student in the project.		
Project based	Each working group will deliver the final project of the subject. The delivery will	30	B4 C29 D
learning	consist of design, implementation and documentation. After each delivery, a	50	B6 C32 D
	practical test will be carried out on the part implemented by each of the groups.		
	This test will be individual, including modifications of the delivered project.		
Objective	An individual exam will take place in the date indicated by the Comisión Académica	15	B3 C29
questions exam	n de Grado (CAG) . The exam may include the following types of questions: problem		C32
	solving, short questions to be solved by applying the theoretical concepts explained		
	in class, reasoned justification if one or more statements are true or false, small tests on theoretical and application aspects. Books, class notes and other material		
	will not be allowed during the exam. The number and combination of these		
	questions will be set for each particular exam.		
Objective	An individual exam will take place in the date indicated in the official calendar of	35	B3 C29
questions exam	n exams. The exam may include the following types of questions: problem solving,		C32
	short questions to be solved by applying the theoretical concepts explained in class	,	
	reasoned justification if one or more statements are true or false, small tests on		
	theoretical and application aspects. Books, class notes and other material will not		
	be allowed during the exam. The number and combination of these questions will		
	be set for each particular exam.		

Other comments on the Evaluation

In ordinary exam students can follow up a continuous assessment or a global assessment model. Once a student selects [continuous assessment] (joining a group of the practical part) his/her grade will never be [not taken]. In case of choosing continuous assessment, a period of 1 month is offered from that moment to be able to renounce it.

Final grade will be the sum of the grades obtained in the theoretical and practical part: (i) theoretical part (50%) and (ii) practical assignments (50%).

To pass the course, a final grade greater than or equal to 50% is required, with a minimum grade for each of the parts (theoretical and practical) of 15% (if this minimum is not met in each of the parts, the final grade will never be greater than 40%).

- Theoretical part:
 - 1. Continuous assessment: EC1 exam (15%) + EC2 exam (35%).
 - 2. Global assessment: Final exam (50%).
- Practical assignments:
 - 1. Continuous assessment: Partial delivery of the project (15%) + presentation (5%) + project: design and final

implementation (30%). Grade will be individual. Practices are mandatory.

2. Global assessment: Delivery of the project (50%).

In extraordinary exam and end-of-program exam scheme is exactly the same as the global assessment (with the possible modifications of the project that will be specified at the convenient time).

The schedule of the intermediate exams/assignments will be approved in the Comisión Académica de Grado (CAG) and will be available at the beginning of each academic semester. The EC2 exam and the Final exam will take place on the date published in the official calendar for the exam of the subject.

Plagiarism is regarded as serious dishonest behavior. If any form of plagiarism is detected in any of the tests or exams, the final grade will be FAIL (0), and the incident will be reported to the corresponding academic authorities for prosecution

Sources of information

Basic Bibliography

Michael Papazoglou, Web Services; SOA: Principles and Technology, 1, Pearson Education, 2012 Valentin Bojinov, RESTful Web API Design with Node.js, 1, Packt Publishing, 2015

Bruno Joseph Dmello, What You Need To Know About Node.js, 1, Packt Publishing, 2016

Robert Daigneau, Service Design Patterns: Fundamental Design Solutions for SOAP/WSDL and RESTful Web Services, 1, Addison-Wesley Professional, 2011

Shannon Bradshaw, Eoin Brazil, Kristina Chodorow, **MongoDB: The Definitive Guide 3e: Powerful and Scalable Data**, 3, O'Reilly Media, Inc, USA, 2019

Adam Freeman, **Pro Angular 9: Build Powerful and Dynamic Web Apps**, 4, Apress, 2020 **Complementary Bibliography**

George F. Coulouris, Distributed Systems: Concepts and Design, 5, Addison Wesley, 2011

Harvey M. Deitel, Paul J. Deitel, B. DuWaldt, L. K. Trees, **Web Services: A Technical Introduction**, 1, Prentice Hall, 2002 Michael Rosen, **Applied SOA: Service-Oriented Architecture and Design Strategies**, 1, Wiley, 2008 Basarat Syed, **Beginning Node.js**, 1, Apress Ed., 2014

Recommendations

Subjects that it is recommended to have taken before

Internet Services/V05G301V01301