



UNIVERSITÀ DEGLI STUDI DI PALERMO

DEPARTMENT	Scienze Economiche, Aziendali e Statistiche
ACADEMIC YEAR	2021/2022
BACHELOR'S DEGREE (BSC)	ECONOMIC DEVELOPMENT, INTERNATIONAL COOPERATION AND MIGRATIONS
SUBJECT	INFORMATION SYSTEMS FOR DEVELOPMENT
TYPE OF EDUCATIONAL ACTIVITY	B
AMBIT	50209-geografia e organizzazione del territorio
CODE	20441
SCIENTIFIC SECTOR(S)	ING-INF/05
HEAD PROFESSOR(S)	FERRARA GIUSEPPE Professore a contratto Univ. di PALERMO
OTHER PROFESSOR(S)	
CREDITS	6
INDIVIDUAL STUDY (Hrs)	102
COURSE ACTIVITY (Hrs)	48
PROPAEDEUTICAL SUBJECTS	
MUTUALIZATION	
YEAR	3
TERM (SEMESTER)	1° semester
ATTENDANCE	Not mandatory
EVALUATION	Out of 30
TEACHER OFFICE HOURS	FERRARA GIUSEPPE Monday 08:00 10:00 Aule nuove di Medicina - Via Parlavecchio. Cortesemente inviare una email di avviso.

DOCENTE: Prof. GIUSEPPE FERRARA

PREREQUISITES	No particular types of high level technical pre-requisite are required. Knowledge of the Windows operating system and the navigation in the file system, which constitute the essential basis for the use of computer
LEARNING OUTCOMES	<p>Knowledge and understanding</p> <p>Acquisition of the fundamental concepts of web programming, and in particular of language php, creation of web pages using HTML / CSS markup language and acquisition of ability to understand the problems inherent in the design and programming of applications on query languages and current technologies aimed at improvement of the operations and management of companies.</p> <p>Ability to apply knowledge and understanding</p> <p>Acquisition of tools for the solution of problems inherent in the planning and the web programming and the design and implementation of a database.</p> <p>Judgment autonomy</p> <p>Ability to analyze and interpret the data of a problem, to collect the data necessary for solution of the same and to propose the most suitable solution for the management of information systems in the specific context of small and medium-sized enterprises and in developing contexts.</p> <p>Communication skills</p> <p>Ability to communicate and express issues related to the subject of the course and to support conversations on issues of object-oriented design and programming, design of databases and information systems</p> <p>Learning skills</p> <p>Learning a set of foundational concepts that determined the development of the discipline and ability to continue and deepen their studies independently.</p>
ASSESSMENT METHODS	<p>Written test</p> <p>Vote out of thirty</p> <p>Written test intermediate written test;</p> <p>Students who pass the intermediate written exam will take the oral exam on the remaining part of the program. The final grade will be determined by the average of the result of the two exams.</p> <p>Students who do not take the intermediate exam or who refuse the grade obtained will have to take the oral exam on the whole program</p> <p>EVALUATION METHODS</p> <p>The result of the test will be considered:</p> <p>EXCELLENT (30-30 cum laude) if the student will show excellent knowledge of the topics, excellent property of language, good analytical capacity, and the ability to apply the knowledge to solve the problems submitted;</p> <p>VERY GOOD (26-29) if the student shows good mastery of the subject, full property of language and the ability to apply the knowledge to solve the problems submitted;</p> <p>GOOD (24-25) if the student will show to have basic knowledge of the main topics, fairly good property of language, limited ability to independently apply the knowledge for the solution of the problems submitted;</p> <p>MORE THAN SUFFICIENT (20-23) if the student will show not to have full mastery of the main arguments but a good understanding of the same, satisfactory property of language, lack of ability to independently apply the knowledge acquired;</p> <p>SUFFICIENT (18-19) where the student will show minimum basic knowledge of the main teaching and technical language issues, minimum ability to apply the knowledge acquired;</p> <p>INSUFFICIENT if the student does not have an acceptable knowledge of the contents of the topics covered in the teaching.</p>
EDUCATIONAL OBJECTIVES	<p>TRAINING OBJECTIVES</p> <p>The course aims to provide the basis for knowledge and understanding of the fundamental concepts for the creation of web pages and programming in php language and for the understanding of problems inherent in the design and programming of applications on the languages of query.</p> <p>The course also aims to provide fundamental knowledge for the conduct of initiatives integrated computerization and design of business processes with particular reference to information systems, the main technologies and the applications that characterize them.</p>

TEACHING METHODS	Frontal lessons, class exercises
SUGGESTED BIBLIOGRAPHY	<ul style="list-style-type: none"> - Stephen Haag, maeve Cummings, Amy Philips, Andrea Carignani. ICT e sistemi informativi aziendali. Mc Graw-Hill. - www.w3schools.com - materiale didattico fornito dal docente

SYLLABUS

Hrs	Frontal teaching
2	Introduction to computers: hardware, software, von Neumann architecture
4	Numerical systems and internal representation: binary, decimal, sum between binary numbers, form and sign, 2's complement, hexadecimal, floating point
4	Information systems for development. Definition, design and safety
3	Algorithms: definition and attributes. Classification of algorithms according to their order of complexity
3	Algorithm representation: pseudocode and flowchart
3	Introduction to the Internet and the Web
3	Introduction to HTML. HTML file. Format 8.3. Structure of an html file. Syntax tags. Tag html, body, head, p, div, h.
6	Tag p, div, span, table, th, tr, td. Brief introduction to the stylesheet properties Selectors: classes and identifiers. Liquid box
4	PHP: XAMPP installation, syntax, variables, echo / print, data types, functions of string
4	PHP: constants, operators, if..else ... else if
4	PHP: Switch, While, For Loops, Functions, Arrays, Sorting Arrays, Superglobals
2	Databases and database management systems
6	Design of databases, methodologies and models for the project, the conceptual design and logical design