

PEOPLE'S DEMOCRATIC REPUBLIC OF ALGERIA

**MINISTRY OF HIGHER EDUCATION
AND SCIENTIFIC RESEARCH**

HARMONIZATION

MASTER TRAINING OFFER

ACADEMIC

Establishment	Faculty / Institute	Department
University of Mohamed Khider Biskra	Faculty of Exact Sciences and natural and life sciences	Computer sciences department

Domain: Mathematics and Computer Sciences

Sector: Computer sciences

Speciality: Software Engineering and Distributed Systems

College year: 2023/2024

الجمهورية الجزائرية الديمقراطية الشعبية
وزارة التعليم العالي والبحث العلمي

مواصلة
عرض تكوين ماستر
أكاديمي

القسم	الكلية/المعهد	المؤسسة
قسم الإعلام الآلي	كلية العلوم الدقيقة و علوم الطبيعة و الحياة	جامعة محمد خيضر - بسكرة

الميدان: رياضيات و إعلام آلي

الشعبة: إعلام آلي

التخصص: هندسة البرامج والأنظمة الموزعة

السنة الجامعية: 2023-2024

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I – Master's identity sheet

1 - Formation location:

Faculty: Faculty of exact sciences and natural and life sciences

Department: Computer sciences department

2- External partners *:

- Other partner establishments:

- Businesses and other socio-economic partners:

- International partners:

3 – Context and objectives of the formation

A – Access conditions

IN M1 :

- Academic Degree in Computer Science
- A recognized equivalent title

IN M2 :

- File study

B - Formation objectives

The objectives of this training are to provide the methods and techniques known in the field of Software Engineering for the secure development of distributed systems. Emphasis will be placed, in particular, on modeling, specification, verification and diagnosis activities of embedded, mobile and real-time systems.

Before creating a physical system (hardware or software), it is necessary to go through a design process. This process is made up of several steps. In each, we need to do some specification in order to verify the properties (i.e., requirements). So, we will use specification formalisms and verification techniques.

Once the design is complete, a template must be written. This model will be simulated to remove possible errors. Before physical production, a prototype will be implemented and tested using the prepared tests. These three steps form what we call the critical systems validation process. A real system can fail during operation. A diagnostic process can be applied to determine the faults causing this malfunction. In this training we focus on specification, verification and diagnosis.

C – Profiles and targeted skills :

Teachers/trainers mastering the process of validation and diagnosis of hardware and software systems. Thus, training designers by instilling them with the tools used effectively in the industry.

D- Regional and national employability potential

The normal path after completing the Research Master's degree is the preparation of a 3rd cycle doctoral thesis. Students accepted for the Master's degree will be able to integrate into the research laboratories with a view to preparing an LMD doctoral thesis. The Doctorate will thus give them the opportunity to access teaching and research institutions in Higher Education. Recruitment as teacher-researchers and access to preparation for university accreditation with a view to accessing the rank of lecturer; Public research (research organizations and higher education). To public research organizations: CDTA, CDER, etc.

E – Gateways to other specialties

Towards other Masters with equivalent units.

F – Training monitoring indicators

G – Supervisory abilities

30 students for the formation.

4 – Human resources available

A : Teachers working in the specialty

Name, Surname	Graduation Diploma + Speciality	Post-graduation Diploma + Speciality	Grade	Type of intervention	Signature
BENNOUI Hammadi	Computer sciences engineer	Habilitation	Prof	Lectures, Tutorials, Lab works	
KAHLOUL Laid	Computer sciences engineer	Habilitation	Prof	Lectures, Tutorials, Lab works	
KAZAR Okba	Computer sciences engineer	State Doctorate in computer sciences	Prof	Lectures, Tutorials	
BABAHENINI Mohamed Chaouki	Computer sciences engineer	State Doctorate in computer sciences	Prof	Lectures, Tutorials	
CHERIF Foudil	Computer sciences engineer	State Doctorate in computer sciences	Prof	Lectures, Tutorials	
BITAM Salim	Computer sciences engineer	Habilitation	Prof	Lectures, Tutorials	
DJEFFAL AbdElhamid	Computer sciences engineer	Habilitation	Prof	Lectures, Tutorials, Lab works	
REZEG Khaled	Computer sciences engineer	Habilitation	Prof	Lectures, Tutorials	
SAOULI Rachida	Computer sciences engineer	Habilitation	Prof	Lectures, Tutorials	
TERISSA Sadek Labib	Electronic engineer	Habilitation	Prof	Lectures, Tutorials	
TIBERMACHINE Okba	Computer sciences engineer	Habilitation	M.C.A	Lectures, Tutorials, Lab works	
Zernadji Tarek	Computer sciences engineer	Doctorate of sciences in computer sciences	M.C.B	Lectures, Tutorials, Lab works	
Kerdoudi Mohamed Lamine	Computer sciences engineer	Habilitation	M.C.A	Lectures, Tutorials, Lab works	
BOUKHLOUF Djemaa	Computer sciences engineer	Doctorate of sciences in computer sciences	M.C.B	Lectures, Tutorials, Lab works	
TIGANE Samir	Computer sciences engineer	Habilitation	M.C.A	Lectures, Tutorials, Lab works	
HEMIDI Zohra	Computer sciences engineer	Doctorate of sciences in computer sciences	M.C.B	Lectures, Tutorials, Lab works	
MOHAMEDI Amira	Computer sciences engineer	Magister in computer sciences	M.A.A	Lectures, Tutorials, Lab works	
Ramdani Mohamed	Master in computer sciences	LMD Doctorate in computer sciences	M.C.B	Lectures, Tutorials, Lab works	

B : External supervision

None

5 – Specific material resources available

A- Educational Laboratories and Equipment: Sheet of existing educational equipment for the practical work of the planned training (1 sheet per laboratory)

Laboratory title: Computing center

N°	Equipment title	Number	Observations
1	PC hp	40	In two rooms
2	PC Other brands	60	In three rooms

Laboratory title: Network Laboratory

N°	Equipment title	Number	Observations
1	Working stations	15	

B- Internship sites and company training:

Training place	Number of students	Stage duration

C- Research laboratories supporting the master's degree:

Head of the laboratory: KAZAR Okba
No. Laboratory approval: Num 242 in 03/04/2013
Date : 05/05/2022
Opinion of the laboratory head:

D- Research projects supporting the master's degree:

Title of the research project	Projet Code	Project start date	Project end date
Développement et Vérification des Systèmes Multi-agents Coopératifs et de leurs Applications	B*01420100023	01/01/2014	31/12/2017

E- Personal work spaces and ICT:

- Intranet space of Mohamed Khider Biskra University.
- Computer center of the computer science department.
- Wireless network (wifi internet) of the IT department:
- Video conference room;
- Library (indicate the number of titles available in the specialty) of 300 titles (books and works) linked to the different areas of computer science in the central library of the university, the faculty library and the department's documentation center.
- Remote teaching room for end of cycle students

II – Semester organization sheet for lessons

1- Semester 1 :

Teaching Unit	SHV	Weekly HV				Coeff	Credits	Evaluation Mode	
	14-16 weeks	Lectures	Tutorial	WL	Continuous			Continuous	Exam
Fondamental TU									
FTU1. Advanced systems and architectures	189h	6h	3h	4h30	4h	9	18		
Distributed systems	63h	1h30	1h30	1h30	1h30	3	6	50%	50%
Algorithmics and parallel architectures	63h	1h30	1h30	1h30	1h	3	6	50%	50%
Communication networks	63h	3h	-	1h30	1h30	3	6	33%	67%
Methodology TU									
MTU1. Machine Learning and Specification Tools	105h	3h	3h	1h30	2h	4	10		
Machine Learning	63h	1h30	1h30	1h30	1h	2	5	33%	67%
Specification Tools	42h	1h30	1h30	-	1h	2	5	33%	67%
Transversal TU									
TTU1. Entrepreneurship and English	42h	1h30	1h30	-	1h	2	2		
English 1	21h	-	1h30	-	-	1	1		100%
Entrepreneurship	21h	1h30	-	-	1h	1	1		100%
Total Semester 1	336h	10h30	7h30	6h	7h	15	30		

2- Semester 2 :

Teaching Unit	SHV	Weekly HV				Coeff	Credits	Evaluation Mode	
	14-16 weeks	Lectures	Tutorial	WL	Continuous			Continuous	Exam
Fondamental TU									
FTU2. Modeling and Verification	84h	3h	1h30	1h30	2h30	6	10		
Calculability	42h	1h30	1h30	-	1h30	3	5	50%	50%
Techniques and Tools of Verification	42h	1h30	-	1h30	1h	3	5	33%	67%
FTU3. Development and Simulation	84h	3h	-	3h	2h30	4	10		
Advanced Development Approaches	42h	1h30	-	1h30	1h30	2	5	50%	50%
Modeling and Simulation	42h	1h30	-	1h30	1h	2	5	33%	67%
Methodology TU									
MTU2. Blockchains and RTS	84h	3h	-	3h	2h	4	8		
Blockchain Technologies	42h	1h30	-	1h30	1h	2	4	33%	67%
Real-Time Systems	42h	1h30	-	1h30	1h	2	4	33%	67%
Transversal TU									
TTU2. Methodology	21h	1h30	-	-	1h	1	2		
Research methodology	21h	1h30	-	-	1h	1	2		100%
Total Semester 2	273h	10h30	1h30	7h30	8h	15	30		

3- Semester 3 :

Teaching Unit	SHV	Weekly HV				Coeff	Credits	Evaluation Mode	
	14-16 weeks	Lectures	Tutorial	WL	Continuous			Continuous	Exam
Fondamental TU									
FTU4. High-level Formalisms and development	126h	4h30	-	4h30	3h	9	18		
High-level formal languages	42h	1h30	-	1h30	1h	3	6	33%	67%
Rewriting Logics and Their Applications	42h	1h30	-	1h30	1h	3	6	33%	67%
Distributed Application Development	42h	1h30	-	1h30	1h	3	6	33%	67%
Methodology TU									
MTU3. Model, Architecture and Management	105h	4h30	1h30	1h30	3h	5	10		
Model Based Diagnosis	42h	1h30	1h30	-	1h	2	4	33%	67%
Service Oriented Architectures	42h	1h30	-	1h30	1h	2	4	33%	67%
Software Project Management	21h	1h30	-	-	1h	1	2	-	100%
Transversal TU									
TTU 3. English	21h	1h30	-	-	1h	1	2		
English 2	21h	1h30	-	-	1h	1	2		100%
Total Semester 3	252h	10h30	1h30	6h	7h	15	30		

4- Semester 4 :

Domain : **Maths - Computer Sciences**
Sector : **Computer Sciences**
Speciality : **Software Engineering and Distributed Systems**

Internship in a company culminating in a dissertation and a defense.

The S4 semester is reserved for an internship or introductory research work, culminated by a dissertation and a defense..

	SHV	Coeff	Credits
Personal work			
Internship in company			
Seminars			
other	12h/weekly, i.e. 144 hours for the semester	15	30
Total Semester 4	144h	30h	30h

5- Overall summary of the training: (indicate the separate global HV in progress, Tutorials, for the 04 semesters of teaching, for the different types of EU)

HV \ TU	FTU	MTU	DTU	TTU	Total
Course	231	147	-	63	441
Tutorials	84	63	-	21	168
Practical work	189	84	-	00	273
Personal work	168	98	-	42	308
other	144	-	-	-	144
Total	798	392	-	126	1316
Credits	86	28	-	6	120
% in credits for each TU	71,66%	23,33%	-	5,00%	100%

III - Detailed program by subject

Title of the Master: Software Engineering and Distributed Systems

Semester : S1

Title of the TU: Advanced systems and architectures

Title of the subject: Distributed systems

Credits: 6

Coefficients: 3

Teaching objectives

This course is dedicated to the fundamental aspects of distributed systems and the challenges involved in their design and implementation. Special emphasis will be placed on addressing the lack of global time in asynchronous systems and on basic techniques for designing fault-tolerant systems.

Recommended prior knowledge

Concepts of processes, synchronization, and communication in a centralized system. In the L cycle of the LMD system, students have taken two courses dedicated to these concepts.

Content of the subject:

- I- Concept of competition.
 - The different interpretations of competition.

- II- Time and state in a distributed system.
 - Causality and ordering of events in a distributed system;
 - Overall state of a distributed system; consistent cuts applications: save-resume algorithms, detection of stable properties;
 - Global scheduling by logical application clocks: mutual exclusion, distributed queues;
 - Causal scheduling by vector clocks applications: observation, fine-tuning;
 - Synchronization of physical clocks

- III- Distributed process cooperation
 - Virtual ring, insertion and removal protocols, failure management;
 - Application election algorithms: group management;
 - Termination detection algorithms. Application: distributed garbage collection.

- IV- Fault tolerance
 - Failure hypotheses;
 - Specification of coherence: linearization, sequential coherence, causal coherence;
 - Primary copy and active duplication; Algorithmes de diffusion fiable et gestion de groupes de processus.

- V- Distributed information management

- Principles of distributed object management;
- Implementation: virtual memory, distributed objects;
- Large-scale distribution;
- Cache management, duplication, consistency;
- Applications: P2P systems.

Evaluation Mode: 50 % Exam + 25 % Tutorials + 25 % Lab Work

References

1. R. Guerraoui, L. Rodrigues, *Reliable Distributed Programming*, Springer, 2006.
2. A. S. Tanenbaum, M. van Steen, *Distributed Systems - Principles & Paradigms*, Prentice Hall, 2002 .
3. S. Mullender (editor), *Distributed Systems*, 2nd ed. , Addison-Wesley, 1993.
4. M. Singhal, N. G. Shivaratri, *Advanced Concepts in Operating Systems*, McGraw-Hill, 1994 .
5. V. C. Barbosa, *Introduction to Distributed Algorithms*, MIT Press, 1996.
6. C.A.R. Hoare, *Communicating Sequential Process* , Prentice Hall Intern. 2004.
7. A. Silberschatz et J.L. Peterson, *Operating System Concepts* , Addison-Wesley, 1983.

Title of the Master: Software Engineering and Distributed Systems

Semester : S1

Title of the TU: Advanced systems and architectures

Title of the subject: Algorithmics and parallel architectures

Credits: 6

Coefficients : 3

Teaching objectives

This course introduces students to parallel architectures and algorithms, specifically vector architectures, systolic architectures, and their associated algorithms.

Recommended prior knowledge

Basic architecture of a Von Neumann machine. Indeed, in the LMD system, students have taken courses dedicated to computer architecture in the Bachelor's degree cycle.

Content of the subject:

Chapter I. Introduction to parallel architectures

- Motivations for parallelism.
- Sequential and parallel architectures.
- Organization of Parallel Architectures.
- Sources of parallelism.
- Sequential VS Parallel Complexity.
- P-RAM (Parallel - Random Access Machine) model and algorithms:
- Illustration of Coole's algorithm for parallel merge sort
- Evaluation of the Performance of parallel programs.

Chapter II. Parallel programming models

- SPMD type programming model:
 - Presentation of the distributed memory model: OpenMPI,
 - Presentation of the shared memory model: OpenMP,
- SIMD type programming model:
 - GPGPU (general graphics card processing)

Chapter III. Interconnection networks

- Static graphs and topologies
- Communication protocols in parallel machines:
 - Circuit switching, Store & Forward, Wormhole*
- The interconnection of dynamic topologies
- Routing in Crossbar networks
- Case study: Hypercube
 - (architecture and routing algorithms)

Chapter IV. High performance parallel architectures

- Reminder on floating point calculation,
- Vector execution and principle of interleaved memory,
- Vectorization conditions: illustration of the raster product,

- Introduction to BLAS (Level 1),
- Illustration of the LU matrix decomposition algorithm,
- Vector instruction and Vectorization of a scalar product,

Evaluation method:

50 % Exam + 25 % Lab works + 25 % tutorials

References.

- [1] Legrand et Y. Robert, Algorithmique Parallèle, Dunod (2004).
- [2] Olivier Pironneau, Optimisation des performances et Parallélisme en C/C++ - openMP - MPI - UPC - CUDA –openCL, University of Paris VI
- [3] Barbara Chapman, Gabriele Jost, Ruud van der Pas. Using OpenMP Portable Shared Memory Parallel Programming, The MIT Press, Cambridge, Massachusetts London, England (2008).
- [4] Jean-Paul Sansonnet. Architectures des machines parallèles CNRS 1992.
- [5] A. Legrand et Y. Robert. Algorithmique Parallèle. Dunod (2004).
- [6] Philippe MARQUET. Programmation parallèle et distribuée. Université des sciences et technologies de Lille. 2008

Title of the Master: Software Engineering and Distributed Systems

Semester : S1

Title of the TU: Advanced systems and architectures

Title of the subject: Communication networks

Credits: 6

Coefficients: 3

Teaching objectives

The communication networks subject aims to enable the student to:

- Understand and be able to implement various devices and protocols used in both fixed and mobile networks.
- Design, configure, and manage fixed and mobile networks, considering the requirements of applications.

Recommended prior knowledge Networks (Bachelor 2), distributed systems.

Content of the material:

1- Reminder on the link layer

- Concurrent access to support, the CSMA/CD protocol, ...

2- The network layer

- Reminder on the IPv4 protocol
- Routing in IP networks:
 - * Distance vector routing protocols
 - * Link-state routing protocols.
- The IPv6 protocol
- Management of coexistence between IPv4 and IPv6 networks.
 - * Coexistence based on Tunneling.
 - * Coexistence based on Gateways.

3- The transport layer

- TCP protocols
- The UDP protocol

4- Quality of service (QoS) in IP networks

- QoS settings
- Network factors that influence the QoS of communications.
- TCP/IP and QoS protocols

5- Introduction to wireless communication networks

- Cellular wireless networks
- Ad Hoc wireless networks

Evaluation Mode : 50 % Exam + 25 % Lab works + 25 % Personal work

References

- Kurose, J. F., & Ross, K. W. (2021). Computer Networking A Top-Down Approach. Pearson Editions. 2021.
- Bonaventure, O., Networking : Principles, Protocols and Practice, 3rd Edition, 2021.
- Lannone, E., Telecommunication networks, O'Reilly Edition, 2017.

Title of the Master: Software Engineering and Distributed Systems

Semester: S1

Title of the TU: Machine Learning and Specification Tools

Title of the subject : Specification Tools

Credits: 5

Coefficients: 2

Teaching objectives.

This material represents the second part of the specification tools material. It aims to present other formalisms which extend finite state automata: Petri Nets and Algebraic Specifications.

1. Recommended prior knowledge

2. Content of the material:

1. Reminder about automata
2. Concurrency semantics
3. Petri Nets (PNs)
 - a. Definition
 - b. Analysis techniques
4. Extensions of PN
5. Introduction to algebraic specification techniques

Evaluation Mode:

67 % Exam + 33 % Tutorials

References

- G.W. Brams, Réseaux de Petri : Théorie et Pratique, Masson, 1983. (ISBN 2-903607-12-5)
- Annie Choquet-Geniet, Les réseaux de Petri : Un outil de modélisation, Éditions Dunod, coll. « Sciences Sup », 7 mars 2006, 240 p.(ISBN 2-10-049147-4)
- René David et Hassane Alla, Du Grafctet aux réseaux de Petri, Paris, Hermès, 1992, 2e éd. (ISBN 2-86601-325-5)
- à noter l'ouvrage en anglais traitant plus spécialement des extensions temporelles et continues : René David et Hassane Alla, Discrete, Continuous, and HybridPetri Nets, Berlin, Springer-Verlag, 2005 (ISBN 3-540-22480-7)

Title of the Master: Software Engineering and Distributed Systems

Semester: S1

Title of the TU: Machine Learning and Specification Tools

Title of the subject : Machine Learning

Credits: 5

Coefficients : 2

Teaching objectives

This course will enable students to understand various types of Artificial Learning, primarily through optimization, to acquire skills in *Machine Learning* and *Deep Learning*.

Recommended prior knowledge

- Programming language: C, python
- Probabilities

Content of the material:

Chapter I. Neural networks

- Machine learning and types of learning,
- Fundamentals of artificial neurons,
- The Perceptron Single-layer and Multi-layer network
- Learning RNs:
 - Case of a 2C and multi-C single layer perceptron
- Error gradient backpropagation algorithm

Chapter II. AI and deep learning

- Machine Learning vs. Deep Learning Workflows
- Neural networks and deep learning
- Description of training data
- Overview of Convolutional Neural Networks (CNN):
 - The convolution operation and the neural network,
 - Control parameters and activation functions,
- Overview of learning VGGnet networks

Chapter III. Bayesian Networks

- Presentation of the RBs
- Conditional independence and d-separation
- Definition of a RB
- Inference schemes in RBs
- Generalized d- separation
- RB learning algorithms:
 - Case of incomplete data and known structure
 - Case of incomplete data and known structure
- RBs adapted to classification

Chapter IV. Hidden Markov Chains

- The observable Markov model
- The Hidden Markov Model (HMM)
- Algorithms for evaluating the probability of observing a sequence:

- Direct assessment
 - Evaluation using forward-backward functions
- Finding the most likely path
 - (the Viterbi algorithm)
- Learning HMMs
 - Baum-Welch algorithm and re-estimation forms

Evaluation Mode:

67 % Exam + 33 % CC

References :

- A. Cornuéjols, L. Miclet, Y. Kodratoff . Apprentissage artificiel - Concepts et algorithmes. Eyrolles 2002 (1ère édition).
- P. Naïm, P. Wuillemin, P. Leray, O. Pourret, A. Becker. Réseaux bayésiens. Eyrolles2007 (3e édition).
- Goodfellow, I., Bengio, Y., Courville, A., & Bengio, Y. (2016). Deep learning. Cambridge : MIT press. (Vol. 1).
- Stephen Marsland. MACHINE LEARNING, An Algorithmic Perspective. Second Edition. Chapman & Hall/CRC. 2015.
- Welch, L. R. (2003). Hidden markov models and the baum-welch algorithm. *IEEE Information Theory Society Newsletter* , 53(4), 10- 13

Title of the Master: Software Engineering and Distributed Systems

Semester: S1

Title of the TU: Entrepreneurship and English

Title of the subject: English 1

Credits: 1

Coefficients: 1

Teaching objectives: Allows the student to learn to read, understand and write reports, articles, computer texts, and to present their work in English.

Recommended prior knowledge: A technical English module was followed during 1st cycle of the system (LMD).

Content of the material.

Evaluation Mode.

100% Exam.

References.

Any reference deemed useful.

Title of the Master: Software Engineering and Distributed Systems

Semester: S1

Title of the TU: Entrepreneurship and English

Title of the subject: Entrepreneurship 1

Credits: 1

Coefficients : 1

Teaching objectives.

This course covers the entrepreneurial process. The student discovers how successful entrepreneurs recognize business opportunities, find ideas and organize their resources in order to launch projects or businesses that, while meeting market needs, bring them great benefits. personal satisfactions.

Recommended prior knowledge

Content of the material:

Introduction
Framework for developing course outlines
Overall course overview
Overall overview of Unit 1: Entrepreneurial spirit
Activity 1.1: Entrepreneurial spirit
Activity 1.2: Interview with an entrepreneur
Activity 1.3: Customer satisfaction
Activity 1.4: Francophone entrepreneurs and their contributions
27 Activity 1.5: Summative assessment task - Case study - What nerve!
Overview of Unit 2: Business Ideas and Opportunities
Activity 2.1: Canadian inventions and innovations
Activity 2.2: Business ideas and opportunities
Activity 2.3: Economic and social trends
Activity 2.4: Market research
Activity 2.5: Market research simulation
Overview of Unit 3: Organizing Resources
Activity 3.1: Legal requirements
Activity 3.2: Human and material resources
Activity 3.3: Production plan
Activity 3.4: Marketing (promotion) plan
Activity 3.5: Developing a marketing plan for a new product
Overall overview of Unit 4: Financial plan
Activity 4.1: Financial strategies
Activity 4.2: Financial statements
Activity 4.3: Financing
Activity 4.4: Cash budget
Activity 4.5: Auxiliary plans
Overall Overview of Unit 5: Business Plan
Activity 5.1: Role of a business plan
Activity 5.2: Analysis of a business plan
Activité 5.3 : Répertoire de ressources

Activity 5.4: Developing a business plan

Activity 5.5: Evaluating and revising a business plan

Evaluation Mode:

100 % Exam

References

1. <https://www.cforp.ca/fichiers/esquisses-de-cours/affaires-et-commerce/BDI3C.pdf>

2. http://www.fsr.ac.ma/cours/entreprenariat/entreprenariat_cours.pdf

3. <http://thierry-verstraete.com/pdf/adreg%2010%20Verstraete%20saporta%20complet.pdf>

Title of the Master: Software Engineering and Distributed Systems

Semester: S2

Title of the TU: Modeling and Verification

Title of the subject: Calculability

Credits: 5

Coefficients: 3

Teaching objectives.

Allows the student to learn the basic notions of computer calculation. The most important issues related to decidability and termination are presented.

Recommended prior knowledge

Language theory, Automaton, Logic.

Content of the material:

1 Notions of Effective Computability (Church's Thesis)

1.1 Introduction: CHURCH thesis

1.1.1 Everything is a word

1.1.2 Encoding

1.2 Formalization of computability

1.2.1 TURING Machine approach

1.2.2 Approach using programming languages

1.3 TURING machine

1.3.1 Use of the TURING machine

1.3.2 Examples of TURING machines

1.3.3 Language accepted by a TURING Machine

1.3.4 Language decided by a TURING Machine

1.3.5 Recursive and recursively enumerable languages

1.3.6 Functions computable by a TURING machine

1.3.7 Non-deterministic TURING machines

1.4 Formalization of problems

1.5 Extensions of TURING machines

1.5.1 Multiple ribbon machines

1.5.2 Direct access memory (RAM) machines

1.6 On the termination

1.7 Conclusion

Evaluation Mode.

50 % Exam +25% Personal work+ 25 % Tutorials.

References

- 1) http://www.enseignement.polytechnique.fr/informatique/INF423/uploads/Mai_n/chap8-good.pdf
- 2) http://www.liafa.jussieu.fr/~asarin/calc2k3/calcul_cours.pdf
- 3) http://www.math.ru.nl/~terwijn/publications/syllabus_fr.pdf

Title of the Master: Software Engineering and Distributed Systems

Semester: S2

Title of the TU: Modeling and Verification

Title of the subject: Techniques and Verification Tools

Credits: 5

Coefficients: 3

Teaching objectives.

Allows the student to learn critical systems verification techniques and certain tools used in industry.

Recommended prior knowledge

Content of the material:

Part I: Model-checking

Chapter 1: Enumerative Model Checking

Chapter 2: Symbolic model checking

Chapter 3: Symbolic trajectory evaluation

Chapter 4: Abstraction and refinement

Chapter 5: Bounded model checking and SAT

Chapter 6: Tools: SMV and SPIN

Part II: Methods of deduction

Chapter 7: Automatic proof of theorems

Chapter 8: Systems for proving theorems

Chapter 9: Tools: PVS and ITP

Mode d'évaluation :

67 % Exam + 33 % Tests

References

Vérification de logiciels : Techniques et outils du model-checking, Philippe Schnoebelen, vuibert informatique, 1999

Model Checking, E. Clarke et Orna Grumberg, MIT, 1999.

PVS : Combining specification, proof checking, and model checking, S.Owre, 1996

Title of the Master: Software Engineering and Distributed Systems

Semester : S2

Title of the TU: Development and Simulation

Title of the subject: Advanced Development Approaches

Credits: 5

Coefficients: 2

Teaching objectives.

This course aims to present model engineering (or model-driven engineering (MDE)), model-driven architecture (MDA), and reverse engineering and reconstruction of software architecture.

Recommended prior knowledge

OO Design, XML, and UML,

Content of the material:

Lectures

Chapter 1: Introduction to Model Engineering, General Definitions

Chapter 2: MDA Framework

Chapter 3: Meta-modeling and Meta-Modeling Tools EMF, GMF, Papyrus, ArgoUML, MoDisco, etc.

Chapter 4: OCL constraint language

Chapter 5: Model transformations

Chapter 6: Reverse Engineering and Reconstruction of Software Architecture

Lab Works

First model manipulations, with EMF

Meta-modeling

Manipulating OCL constraints.

Model Transformations

Reverse Engineering

Evaluation Mode.

50 % Exam +25% de Personal Work+ 25 % Lab Work.

References

- 1) Anneke Kleppe, Jos Warmer, Wim Bast, **MDA Explained: The Model Driven Architecture™: Practice and Promise**, Addison Wesley 2003
- 2) Alan W. Brown **Model driven architecture: Principles and practice**, Softw Syst Model Volume 3, Issue 4, pp 314–327 (2004)
- 3) David S. Frankel, **Model Driven Architecture Applying MDA to Enterprise Computing**, John Wiley Press, USA, 2002
- 4) Eric Cariou, « **Ingénierie des modèles** » cours Master 2ème année, Université de Pau et des Pays de l'Adour , <http://ecariou.perso.univ-pau.fr/cours/idm.html>
- 5) FRANKEL, David S. **Model driven architecture: applying MDA to enterprise computing**. John Wiley 1st edition (January 28, 2003)
- 6) DUCASSE, Stéphane et POLLET, Damien. **Software architecture reconstruction: A process-oriented taxonomy**. IEEE TSE, 2009, vol. 35, no 4, p. 573-591.

Title of the Master: Software Engineering and Distributed Systems

Semester : S2

Title of the TU: Development and Simulation

Title of the subject: Modeling and Simulation

Credits: 5

Coefficients: 2

Teaching objectives.

The objective of this subject is to introduce simulation techniques and their theoretical foundations.

Recommended prior knowledge

Probability and statistics, numerical analysis

Content of the material:

1. Reminder of the laws of probability;
2. Stochastic Process;
3. Markov chains;
4. Queues;
5. The Monte Carlo method

Evaluation Mode:

67 % Exam + 33 % Tests

References

- 1) <https://perso.univ-rennes1.fr/bernard.delyon/simu.pdf>
- 2) <http://www.cmap.polytechnique.fr/~leonard/Proba2/proba-version2.pdf>

Title of the Master: Software Engineering and Distributed Systems

Semester : S2

Title of the TU: Blockchains and RTS

Title of the subject: Real-Time Systems

Credits: 4

Coefficients: 2

Teaching objectives

Introduce the student to the concept of real-time systems. Incriminate the specificities and constraints of this type of system. Learn how to develop a real-time application.

Recommended prior knowledge

Notions of processes, synchronization and communication in systems.

Content of the material.

- I - Real-time systems.
- II- RTS software engineering.
- III- Advanced real-time languages.
- IV- Real-time executives.
- V: General information on embedded systems
 - Introduction to embedded systems
 - Architecture of embedded systems
 - Specific embedded systems
- VI: Design of embedded software
 - Design of embedded software
 - Hardware design.
 - Integration of verification into the design flow.
- VII: Formal methods for functional verification
 - Assisted proof
 - Model-Checking
 - Static analysis

Evaluation Mode.

67 % Exam + 33 % Work Lab.

References.

- 1) 1. Alain DarseOil, Pascal Pillot, **Le temps réel en milieu industriel**; Edition DUNOD, 1991.
- 2) Model Checking, E. Clarke etOrnaGrumberg, MIT, 1999.
- 3) Embedded System: Architecture, Programming and Design, Raj Kamal, McGraw-Hill Education, 2003.
- 4) Embedded System:handbook, Richard Zurawski, 2006.
- 5) PVS : Combining specification, proof checking, and model checking, S.Owre, 1996
- 6) Sites Officiels des outils UPPAAL et MathWorks.

Title of the Master: Software Engineering and Distributed Systems

Semester : S2

Title of the TU: Blockchains and RTS

Title of the subject: Blockchain Technologies

Credits: 4

Coefficients: 2

Course objective:

This course aims to introduce blockchain technology to students. This presentation will cover both aspects: theoretical and practical. Blockchain technology can be seen as a technology based on three pillars: algorithmic aspect and data structure, cryptographic aspect and finally distributed and condensed systems aspect. The course consists of providing a refresher on cryptography techniques then beginning the presentation of the blockchain and its algorithms, after this presentation concrete case studies will be treated such as: Bitcoin, Ethereum, etc. The course is compensated by a practical work which should allow students to program the concepts presented in the course.

Content of the material.

Chapter 1: Introduction: information technology revolution with blockchain

Chapter 2: Reminder on cryptography

What is cryptography?

Types of cryptography: symmetric, antisymmetric

The different cryptography algorithms

Chapter 3: Block-chain technology

What is a blockchain

Why blockchain technology

Element constituting a blockchain

Consensus in blockchains

Chapter 4: concrete case study

Blockchain: Bitcoin

The blockchain: Ethereum

Blockchain: NFT

Future of blockchain

Evaluation Mode.

67 % Exam + 33 % Lab Work.

References :

Paar, C., & Pelzl, J. (2009). Understanding cryptography: a textbook for students and practitioners. Springer Science & Business Media.

Xiao, P. (2019). Practical Java Programming for IoT, AI, and Blockchain. John Wiley & Sons.

Yli-Huumo, J., Ko, D., Choi, S., Park, S., & Smolander, K. (2016). Where is current research on blockchain technology?—a systematic review. PloS one, 11(10), e0163477.

Title of the Master: Software Engineering and Distributed Systems

Semester : S2

Title of the TU: Methodology

Title of the subject: Research methodology

Credits: 2

Coefficients:1

Teaching objectives

The objectives of the research methodology subject are to provide students with the tools allowing them to write written reports and in particular their work reflecting their professional mission and their master's thesis during Semester 4.

Recommended prior knowledge

Course: Scientific writing

Content of the material:

1. Concepts of scientific research methodology
2. Formulation of the research question and research design
3. Review of the literature from a critical point of view
4. Scientific research methods; quantitative and qualitative method
5. Analysis, interpretation, and reporting of research results
6. Writing and presenting a research project

Evaluation method.

100 % Exam

References

1. Blaxter, L. Hughes, C. & Tight, M. (1998) *How to Research Buckingham: Open University Press*

Denscombe, M. (2002) *Ground Rules for Good Research Maidenhead: Open University Press*

Title of the Master: Software Engineering and Distributed Systems

Semester: S3

Title of the TU: High-level Formalisms and Development

Title of the subject: High-level formal languages

Credits: 6

Coefficients: 3

Teaching objectives

This course aims to present a set of high-level formalisms that can be used for the specification, modeling and verification of non-classical systems. By non-classical systems we mean mobile systems, dynamic systems or reconfigurable systems. We consider that these systems share a common property which is a dynamic in their structure leaving this structure modifiable during their executions. The course covers high-level PNs: colored PNs with their different versions, process algebras and their extensions, and finally models based on bigraphs.

Content of the material:

Chapter 1: Informal Introduction: Mobile Systems, Reconfigurable Systems and Dynamic Systems

Chapter 2: High-level PNs

Colored PNs and their extensions

Temporal and timed PNs and their extensions

Reconfigurable and dynamic PNs

Chapter 3: Process algebras

CCS vs CSP algebra

Pi-calculus and its extensions

Chapter 4: bigraphs

Evaluation Mode.

67 % Exam + 33 % Tutorials.

References :

Jensen, K., & Kristensen, L. M. (2015). Colored Petri nets: a graphical language for formal modeling and validation of concurrent systems. *Communications of the ACM*, 58(6), 61-70.

Milner, R., Parrow, J., & Walker, D. (1992). A calculus of mobile processes, i. *Information and computation*, 100(1), 1-40.

Milner, R. (2008). Bigraphs and their algebra. *Electronic Notes in Theoretical Computer Science*, 209, 5-19.

Title of the Master: Software Engineering and Distributed Systems

Semester: S3

Title of the TU: High-level Formalisms and Development

Title of the subject: Rewriting Logics and Their Applications

Credits: 6

Coefficients : 3

Teaching objectives

Allows the student to learn rewriting logic which is a unifying logic where the student learns to write semantics for critical systems in order to apply certain analyzes to them. This module is the basis of the “Semantics of mobile systems” modules.

Content of the material:

1. Rewrite logic
2. Equational specifications and their analysis.
3. Modeling distributed systems using rewriting logic
4. Modeling concurrent objects in rewriting logic.
5. Application: Modeling of communications protocols in Maude
6. Case study.

Evaluation Mode:

67 % Exam + 33 % Tests

References

Maude : Specification and Programming in Rewriting Logic, Computer Science Laboratory, SRI International, 2005

Title of the Master: Software Engineering and Distributed Systems

Semester: S3

Title of the TU: High-level Formalisms and Development

Title of the subject: Distributed Application Development

Credits: 6

Coefficients: 3

Teaching objectives.

Allows the student to learn distributed application development techniques.

Content of the material:

Chapter 1: Introduction. Communication technologies

Chapter 2: Attributes of Distributed Systems/Applications

Chapter 3: Types of distributed applications/systems

Chapter 4: Distributed Application Architectures

Chapter 5: Interaction models

Chapter 6: Development of distributed applications

6.1 Communications protocols

6.2 Distributed objects

6.3 Message Guidance

Chapter 7: Application Servers

Evaluation Mode.

67 % Exam + 33 % Lab Work.

References

1. Andrew S. Tanenbaum and Maarten Van Steen. Distributed Systems: Principles and Paradigms. Prentice Hall, 2001.
2. Jie Wu. Distributed Systems Design. CRC Press LLC, 1999
3. Richard Monson-Haefel and David Chappell. Java Message Service. O'Reilly& Associates, Inc., Sebastopol, CA, USA, 2000.
4. Nancy A. Lynch. Distributed Algorithms. Morgan Kaufmann, San Francisco, CA, USA, 1997.

Title of the Master: Software Engineering and Distributed Systems

Semester: S3

Title of the TU: Model, Architecture and Management

Title of the subject: Model-Based Diagnosis

Credits: 4

Coefficients: 2

Teaching objectives.

Allows the student to understand the notion of diagnosis of physical systems (software or hardware) and the reasoning techniques in this area. An example will be given as a case study.

Content of the material:

- Chapter 1: Pragmatic definitions
- Chapter 2: Diagnostic Approaches
 - Heuristic based approaches
 - Model-based approaches
- Chapter 3: Model-based approaches
 - Consistency-based diagnosis
 - Abduction-based diagnosis
- Chapter 4: Reasoning techniques for diagnosis
- Chapter 5: Distributed diagnostics
- Chapter 6: Case study

Evaluation Mode.

67 % Exam + 33 % Tests

References

- Fundamentals of Model-based Diagnosis, J. de Kleer, 2003
- A theory of diagnosis from first principles, 1987

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Chapter 1: Introduction: Problem & Motivation of SOA

1. Service concept
2. Description of Service Oriented Architecture
3. Principles of Service Oriented Design
4. Strategic Benefits of an SOA

Chapter 2: Web Services and Components of an SOA

1. Definition and characteristics of Web Services
2. Interface and implementation of a Web service
3. Components of a SOA (Service Provider, Registry and Clients)
4. Operating principle of an SOA

Chapter 3: Web Services Standards Stack

1. HTTP and XML
2. The WSDL language
3. SOAP protocol
4. Publishing and discovering web services in UDDI

Chapter 4: Composition of Web Services

1. Types of compositions (orchestrations and choreographies of services)
2. Service Composition Technologies and Languages: XLANG, WSFL, BPEL, BPML, BPMN, WS-CDL,....
3. BPEL: standard web services composition language

Chapter 5: Web Services Development

1. Web services development methodologies: techniques, tools
2. Development of SOAP services
3. Development of REST APIs
4. Migration to an SOA: Objectives, generic activities, migration techniques, service identification metrics.

Evaluation Mode.

References

- Hye-young Paik, Angel LagaresLemos, Moshe Chai Barukh, Boualem BenatallahArthiNatarajan**Web Service Implementation and Composition Techniques** Springer 2017
- James Bean, “**SOA and Web Services Interface Design, Principles, Techniques and Standards**”, Morgan Kaufmann Publishersis an imprint of Elsevier, 2010
- Michael P. Papazoglou, “**Web Services: Principles andTechnology**”, Prentice Hall, 2008
- Thomas Erl**SOA Principles of Service Design** . Prentice Hall . 2007
- Thomas Erl**Service-Oriented Architecture: Concepts, Technology, and Design**, Prentice Hall 2005.
- Nicolai M. Josuttis**SOA in Practice: The Art of Distributed System Design** O’Reilly 2007
- Will Iverson **Real World Web Services**, O’Reilly 2004
- RICHARDSON, Leonard, AMUNDSEN, Mike, AMUNDSEN, Michael, et al. **RESTful Web APIs: Services for a Changing World.** " O'Reilly Media, Inc.", 2013.

Title of the Master: Software Engineering and Distributed Systems

Semester: S3

Title of the TU: Model, Architecture and Management

Title of the subject: Software Project Management

Crédits : 2

Coefficients : 1

Teaching objectives.

The objective of this course is to give students a methodology allowing them to successfully carry out a large-scale software project. Their objective will be to successfully complete a project based on rigorous methodologies that have proven their worth.

Recommended prior knowledge

Classic Software Engineering Life Cycle

Content of the material:

I – Requirement analysis,
II - Specifications,
III - Planning,
IV - Resource management,
V - Code quality,
VI - Software Architecture,
VII - Test,
VIII- Tasks and Roles in development

Evaluation Mode.

100 % Exam.

References.

1. B. Boehm: “**Software Engineering Economics**”, Prentice Hall, 1981.
2. R.S. Pressman: “**Software Engineering: A Practitioner’s Approach**”, McGraw-Hill Inc., 1981.
Toute référence jugée utile.

Title of the Master: Software Engineering and Distributed Systems

Semester: S3

Title of the TU: English

Title of the subject: English 2

Crédits : 2

Coefficients : 1

Teaching objectives.

Allows the student to learn to read, understand and write reports, articles, computer texts, and to present their work in English.

Evaluation Mode.

100% Exam.

References.

Any reference deemed useful.