

## Computer science



ECTS  
5 crédits



Hourly volume

## Introducing

### Objectives

At the end of this module, the student will have understood and be able to explain (main concepts):

- Object-Oriented Programming part:
  - . The principles of object-oriented programming: method call, classes.
  - .The application of those notions for programming connected objects
- Networks part:
  - . The basic concepts and techniques allowing interconnecting local area networks in the Internet: repeater, bridge, router
  - .the basic concepts and techniques allowing interconnecting LAN in the Internet : subnetting, CIDR, VLAN, VPN, applicative proxy, NAT
  - . the main protocols of the TCP/IP Internet architecture : UDP, TCP, IP, ARP/proxy ARP, ICMP, DHCP, RIP, OSPF, BGP
- Real-Time part:
  - .Designing real time applications.
  - . Understand and manipulate a real time kernel.

The student will be able to:

- Object-Oriented Programming part:
  - . Develop java applications, using a modular object-oriented style.
- Networks part:
  - .Do architecture choices allowing to take into account

requirements and constraints associated to a LAN interconnection.

- . Do basic or complex addressing and routing schemas.
- . Set up (administrate) Ethernet and IP networks in the basic and advanced interconnection contexts considered in the course.

- Real-Time part
  - .Set up a design methodology to respond to a specification.
  - . Design software architectures for real time applications.
  - . Adjust the tasks parameters to reach the expected performances.
- - Simulate and analyze real-time applications performance

### Necessary prerequisites

Software Engineering, introduction to networking, C programming

## Practical info

### Location(s)

Toulouse