

FACULTY OF INFORMATICS (FOURTH YEAR)

Eight semester		
	Title of the subject	Credits ECTS
1	System theory	7
2	Practical classes - an interdisciplinary project	2
3	Graduate thesis	4
Elective courses (2 of 4):		
	Calculation in cloud and SOA	6
	Embedded systems	6
	Operational research	6
	Virtual societies	6
Elective subject from the offered electives from a university list of electives		
		5
	Total	30

Literature	
Subject	Literature
System theory	<i>Systems Analysis and Design</i> , Kenneth E. Kendall, J. Kendall, Pearson, 2014 <i>Linear System Theory</i> , Wilson J. Rugh, Pearson, 1996
Practical classes - an interdisciplinary project	<i>Cloud computing and SOA</i> , Thomas Erl, Prentice Hall, 2005 Cloud Computing: Automating the Virtualized Data Center (Networking Technology) , Venkata Josyula, Malcolm Orr, Greg Page, Venkata Josyula, Malcolm Orr, Greg Page, 2011
Graduate thesis	<i>Introduction to Embedded Systems</i> , Jonathan W Valvano, CreateSpace Independent Publishing Platform; 1 edition, 2016 <i>Designing Embedded Systems with Arduino: A</i>

	<i>Fundamental Technology for Makers</i> , Tianhong Pan, Yi Zhu, Springer; 1st ed., 2017
Operational research	<i>Operations Research: Algorithms and Applications</i> , Ratindra P. Sen, PHI, 2010 <i>Linear and Nonlinear Programming</i> , D.G.Luenberger, Y.Ye, Stanford University, D.G.Luenberger, Y.Ye, Stanford University, 2008 Operations Research , H.A. Taha, Magor, 2010
Virtual societies	<i>Mobilizing the Information Society</i> , Robin Mansell R. Edward Steinmeier, TRI, 2009 The State of Play: Law, Games and Virtual Worlds , J. Balkin, B. S. Noveck, New York University Press, 2006 Virtual Society: Technology, Cyberbole, Reality , Steve Woolgar, Oxford University Press, 2002

With a fully realized four-year study program, the acquired title is:

Graduated Engineer in Informatics - Software Engineering