

**Universitatea Națională de Știință și Tehnologie Politehnica București /
National University of Science and Technology POLITEHNICA Bucharest
Facultatea de Inginerie în Limbi Străine/ Faculty of Engineering in Foreign Languages
Departamentul de Inginerie în Limbi Străine/ Department of Engineering in Foreign Languages**

**Informații concurs post nr. 5 Profesor
Recruitment information post no. 5 Professor**

Poziția în statul de funcții/ Number in workload plan	5/ 5
Funcție/ Position	Profesor/ Professor
Disciplinele din planul de învățământ/ Disciplines in the curriculum	Data Structures and Algorithms (curs); Semantic Web (laborator); Programmation des ordinateurs et langages de programmation (curs); Méthodes et techniques de développement des logiciels (curs)/ Data Structures and Algorithms (Course); Semantic Web (Laboratory); Computer programming and programming languages (Course); Software development methods and techniques (Course)
Domeniu științific/ Scientific field	Calculatoare și tehnologia informației/ Computers and Information Technology
Descriere post/ Job description	<p>Activități specifice postului: Îndeplinirea normei universitare conform art. 211 din Legea 199/2023 a învățământului superior și a Instrucțiunilor privind evidența cadrelor didactice și a activităților procesului de învățământ 2023-2024 din Universitatea Națională de Știință și Tehnologie POLITEHNICA București - Norma didactică minimă săptămânală - 9 ore convenționale, dintre care cel puțin patru ore convenționale de activități de predare. Suma totală a orelor dintr-o normă didactică sau de cercetare este de 1720 ore pe săptămână. Ocuparea acestui post necesită studii de specialitate în domeniul de referință și implică îndeplinirea criteriilor din Metodologia organizării și desfășurării concursurilor pentru ocuparea posturilor didactice în UNSTPB și a Legii 199/2023 cu modificările și adăugirile ulterioare. Titularul postului este subordonat direct Directorului Departamentului de Inginerie în Limbi Străine și asigură aplicarea conținutului fișelor disciplinelor prin cursuri, lucrări și aplicații practice; elaborează lucrări practice și alte materiale didactice necesare învățământului și cercetării științifice; pregătește și conduce lucrări și aplicații practice la disciplina la care este desemnat, în conformitate cu planurile de învățământ aprobate; îndrumă pregătirea școlară a studenților./</p> <p>Activities specific to the job: Fulfilling the university norm according to art. 211 of Law 199/2023 on higher education and the Instructions regarding the record of teaching staff and the activities of the educational process 2023-2024 from the National University of Science and Technology POLITEHNICA Bucharest – Minimum weekly teaching norm - 9 conventional hours., including 4 hours of lecturing The total amount of hours in a didactic or research norm is 1720 hours per week. The occupation of this position requires specialized studies in the referred field and involves the fulfillment of the criteria of the Methodology of organizing and conducting contests for the occupation of teaching positions in UNSTPB and of Law 199/2023 with subsequent amendments and additions. The post holder is directly subordinate to the Director of the Department of Engineering in Foreign Languages and ensures the application of the content of the Subject Description through courses, papers and practical applications; elaborates practical works and other didactic materials necessary for education and scientific research; prepares and conducts works and practical applications in the discipline to which he is assigned, in accordance with the approved educational plans; guides the school preparation of students.</p>

<p>Atribuțiile/activitățile aferente/</p>	<p>Atribuțiile/activitățile aferente postului scos la concurs: Activități didactice normate în statul de funcțiuni (predare curs în limbă străină, aplicații de laborator în limbă străină, îndrumare activități de proiect în limbă străină), activități de cercetare (activitate de cercetare programată în cadrul normei didactice de bază, elaborarea rapoartelor de cercetare, elaborarea de articole și comunicări științifice, activități de coordonare a cercetării a unui grup sau a unui colectiv, elaborarea de oferte pentru câștigarea de granturi de cercetare), alte activități didactice (îndrumare realizare proiect de diplomă, îndrumare realizare proiect de disertație, îndrumare activitatea de practică tehnologică în facultate), activități pregătitoare pentru activități didactice (redactarea cursurilor predate, redactarea materialelor didactice suport pentru desfășurarea activităților aplicative, redactarea de culegeri de probleme/îndrumare de laborator/ îndrumare de proiectare realizarea proiectului de disciplină, redactarea fișei de disciplină la începutul fiecărui an universitar), activități desfășurate în timpul semestrelor pentru activități didactice (pregătirea pentru buna desfășurare a activității didactice, pregătirea / organizarea orelor de curs/ seminar/ laborator/ proiect/ îndrumarea realizării proiectului de diplomă sau disertație, participarea în comisii de îndrumare doctoranzi în stagiul, pregătirea/ organizarea pentru îndrumarea activității de practică tehnologică Pregătirea / organizarea pentru îndrumarea activității de practică, evaluarea studenților la examenului final/ în timpul semestrelor la disciplinele cu verificare pe parcurs, corectarea lucrărilor programate la curs de tip parțial și a temelor de casă impuse prin programa cursului), participarea la activitățile administrative ale catedrei și la cele utile comunității academice.</p>
<p>Duties/activities related to the job</p>	<p>Duties/ activities pertaining to the opening: Regulated didactic activities (teaching a course in a foreign language, laboratory applications in a foreign language, guiding project activities in a foreign language), research activities (programmed research activity within the basic didactic norm, writing research reports, preparation of scientific articles and communications, research coordination activities of a group or collective, preparation of research grants proposals), other didactic activities (guidance for the realization of a diploma project, guidance for the realization of a dissertation project, guidance for the activity of technological internships within the faculty), preparatory activities for didactic activities (drafting of taught courses, drafting of didactic materials supporting the implementation of applied activities, drafting of problem collections/laboratory guidance/design guidance, realization of the discipline project, drafting of the discipline sheet at the beginning of each academic year), activities carried out during the semesters for didactic activities (preparation for the good performance of the didactic activity, preparation/organization of class hours/seminar/laboratory/project/guidance in the realization of the diploma or dissertation project, participation in the guidance committees of PhD students in internship , the preparation/organization for the guidance of the technological practice activity Preparation/organization for the guidance of the practical activity, evaluation of the students in the final exam/during the semesters in the subjects with verification along the way, correction of the papers scheduled for the part-type course and the homework imposed by the course syllabus), participation in the administrative activities of the department and to those useful to the academic community.</p>
<p>Salariul minim de incadrare/ Engagement min. salary</p>	<ul style="list-style-type: none"> - în conformitate cu prevederile din Legea-cadru nr. 153 din 28 iunie 2017, cu modificările și completările ulterioare, privind salarizarea personalului plătit din fonduri publice/ - in accordance with the provisions of the Law-frame no. 153 of 28 June 2017, with subsequent amendments, on the salary of the personnel paid from public funds
<p>Înscrierea la concurs/ Application process period</p>	<p>Conform calendarului concursului https://posturivacante.upb.ro/didactice/ See recruitment calendar https://posturivacante.upb.ro/didactice/</p>
<p>Data susținerii probelor Locul susținerii / Date of recruitment process unfolding Place of recruitment process unfolding</p>	<p>https://posturivacante.upb.ro/didactice/</p>
<p>Comunicarea rezultatelor/ Announcement of results</p>	<p>Ziua desfășurării ultimei probe de concurs conform programării probelor/ Day of unfolding last stage of recruitment process according to the schedule</p>
<p>Perioadă de contestații/ Contestation deadline</p>	<p>3 zile lucrătoare după comunicarea rezultatelor conform calendarului concursului (exclusiv pentru nerespectarea procedurilor legale de concurs)/ Withing 3 working days since the announcement of the results (only limited to breach</p>

of recruitment legal procedures)

Tematica probelor de concurs/

Data Structures and Algorithms – Tematică

- Introduction to C/C++ (Fundamentals of C/C++, static arrays, matrices, multidimensional arrays, struct vs classes, template classes and functions, recursive functions)
- Dynamic memory allocation in C/C++, pointers in C/C++
- Abstract data type vs. data structures
- Stack
- Queue
- Linked lists. Implementation of Stack and Queue data types using linked lists
- Hash tables
- Graphs
- Binary trees
- Binary search trees
- Heaps and heap sort

Data Structures and Algorithms – Bibliografie

- M. A. Weiss, "Data Structures and Algorithm Analysis in C++", 3rd edition, Addison-Wesley, 2007
- T.H. Cormen, C. E. Leiserson, R. L. Rivest, C. Stein, "Introduction to Algorithms", 2nd edition, MIT Press, 2002
- M. La Rocca, "Advanced Algorithms and Data Structures", Manning Press, 2021

Semantic Web – Tematică

- Introduction to Web and Semantic Web (What is the World Wide Web? Notes on creating distributed applications. The HTTP protocol. What is the Semantic Web? What are the main applications of the Semantic Web?)
- Development of Web applications at client level (HTML5, CSS3, JavaScript and JQuery, DHTML)
- Development of Web applications at server level (Session control, Java EE, Web servers, Querying databases through Web applications, Model-View-Controller architecture)
- XML markup language (Characteristics, transformations - XPath& XSLT, XSL style sheets, XML validations - DTD, XML Schema, XML processing - DOM model, SAX interface - Simple API for XML, Query languages - XQuery)
- The RDF standard - Resource Description Framework. SPARQL queries
- Ontologies (Definition, specification modes, description languages – OWL, ontology alignment, creation tools – Protege, processing API - JENA)
- Social Web (Web journals, collaborative web applications, social networks, on-demand Web streaming, combining content from multiple sources, through Web services)
- Web and semantic web services (Transition from Web services to Semantic Web services, SOA, SOAP vs. REST, ESB - Enterprise Service Bus vs. WCF - Windows Communication Foundation, OWL-S)

Semantic Web – Bibliografie

- Grigoris Antoniou, Frank Van Harmelen - Semantic Web Primer, MIT Press, 2004
- Dean Allemang, James Hendler - Semantic Web for the Working Ontologist: Effective Modeling in RDFS and OWL, 2nd edition, Elsevier, 2011
- Gašević, Dragan, Djuric, Dragan, Devedžic, Vladan - Model Driven Engineering and Ontology Development, 2nd edition, Springer, 2009
- Hall M., Core Servlets and Java Server Pages, Prentice Hall, 2006
- Monson-Haefel R., J2EE Web Services, Addison-Wesley Professional, 2003

Programmation des ordinateurs et langages de programmation – Tematică

- Introduction aux langages de programmation
- Introduction à Java
- Développement et l'exécution d'une application de programme en Java
- Types et variables
- Types de données en Java
- Eléments de langage
- Les instructions de contrôle
- Fonctions/ methodes; visibilité des variables: locale vs globales

- Fonctions récursives
- Structures de données et algorithmes en JAVA API
- Classes et objets
- Relations entre classes
- Héritage, polymorphisme, surcharge (overloading) vs sous-typage (overriding), classes abstraites
- I/O en Java

Programmation des ordinateurs et langages de programmation – Bibliografie

- Horstmann, C., Cornell, G., "Core Java 2", 9th edition, 2014
- Mughal, K., Rasmussen, R. "Programmer's Guide to Java SCJP Certification", 3rd edition, 2008
- Serbanati, L.D., Bogdan, C., "Programare orientata spre obiecte cu exemplificari in limbajul Java", vol.1, Politehnica Press, 2011
- Eckel, B., "Penser en. Java", 2nd edition, President, MindView, Inc., 2012
- Lassoif, M., "Java Programming for Beginners Learn the Fundamentals of Programming with Java", Packt Publishing, 2017

Méthodes et techniques de développement des logiciels – Tematică

- Intro: du développement de systèmes au développement de logiciels, activités dans le développement de logiciels
- Modèles du processus de développement logiciel (e.g. Waterfall, V model, iterative, spiral, Agile)
- Analyse et définition des besoins (e.g. Business Modeling vs Software Modeling, User Requirements vs Software Requirements)
- Modélisation de systèmes logiciels (e.g. modèles orientés objet, UML)
- Conception architecturale (types d'architectures, styles architecturaux – e.g. Client – Server, 3-Tier, Model - View - Controller etc, modèles de conception)

Méthodes et techniques de développement des logiciels – Bibliografie

- G. Booch, J.Rumbaugh, I. Jacobson, „Software Testing and Quality Assurance: Theory and Practice”, Wiley&Sons, 2008
- R. Miles, K. Hamilton, „Learning UML 2.0”, O'Reilly Media, 2006
- E. Gamma, R. Helm, R. Johnson, J. Vlissides, „ Design Patterns-Elements of Reusable Object-Oriented Software”, O'Reilly Media, 2006
- G. Caldwell, „ Agile Project Management-The Complete Guide for Beginners to Scrum, Agile Project Management, and Software Development”, Alakai Publishing LLC, 2021

Contest examination themes

Data Structures and Algorithms – Themes

- Introduction to C/C++ (Fundamentals of C/C++, static arrays, matrices, multidimensional arrays, struct vs classes, template classes and functions, recursive functions)
- Dynamic memory allocation in C/C++, pointers in C/C++
- Abstract data type vs. data structures
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Semantic Web – Themes

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- Development of Web applications at client level (HTML5, CSS3, JavaScript and JQuery, DHTML)
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- XML markup language (Characteristics, transformations - XPath& XSLT, XSL style sheets, XML validations - DTD, XML Schema, XML processing - DOM model, SAX interface - Simple API for XML, Query languages - XQuery)
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- Hall M., Core Servlets and Java Server Pages, Prentice Hall, 2006
- Monson-Haefel R., J2EE Web Services, Addison-Wesley Professional, 2003

Programmation des ordinateurs et langages de programmation – Themes

- Introduction to programming languages
- Introduction to Java language
- Developing and running a program application in Java
- Types and variables
- Data Types in Java
- Elements of language
- Control instructions
- Functions/methods; visibility of variables: local vs global
- Recursive functions
- Data structures and algorithms in JAVA API
- Classes and objects
- Relations between classes
- Inheritance, polymorphism, overloading vs. overriding, abstract classes
- I/O in Java

Programmation des ordinateurs et langages de programmation – Bibliography

- Horstmann, C., Cornell, G., "Core Java 2", 9th edition, 2014
- Mughal, K., Rasmussen, R. "Programmer's Guide to Java SCJP Certification", 3rd edition, 2008
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- Eckel, B., "Penser en. Java", 2nd edition, President, MindView, Inc., 2012
- Lassofo, M., "Java Programming for Beginners Learn the Fundamentals of Programming with Java", Packt Publishing, 2017

Méthodes et techniques de développement des logiciels – Themes

- Intro: from systems development to software development, activities in software development
- Models of the software development process (e.g. Waterfall, V model, iterative, spiral, Agile)
- Analysis and definition of needs (e.g. Business Modeling vs Software Modeling, User Requirements vs Software Requirements)
- Modeling of software systems (e.g. object-oriented models, UML)
- Architectural design (architecture types, architectural styles – e.g. Client –Server, 3-Tier, Model - View - Controller etc, design patterns)

	<p>Méthodes et techniques de développement des logiciels – Bibliography</p> <ul style="list-style-type: none"> • G. Booch, J.Rumbaugh, I. Jacobson, „Software Testing and Quality Assurance: Theory and Practice”, Wiley&Sons, 2008 • R. Miles, K. Hamilton, „Learning UML 2.0”, O’Reilly Media, 2006 • E. Gamma, R. Helm, R. Johnson, J. Vlissides, ” Design Patterns-Elements of Reusable Object-Oriented Software”, O’Reilly Media, 2006 • G. Caldwell, ” Agile Project Management-The Complete Guide for Beginners to Scrum, Agile Project Management, and Software Development”, Alakai Publishing LLC, 2021
<p>Descrierea procedurii de concurs/</p> <p>Evaluation criteria</p>	<p>Candidatul va fi evaluat de către comisia de concurs din perspectiva:</p> <ol style="list-style-type: none"> a) relevanței și impactului rezultatelor științifice; b) capacitatii candidatului de a îndruma studenți sau tineri cercetători; c) competenței didactice; d) capacitatii de a transfera cunoștințele sale către mediul economic sau social ori de a populariza propriile rezultate științifice; e) capacitatii de a lucra în echipă și eficiența colaborărilor științifice ale acestuia, în funcție de specificul domeniului; f) capacitatii de a derula sau conduce proiecte de cercetare-dezvoltare; g) experienței profesionale în alte instituții decât POLITEHNICA București / <p>The candidate shall be evaluated by the commission as regards the following:</p> <ol style="list-style-type: none"> a) relevance and impact of scientific results; b) candidate’s ability to supervise students or young researchers; c) didactic competence; d) ability to transfer their knowledge to the economic or social environment, or to publish their own scientific results; e) teamwork skills and effectiveness of their scientific collaboration in function of the field specifics f) the ability of running or managing research development g) professional experience in other institutions than NUST POLITEHNICA Bucharest
<p>Lista completa a documentelor pe care candidatii trebuie sa le includa în dosarul de concurs/</p> <p>Full list of documents the candidates have to include in the application file</p>	<p>Conform cu metodologia privind ocuparea posturilor didactice și de cercetare vacante https://posturivacante.upb.ro/wp-content/uploads/2022/02/Metodologie.Concurs.UPB_Modificata-2022.pdf/</p> <p>In accordance with the methodology regarding the recruitment process for the vacant didactic and research positions https://posturivacante.upb.ro/wp-content/uploads/2022/02/Metodologie.Concurs.UPB_Modificata-2022.pdf/</p>
<p>Adresa la care trebuie transmis dosarul de concurs/</p> <p>Address where the application file has to be sent</p>	<p>- Rectorat, camera R207 (Centrul Universitar București);/ Rectorate Building, room R207 (Bucharest University Centre)</p> <p>- Registratură, corp R, camera 37 (Centrul Universitar Pitești)/ Registration office, R Building, room 37 (Pitești University Centre)</p>