

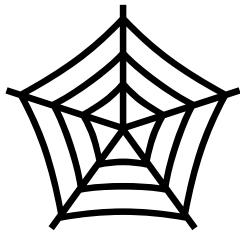
Dezvoltator Web?!



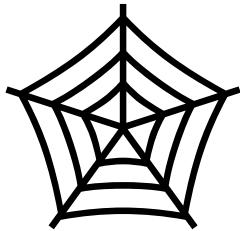
Dr. Sabin Buraga

Facultatea de Informatică, Universitatea „A. I. Cuza” – Iași, România

www.purl.org/net/busaco • @busaco4web



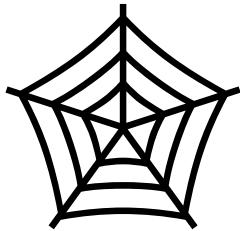
Ce este Web-ul?



World Wide Web

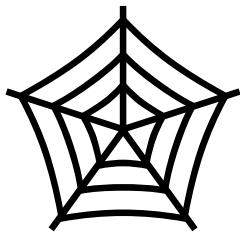
“a common information space
in which we communicate by sharing information”

Sir Tim Berners-Lee – a creat Web-ul în decembrie 1989



World Wide Web

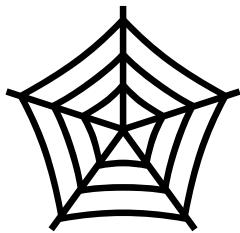
scopuri principale:
independență de dispozitiv
independență de software
scalabilitatea
ubicuitatea



World Wide Web

bazat pe standarde deschise stipulate de **Consorțiu Web**

www.w3.org



World Wide Web

un serviciu Internet
alături de poștă electronică, transfer de fișiere etc.

WWW ≠ Internet

client
(realizează cereri)





client
(realizează cereri)

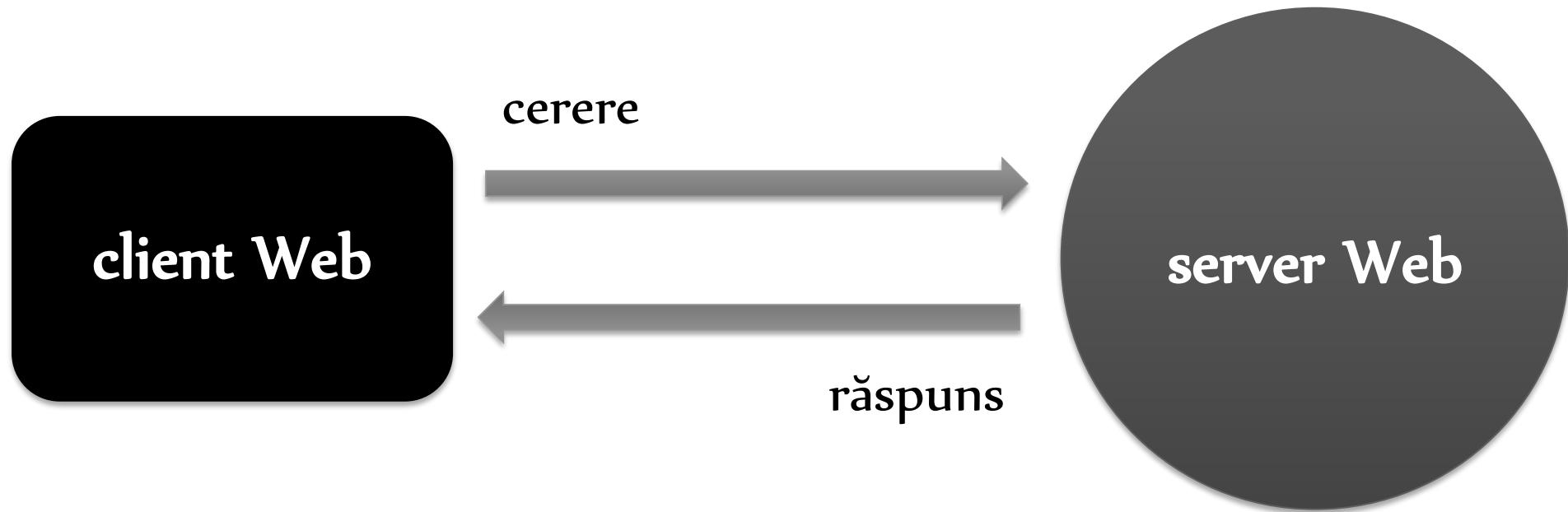
server
(oferă răspunsuri)



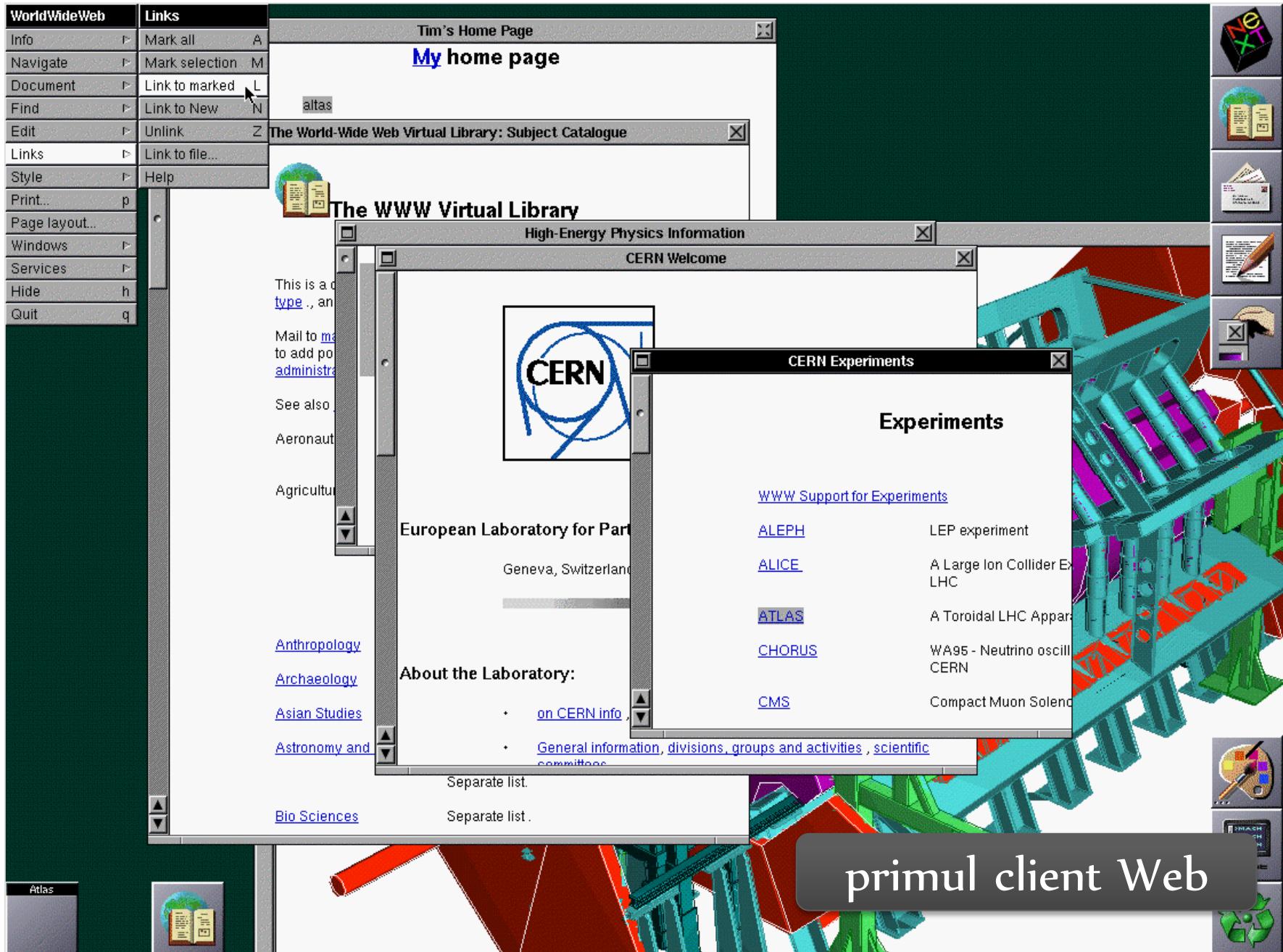
client
(realizează cereri)

protocol
(reguli de transfer de date)

server
(oferă răspunsuri)

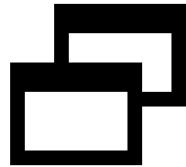


Web-ul e bazat pe modelul **client/server** al Internet-ului

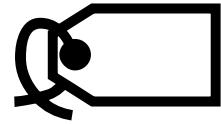


primul server Web





clientul Web (browser, player multimedia,
aplicație desktop/mobilă, robot al unui motor de căutare,...)
procesează conținuturi – adică date – primite de la server

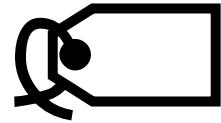


pentru a reprezenta aceste conținuturi,
se adoptă diverse **formate de date**

cel mai popular: **HTML (HyperText Markup Language)**

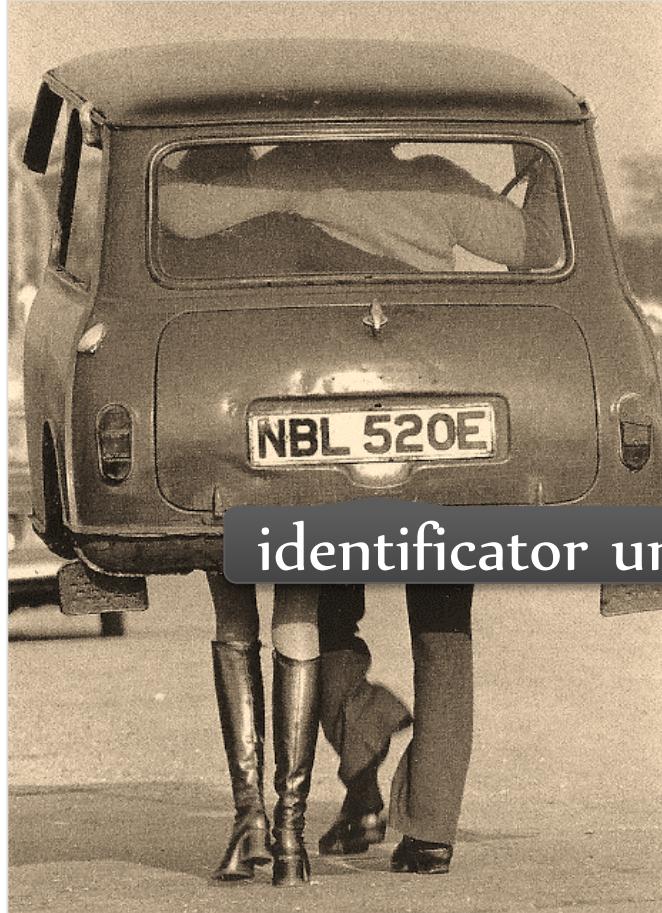


conținut \cong <marcajeHTML versiune=5/> +
{ foi de stiluri: CSS3 } la modă



aceste conținuturi sunt stocate
în **documente (pagini) Web**

mai general, **resurse Web**



resursele vor fi identificate printr-o adresă Web
URL (Uniform Resource Locator)

<http://profs.info.uaic.ro/~busaco/teach/>

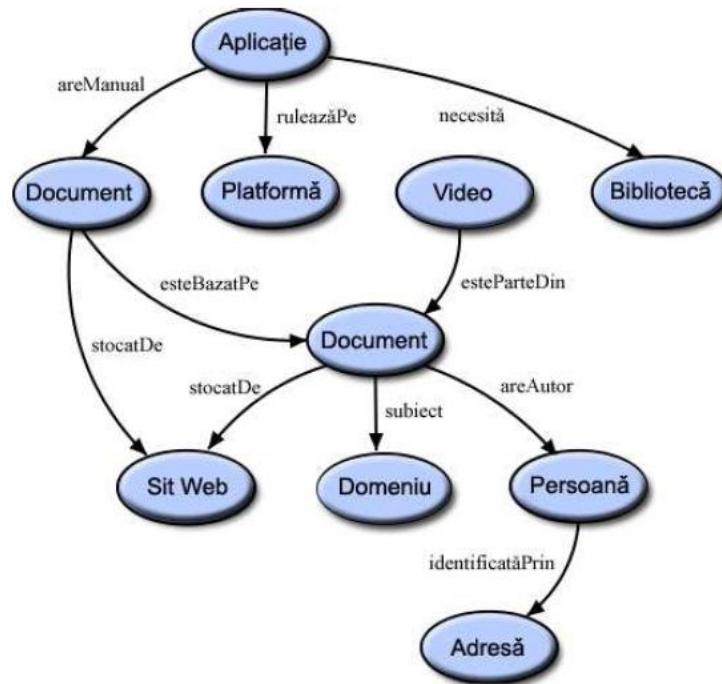
```
<li>
<ul>
    <li><p class="bib">Resurse suplimentare: <a href="http://www.slideshare.net/busaco/25-de-ani-de-web" title="25 de ani de Web, o prezentare despre istoricul Web-ului">25 de ani de Web</a>, <a href="http://www.slideshare.net/TechnicalMachine/tessel-the-end-of-web-development-as-we-know-it" title="The End of Web Development">The End of Web Development</a>, <a href="http://punchcut.com/perspectives/" title="Detalii">Punchcut: User Experience Design & Technology</a>, <a href="https://developer.mozilla.org/" title="Resurse pentru dezvoltatorii Web oferite de Mozilla">Mozilla Developer Network</a></p>
    </li>
</ul>
</section>

<section id="week3">
    <h2>S&#259;pt&#259;na 3</h2>
    <ul>
        <li><aside class="menu">amuzament: <a href="http://thehtml5quiz.com/" title="Detalii">HTML5 Elements Quiz</a></aside>
            <p class="lecture">Curs: <a href="presentations/web02-ArhitecturaBrowserWeb.pdf" title="Prezentare &icirc;n format PDF">Arhitectura navigatorului Web</a></p>
            <div class="terms">browser Web, arhitectur&#259;, rendering engine, protocoale de transfer, layout, extensie, exemple</div>
        </li>

        <li>
            <p class="lab">Laborator: <a href="http://www.w3.org/Style/CSS/" title="Detalii">Foi de stiluri CSS</a> (reamintire) &ndash; vezi &#351;i <a href="http://www.w3.org/community/webed/wiki/Main_Page" title="Detalii">Web Standards Curriculum</a>, <a href="https://developer.mozilla.org/learn/css" title="Detalii">Learn CSS</a>, <a href="http://docs.webplatform.org/wiki/css" title="Detalii">CSS Reference</a>, <a href="http://css-tricks.com/" title="Diverse exemple">CSS Tricks</a>, <a href="http://lesscss.org/" title="Detalii">LESS</a>, <a href="http://sass-lang.com/" title="Detalii">SASS</a>, <a href="http://cssdesk.com/" title="Detalii">CSSDesk</a></p>
        </li>
    </ul>
</section>
```

paginile Web – la rândul lor – includ referințe către alte resurse de interes via adrese (URL-uri)

► **hipertext (hipermedia)**



Web-ul reprezintă un graf hipermedia
explorat pe baza interacțiunii cu utilizatorul via URL-uri



la nivel de server Web, resursele (conținuturile) solicitate de client – via un URL – sunt fie stocate **static** (i.e. create manual), fie generate **dinamic** – pe baza unor programe implementând diversi algoritmi



transferul datelor între client și server e stabilit
de un **protocol de comunicație**

pentru Web: **HTTP (HyperText Transfer Protocol)**

adrese Web

URI = URL + URN

protocole Web

HTTP, HTTPS, SPDY

codificarea
datelor **Unicode**

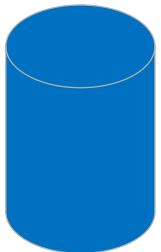
nume de domenii
DNS

protocolele
Internet
TCP/IP

Client
interfață cu
utilizatorul



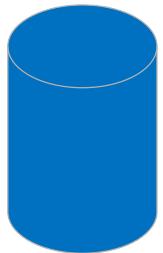
Internet
(Web)



Client
interfață cu
utilizatorul



Internet
(Web)

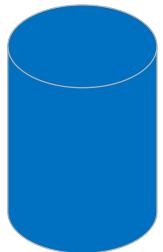
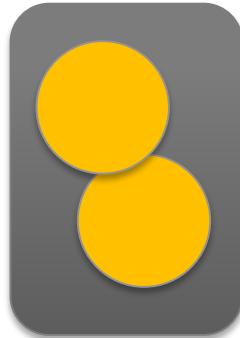


Server
sit/aplicație Web

Client
interfață cu
utilizatorul



Internet
(Web)



Server
sit/aplicație Web

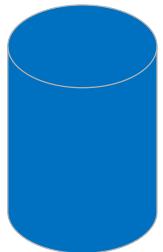
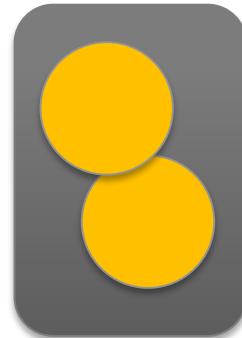
sit Web

sistem găzduind o serie de pagini (resurse) Web înrudite
ale unei organizații, companii sau persoane

Client
interfață cu
utilizatorul



Internet
(Web)



Server
sit/aplicație Web

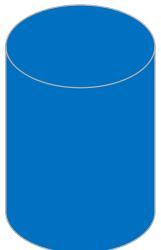
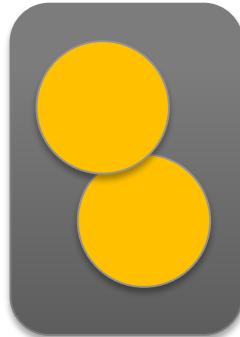
aplicație Web

colecție interconectată de pagini Web
cu conținut generat dinamic, oferind o funcționalitate specifică

Client
interfață cu
utilizatorul



Internet
(Web)



Server
sit/aplicație Web

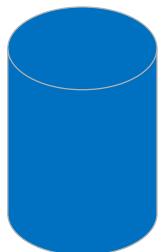
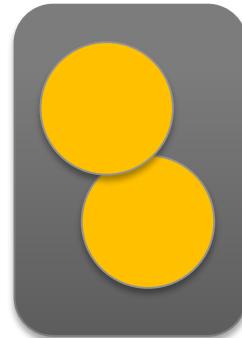
interacțiune Web

„dialogul” dintre utilizator(i) și aplicație are loc via o **interfață Web**

Client
interfață cu
utilizatorul



Internet
(Web)



Server
sit/aplicație Web

interacțiune Web

uzual, sit Web = aplicație Web



exemplu de aplicații Web:

Amazon, Coursera, Facebook, Dropbox, Flickr, GitHub, info.uaic.ro,
Instagram, Medium, PHPMyAdmin, Reddit, Quora, SlideShare,
TED.com, Tumblr, Twitter, Vimeo, webmin, Wikipedia, WordPress
...și multe, multe, multe altele

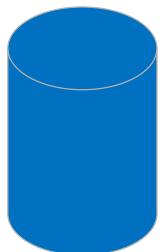
Client
interfață cu
utilizatorul



Internet
(Web)



Date
stocate
persistență



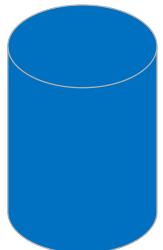
Server
sit/aplicație Web

Client
interfață cu
utilizatorul

Date
stocate
persistență

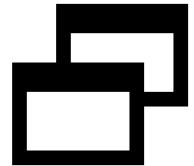


Internet
(Web)



Server
sit/aplicație Web

accesul la date poate fi realizat via **servicii Web**
software oferind o funcționalitate specifică
în urma căreia se obțin date de interes



Care sunt tipurile de aplicații Web?

Centrate pe documente
Interactive
Tranzacționale
Colaborative
Orientate spre portaluri
De tip ubicuu
Web social
Web semantic



**evoluția în timp
a complexității**

Centrate pe documente

conținut/pagini static(e):
situri de companii, personale

Dezvoltarea aplicațiilor Web la nivel de client

interacțiune, modelare & procesare de date în browser

materia

[desfășurare](#)

[examinare](#)

[proiecte – propuneri](#)

[Google Anita Borg Scholarship](#)

[Ford-Mozilla Open Web Fellows](#)

resurse

[bibliografie](#)

[reguli](#)

[contact](#)

Interactive
expoziții virtuale
situri de știri
sisteme de facilitare a călătoriilor
chioșcuri informative

...

Design Jam Iasi #3 (31 October—1 November 2014)

endirrilm

Several photos regarding Design Jam Iasi #3 (31 October—1 November 2014) co-organized by Andreea...

Edit cover photo

24

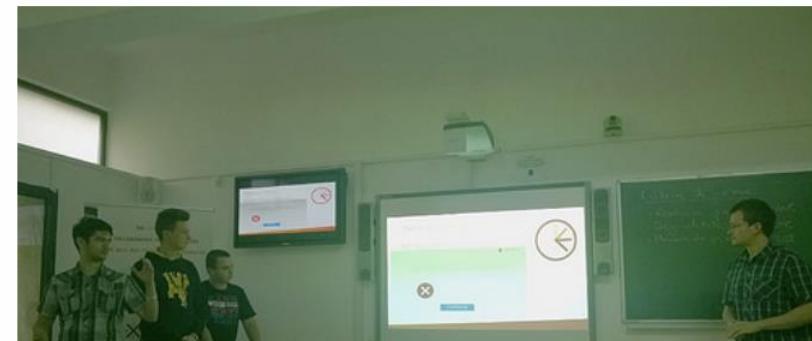
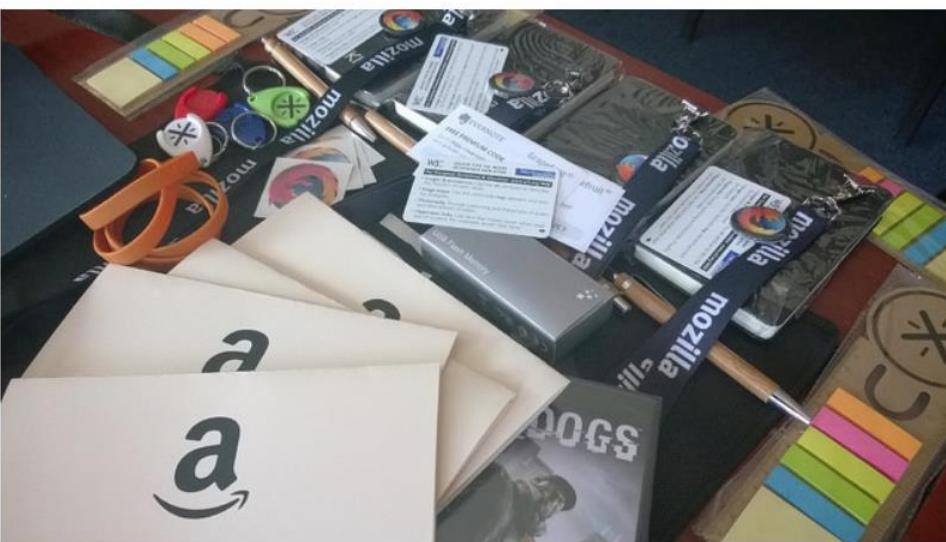
Photos

46

Views

[View all albums](#)**Photos**[Edit](#)[Make A Book](#)

Several photos regarding Design Jam Iasi #3 (31 October—1 November 2014) co-organized by Andreea Popescu (Mozilla Rep) and Dr. Sabin Buraga (Faculty of Computer Science, UAIC Iasi, Romania). Details at designjamiasi2014.eventbrite.com/



Tranzacționale

comerț electronic
soluții B2B (business-to-business)
fluxuri de activități



Layout

Expand All

Collapse All

Sources

- Find First Site Feed +
- Yahoo! Local +
- XPath Fetch Page +
- Fetch Feed +
- YQL +
- Item Builder +
- Flickr +
- Fetch CSV +
- Fetch Data +
- RSS Item Builder +
- Feed Auto-Discover +

User inputs

Operators

Url

String

Date

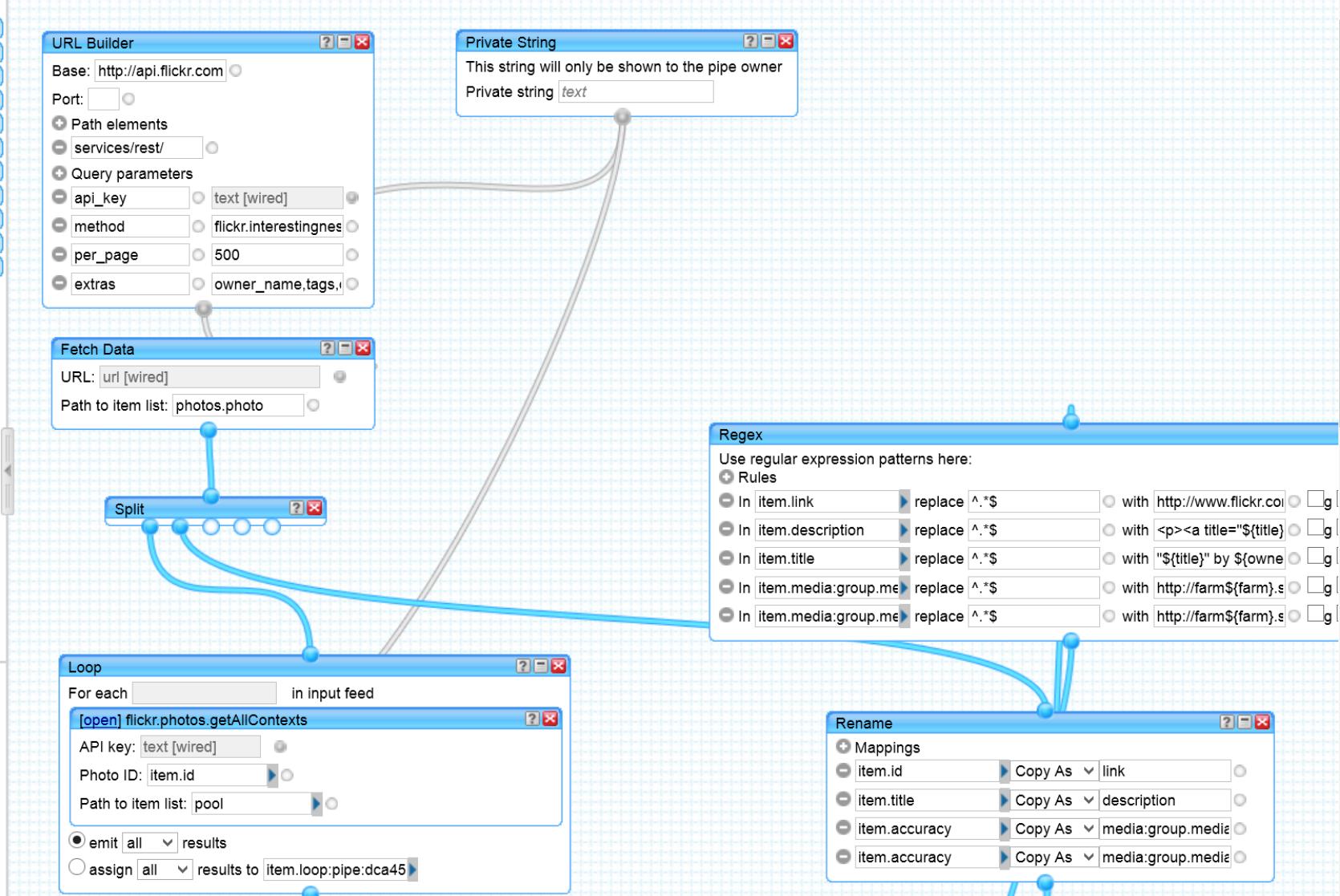
Location

Number

Favorites

My pipes

Deprecated



Colaborative

tele-conferințe Web
aplicații Web de tip wiki
servicii e-learning
aplicații Web peer-to-peer

Presentations

This page includes the proposals of the presentations to be delivered by the students — teams of **maximum 2 persons** — during the [lab classes](#). Duration of a presentation: **maximum 20 minutes**. A presentation could include demos, examples, multimedia resources, etc. Also, other **10 minutes of Q&A** are permitted.

If you have preferred topics to be discussed, propose them. They will be voted for the next labs.

List of current proposals

For this year, the list of proposed topics is closed.

Please, insert under each proposed topic a link to the presentation, demo, source-code, etc.

Delivered presentations

1. [CSS files optimization](#) [Bogdan Gaza — for 20 minutes]
<http://tympanus.net/codrops/2014/09/23/animated-background-headers/>


+54 23 Add a comment... 
2. [Software programming](#) [Dinu Suman — for 28 minutes]
<http://tympanus.net/codrops/2014/09/23/animated-background-headers/>
3. Practical uses of [SSI](#) [Ionuț Știrban — for 7 minutes]
<http://tympanus.net/codrops/2014/09/23/ssi-practical-uses/>
[Bogdan Gaza, Vlad Stoian](#)
4. [Server-side Web programming](#) [Ana-Maria Daneliuc, Emanuel Popescu — for 20 minutes]
<http://tympanus.net/codrops/2014/09/23/server-side-web-programming/>
[Vlad Stoian, Aurelian-lucu](#)
5. [Server-side Web development](#) [Victor Porof, Vlad Stoian, Bogdan Comanescu, Bogdan Gheorghiu — for 20 minutes]
<http://tympanus.net/codrops/2014/09/23/server-side-web-development/>
[examples\)](#)
6. Building Web applications [Victor Porof, Vlad Stoian, Bogdan Comanescu, Bogdan Gheorghiu — for 20 minutes]
<http://tympanus.net/codrops/2014/09/23/building-web-applications/>

 Codrops
Shared publicly - Sep 23, 2014

Animated Background Headers
<http://tympanus.net/codrops/2014/09/23/animated-background-headers/>



+54 23 Add a comment... 

In their circles 2 people

 Manoela Ilic

 Pedro Botelho

Have them in circles 10,879 people



Build your following on Google+
[Create new page](#)

 Codrops
Shared publicly - Sep 18, 2014

Freebie: Jellycons iOS 8 App Icon Set
<http://tympanus.net/codrops/2014/09/18/freebie-jellycons-ios-8-app-icon-set/>



 Codrops
Shared publicly - Sep 22, 2014

Web Design & Development News: Collective #134
<http://tympanus.net/codrops/collective/collective-134/>



Web Technologies

Home
Lab1
Lab10
Lab11
Lab12
Lab13
Lab14
Lab15
Lab16
Lab2
Lab3
Lab4
Lab5
Lab6
Lab7
Lab8
Lab9
Labs
Presentations

FII Student — Facultatea de Informatică, UAIC Iași

• FII Student la final

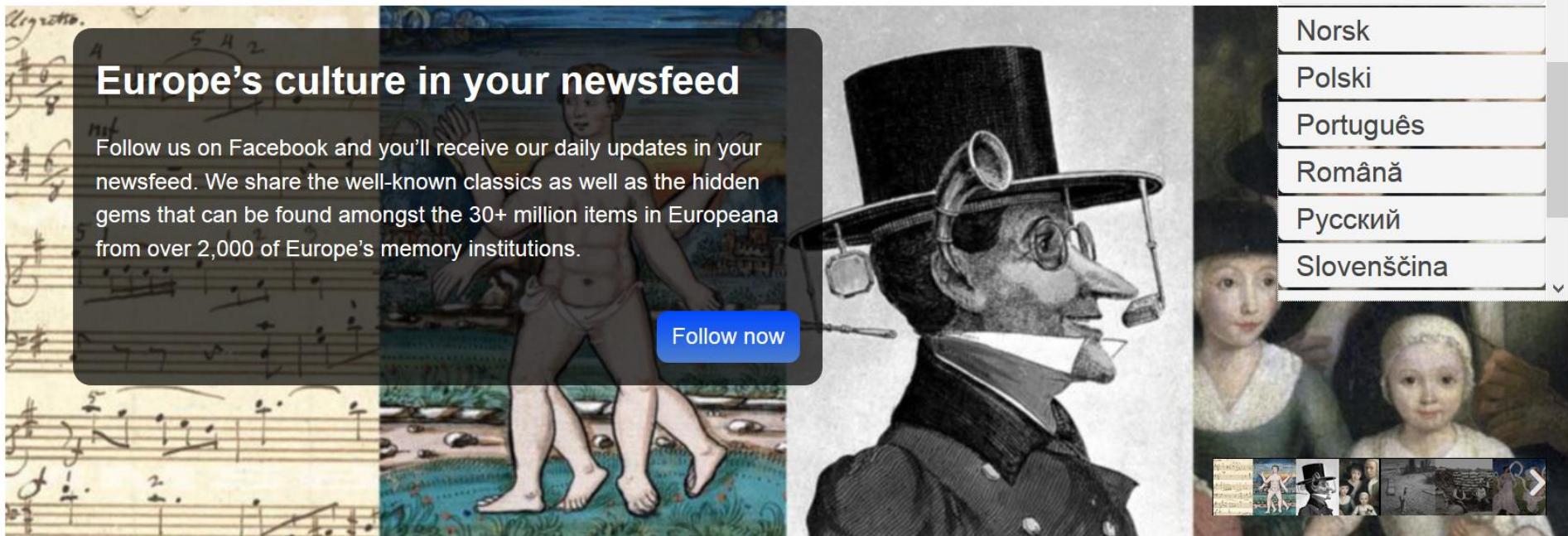
Orientate spre portaluri

localizare unitară a informațiilor
tehnice, de afaceri, guvernamentale,...

specie: **Web-ul cetățenesc**



Search ▾



From the blog



Introducing the Tallinn Collector

The Tallinn Collector is a website that showcases Soviet-era tourism guides and brochures to the Estonian capital, Tallinn. It gives its readers a glimpse of what life was like in the 70's and 80's, and a taste of Soviet propaganda. ...



Claude Monet: Rejecting the Traditional Approach

On November 14 in 1840, one of the founders of the Impressionism movement was born on the fifth floor of 45 rue Laffitte, in the ninth arrondissement of Paris. Oscar-Claude Monet started this movement along

De tip ubicuu

**servicii mobile bazate pe locația utilizatorului,
disponibile pe mai multe plaforme:
desktop, dispozitive mobile, tabletă, ceas,...**

Web-ul mobil

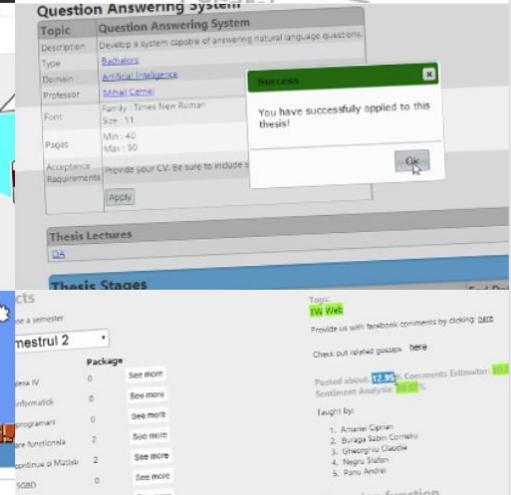
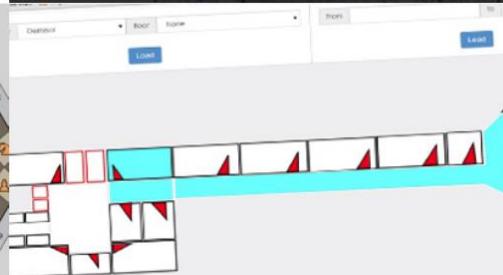
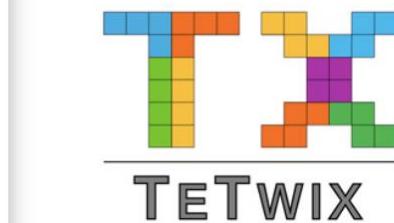
Student Projects Exhibition

Projects Exhibition

About the Exhibition

Filter Options

- All
- Web Technologies
- Client-side Web App Development
- Human-Computer Interaction
- Web Application Development
- ImagineCup



Faculty of
Computer Science

ALEXANDRU IOAN CUZA UNIVERSITY OF IASI



proiecte dezvoltate de studenții Facultății de Informatică
<http://profs.info.uaic.ro/~stefan.negru/studentprojects/>

Web social

mediatizare

filtrare colaborativă pe baza tagging-ului
spații de lucru virtuale

divertisment social

social (game) computing

Popular Tags

632476 Tags

Sort ▾

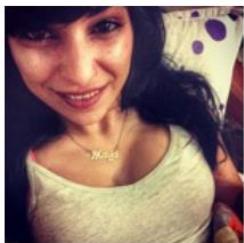
RSS

cele mai populare tag-uri folosite
de utilizatorii aplicației Instagram
(octombrie 2014)

 **iphonesia**  252649 Photos



 **photooftheday**  231539 Photos



 **jj**  202344 Photos



#iphonesia #photooftheday #jj
#iphoneography #instagood
#instagram #instagramhub
#iphoneonly #igers #instamood
#sky #gang_family
#bestoftheday #webstagram #ig
#iphone #all_shots

Web semantic (Web-ul datelor interconectate)

modelarea cunoștințelor
pentru a fi „înțelese” de calculatoare

date ► informații ► cunoștințe



Cosmos: A Personal Voyage
1980



The World After Nuclear War
1984



The Tonight Show Starring J...
1962 – 1992



Contact
1997



Extinction
2011



NOVA
Since 1974



Charlie Rose
Since 1991



Royal Institution Christmas Lectu...
Since 1966



Good Morni...
America
Since 1975

Cosmos: A Personal Voyage - Wikipedia, the free ...

en.wikipedia.org/wiki/Cosmos:_A_Personal_Voyage ▾

Cosmos: A Personal Voyage is a thirteen-part television series written by Carl Sagan, Ann Druyan, and Steven Soter, with Sagan as presenter. It was ...

[Cosmos: A Spacetime Odyssey](#) - Steven Soter - Heikegani - Tlingit

Cosmos: A Personal Voyage - Episode 1 (Carl Sagan ...



www.youtube.com/watch?v=ClPShKs9Kr0 ▾

May 13, 2011 - Uploaded by SpoonHysteria

Episode 1: "The Shores of the Cosmic Ocean" English, Spanish, and Hebrew subtitles included ...

Cosmos: A Personal Voyage - YouTube

<https://www.youtube.com/playlist?list=PL474A7F1BA0FCEFA8C> ▾

Cosmos: A Personal Voyage is a thirteen-part television series written by Carl Sagan, Ann Druyan, and Steven Soter, with Sagan as presenter. It covered a wid...

Cosmos (TV Series 1980–) - IMDb

www.imdb.com/title/tt0081846/ ▾

★★★★★ Rating: 9.3/10 - 14,437 votes

With Carl Sagan, Jaromír Hanzlík, Jonathan Fahn, Alan Belod. Astronomer Carl Sagan leads us on an engaging guided tour of the various elements and ...

[Awards](#) - [User Reviews](#) - [Plot Summary](#) - [Trivia](#)

Cosmos: A Personal Voyage

American Television Series

★★★★★ 9.3/10 - [IMDb](#)



Cosmos: A Personal Voyage is a thirteen-part television series written by Carl Sagan, Ann Druyan, and Steven Soter, with Sagan as presenter. [Wiki...pedia](#)

First episode date: September 28, 1980

Final episode date: December 21, 1980

Theme song: [Heaven and Hell, Part I](#)

Program creators: [Ann Druyan](#), [Steven Soter](#), [Carl Sagan](#)

Awards: [Peabody Award](#), more

Writers: [Carl Sagan](#), [Ann Druyan](#), [Steven Soter](#)

People also search for



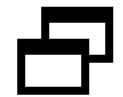
View 5+ more



open participation



open data



open software



open app development



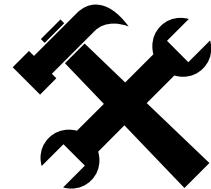
open web



open cloud

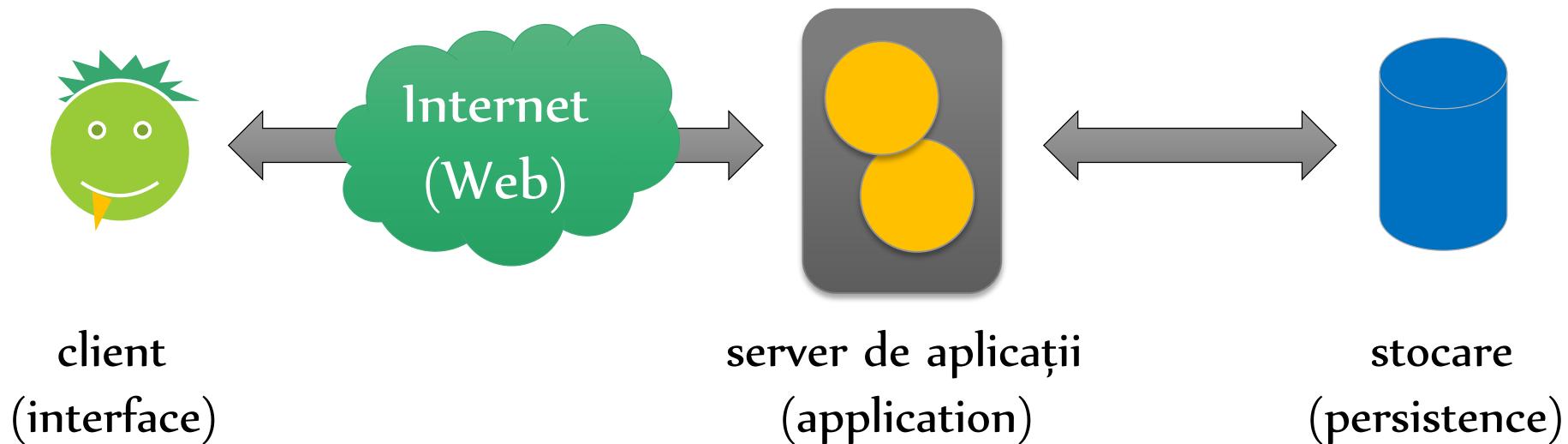


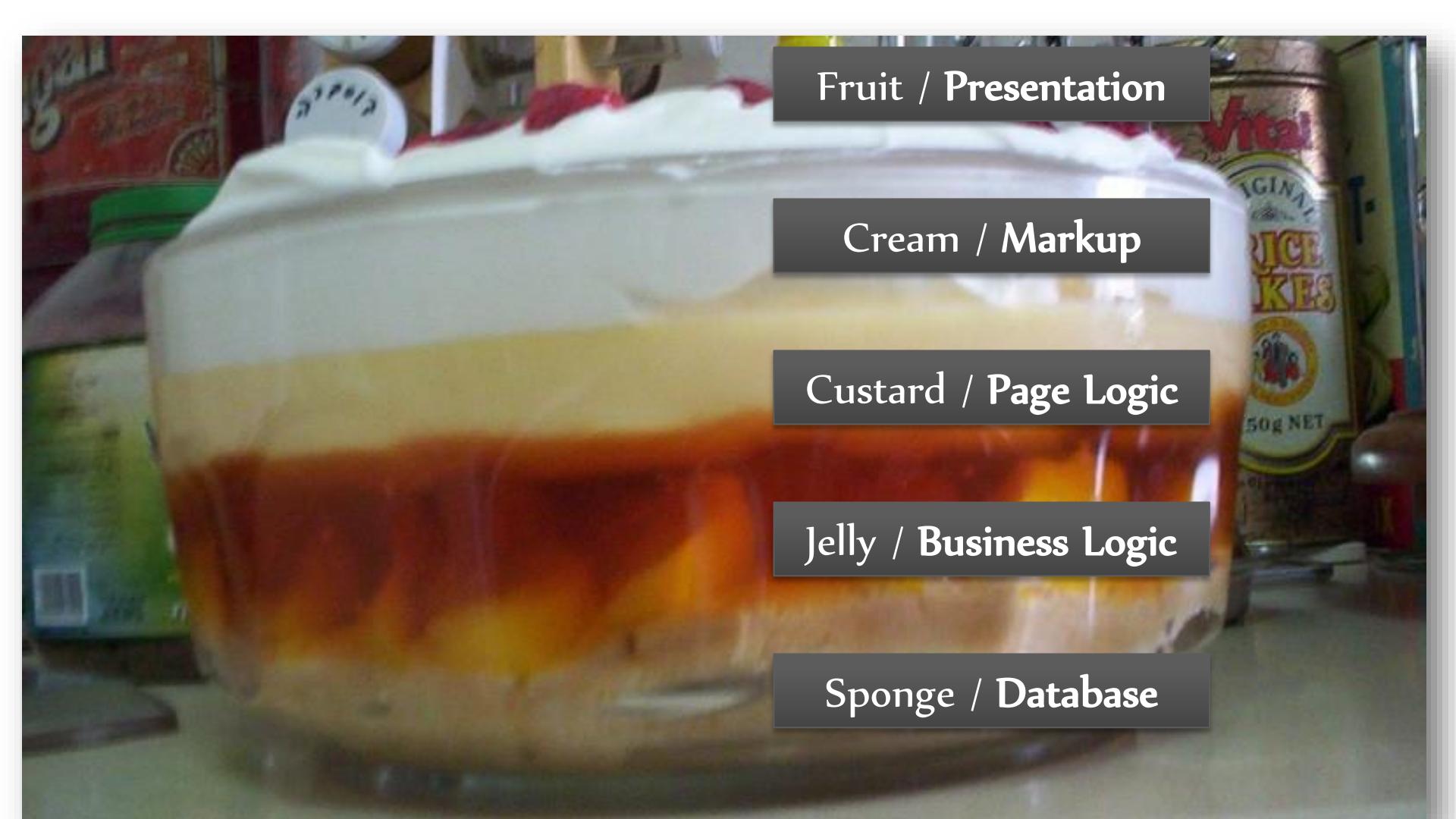
open (computing) hardware



**Care e arhitectura generică
a unei aplicații Web?**

uzual, o aplicație Web implică trei strate (3-tier)





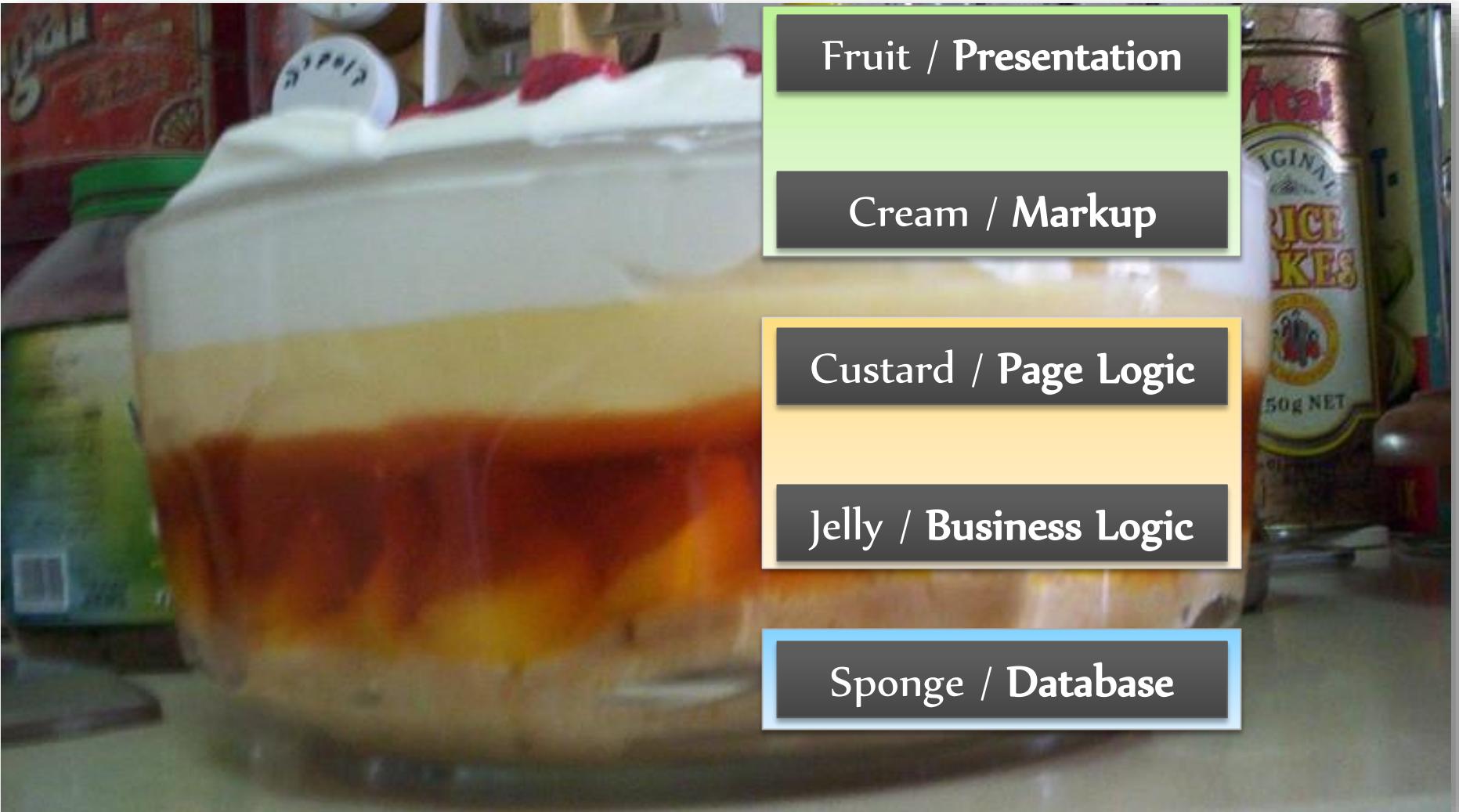
Fruit / Presentation

Cream / Markup

Custard / Page Logic

Jelly / Business Logic

Sponge / Database



Fruit / Presentation

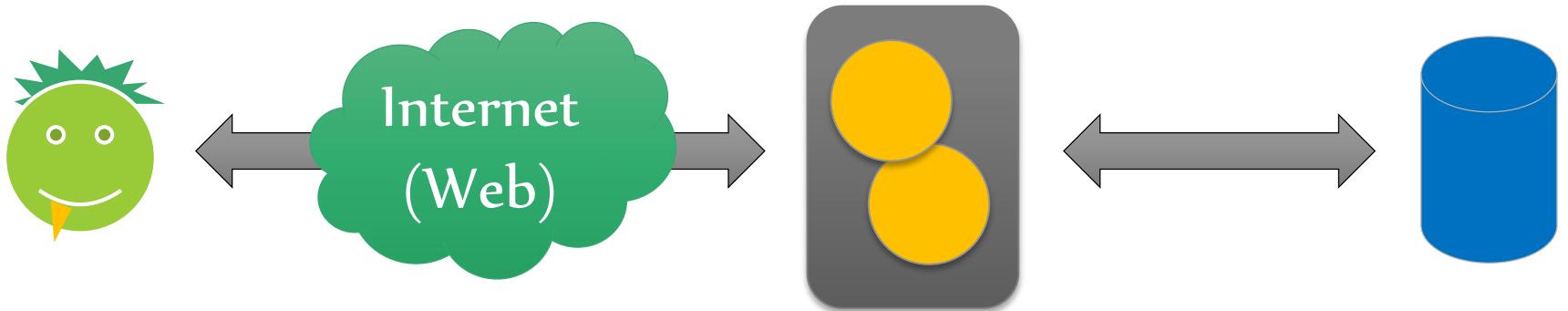
Cream / Markup

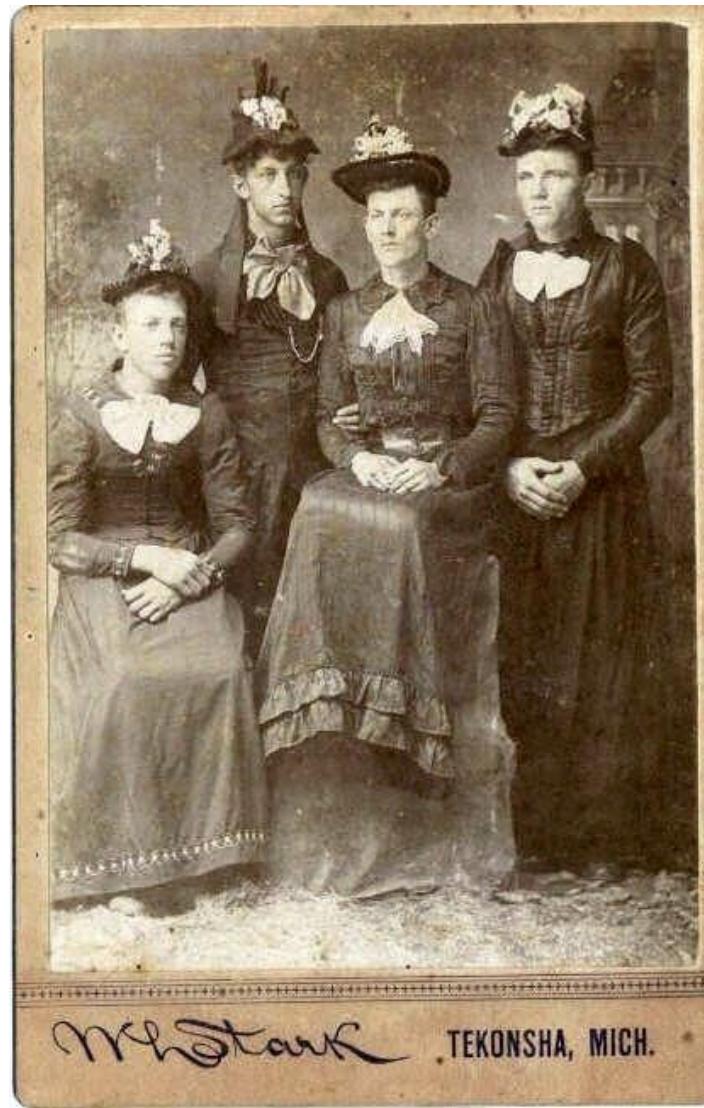
Custard / Page Logic

Jelly / Business Logic

Sponge / Database

Aplicație Web = Interfață + Program + Conținut (Date)

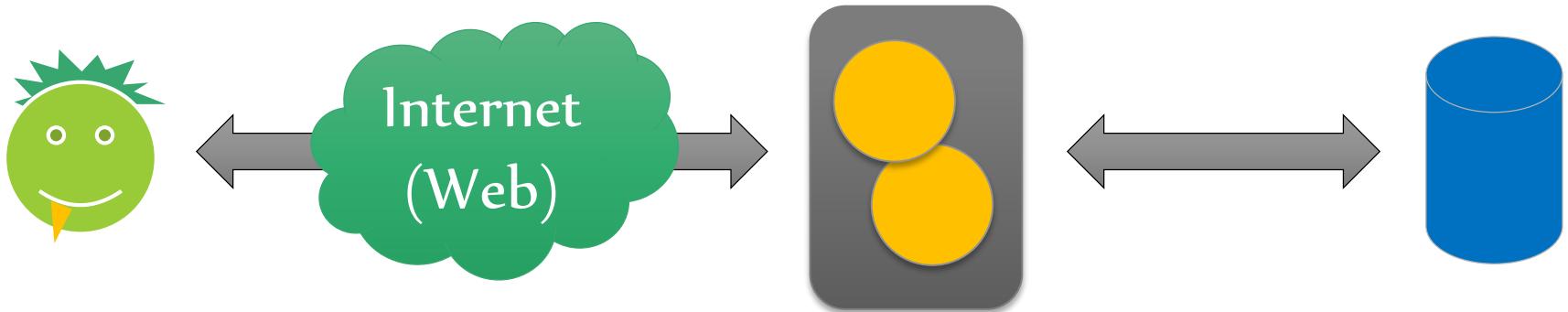




Whetstone
TEKONSHA, MICH.

mitul 1: cea mai importantă este interfață

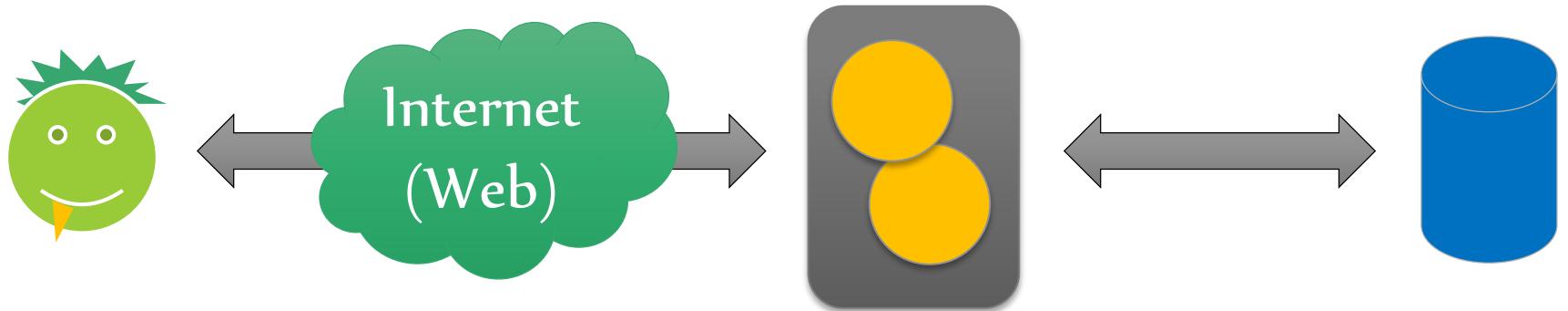
Aplicație Web = Interfață + Program + Conținut (Date)



standarde deschise: **HTML, CSS, Ajax, SVG, WebGL,...**



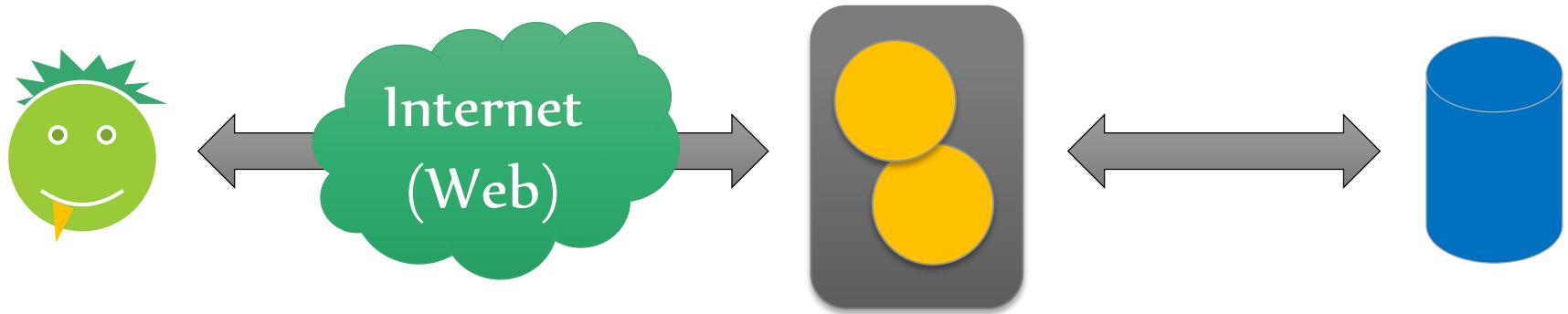
Aplicație Web = Interfață + Program + Conținut (Date)





mitul 2: cel mai important este programul

Aplicație Web = Interfață + Program + Conținut (Date)



server: C#, Go, Java, JavaScript, PHP, Ruby, Scala și multe altele
client: JavaScript

servere de aplicații Web, framework-uri, biblioteci, componente,...

Frameworks & Extensions

jQuery 1.8.3

 jQuery Mobile 1.2.0 jQuery UI 1.9.2

No wrap - in <head>

Fiddle Options

External Resources

Languages

Ajax Requests

Legal, Credits and Links

```
1 <article>
2   <div id="imagini">
3     <!-- in cadrul acestui element vor fi incluse imaginile
-->
4   </div>
5 </article>
```

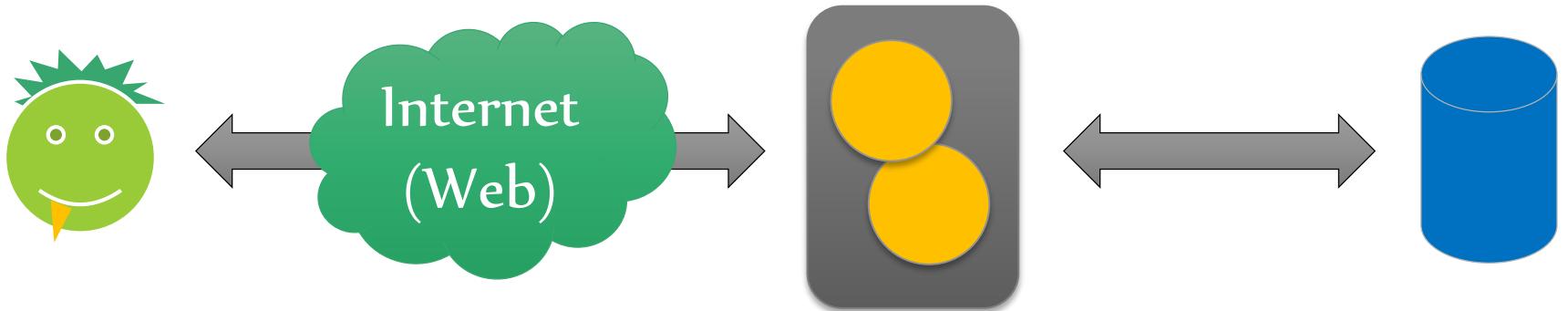
HTML

```
26 $.getJSON ("http://api.flickr.com/services/feeds
27 /photos_public.gne?jsoncallback=?", { // datele de intrare
28   trimise serviciului Web
29   tags: "Iasi, informatica",
30   tagmode: "all",
31   format: "json" // dorim JSON (formatul implicit este Atom)
32 },
33 // functia anonyma care va procesa datele JSON
34 // trimise asincron de catre Flickr
35 function (data) {
36   // iteram fiecare informatie obtinuta de la serviciul Web
37   $.each(data.items, function (numar, foto) {
38     // 'iesim' din iterator daca am depasit maximul dorit
39     if (numar >= MAX_IMG) return false;
40     // cream un element <img> avand ca valoare a
41     // atributului "src"
42     // adresa Web inclusa in datele JSON obtinute;
43     // acest <img> va fi adaugat la elementul cu
44     id="imagini"
45       $("<img/>")
46         .attr("src", foto.media.m)
47         .attr("title", foto.title)
48         .appendTo("#imagini");
```

```
1 img {
2   width: 300px;
3   padding: 0.2em;
4   margin: 0.2em;
5   float: left;
6   border: thin solid #CCC;
7 }
```



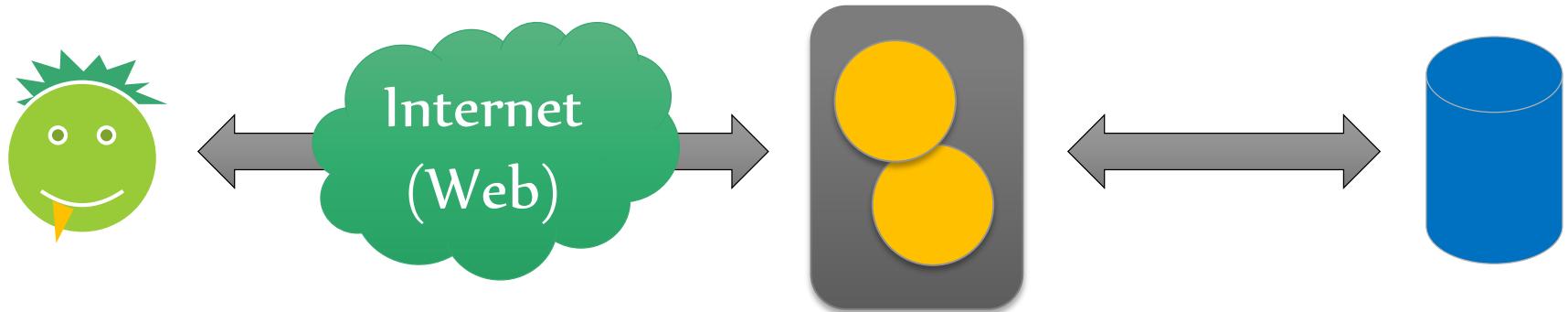
Aplicație Web = Interfață + Program + Conținut (Date)





mitul 3: cele mai importante sunt datele

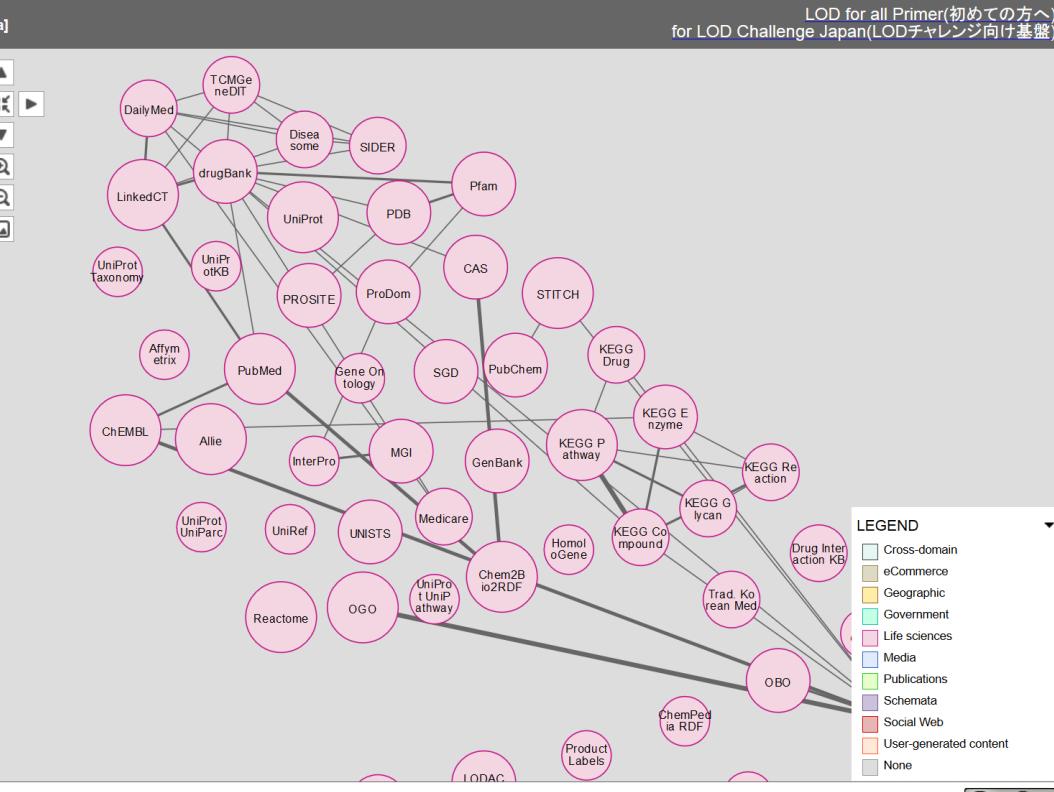
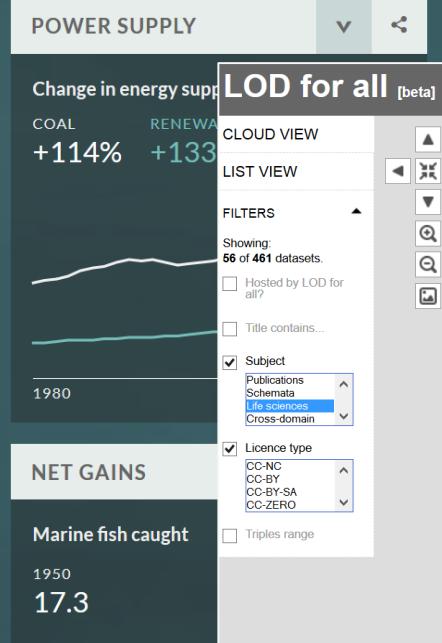
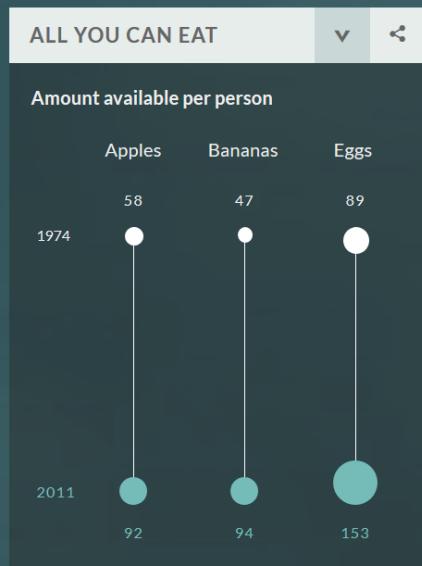
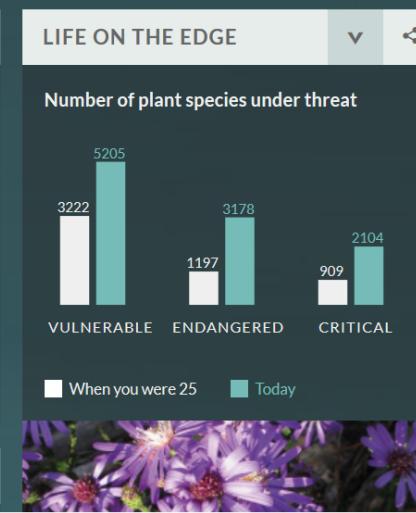
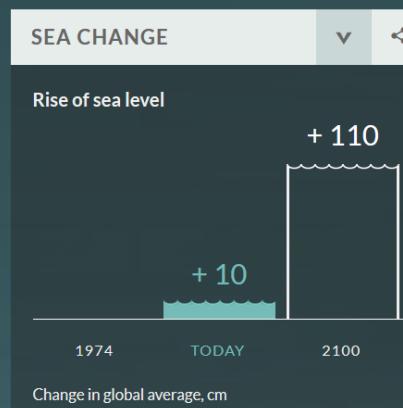
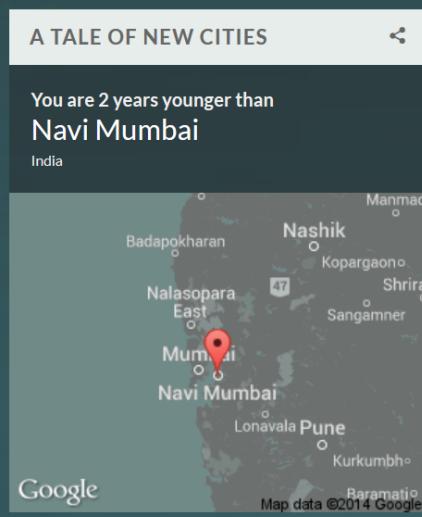
Aplicație Web = Interfață + Program + Conținut (Date)



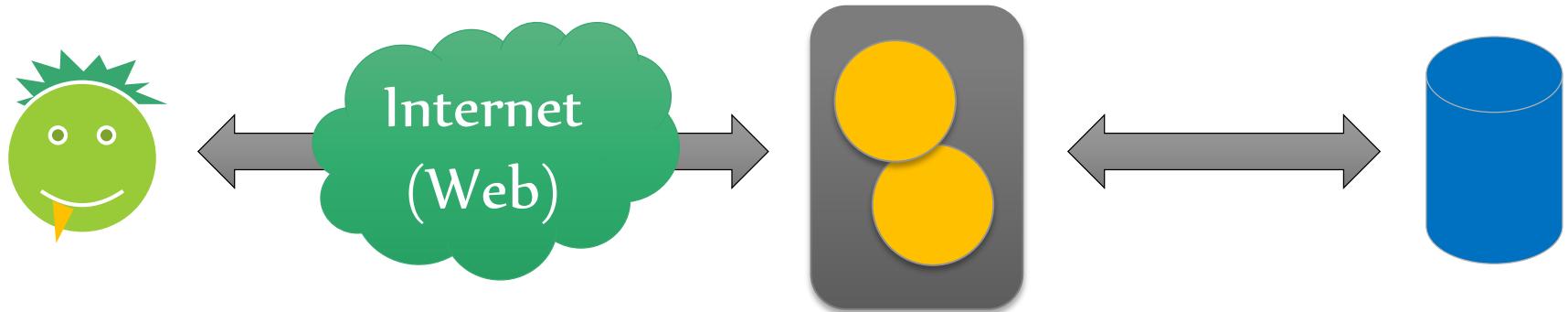
utilizarea diverselor modele:
relațional – interogare via **SQL**
bazat pe grafuri (**NoSQL**)
cheie-valoare – formatul **JSON**
arborescent – **XML**

How we have changed the world

Refresh



Aplicație Web = Interfață + Program + Conținut (Date)

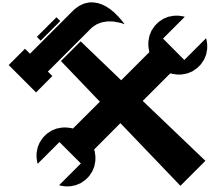


mitul 1: cea mai importantă este interfață

mitul 2: cel mai important este programul

mitul 3: cele mai importante sunt datele

fapt: sunt importante toate!



Câteva exemplificări de aplicații Web?

client(i)

firewall

proxy

middleware

server(e) Web

server(e) de aplicații

framework-uri, biblioteci, alte componente

server(e) de stocare persistentă – e.g., baze de date

server(e) de conținut multimedia

server(e) de management al conținutului (CMS)

aplicații/sisteme tradiționale



Imagine Cup 2009

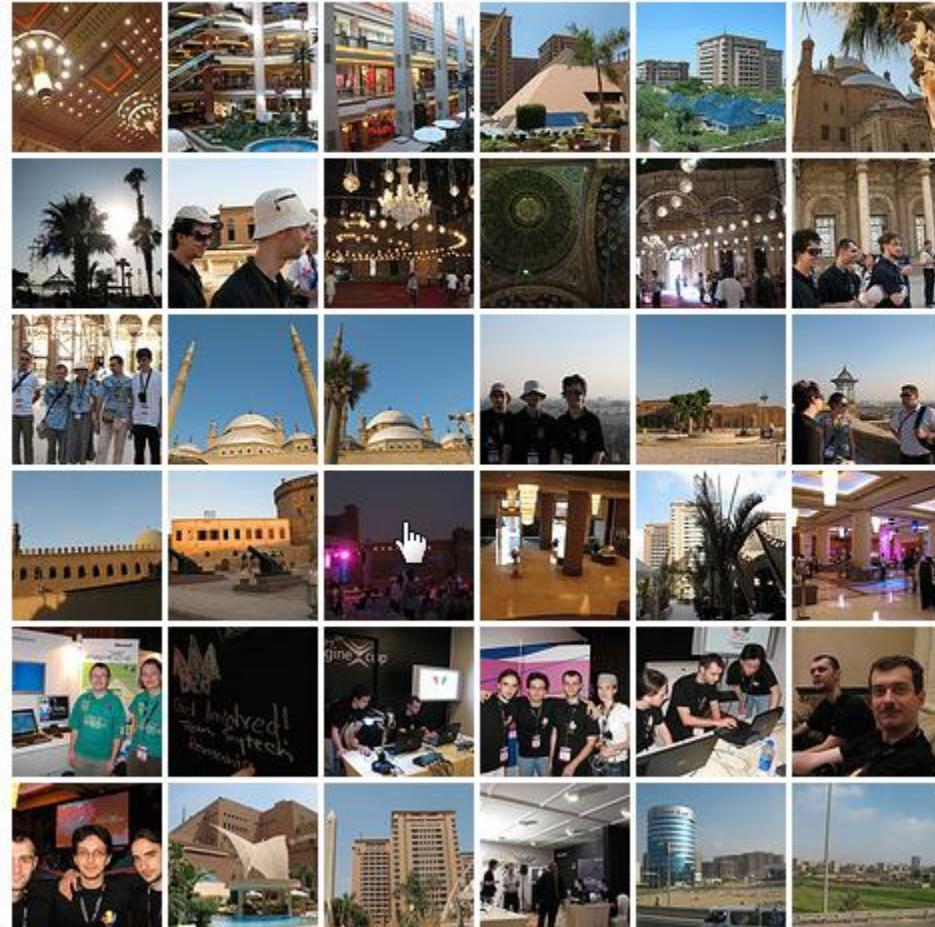
[Thumbnails](#) | [Detail](#) | [Comments](#)



Photos taken during the Imagine Cup 2009 competition, 02-08 July 2009, Cairo, Egypt.

110 photos | 384 views | [Add a comment?](#)

items are from 13 Jul 2009.



studiu de caz: **Flickr**

Flickr

scop: partajare a conținutului grafic (fotografii)

aplicație reprezentativă a Web-ului social

agregare de comunități – imaginea ca obiect social

adnotări via termeni de conținut (tagging) + comentarii

PHP (procesare – application logic, acces la API,
prezentare de conținut via **Smarty**, modul de e-mail)

Perl (validarea datelor)

Java (managementul nodurilor de stocare)

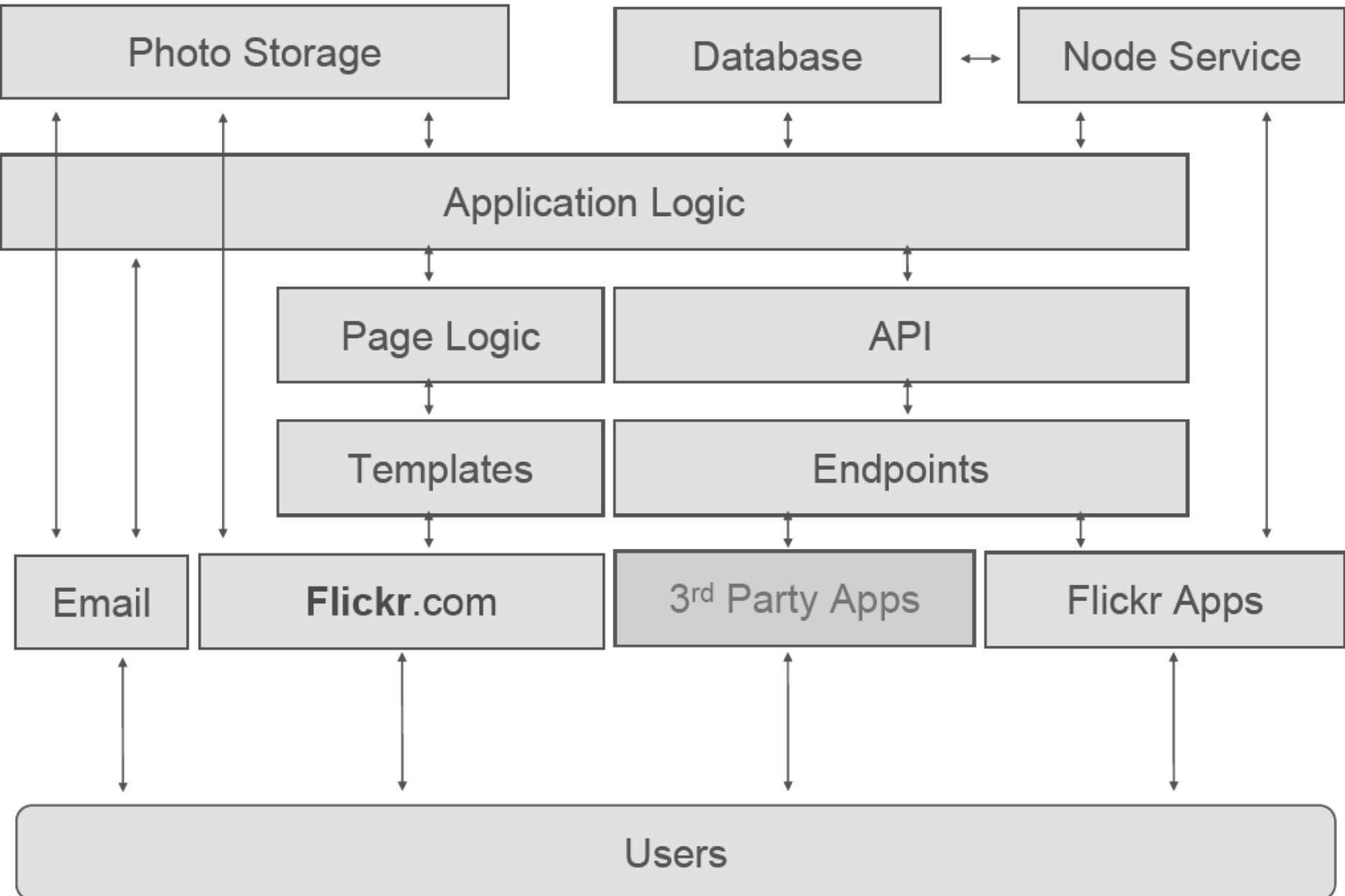
MySQL (stocare de date)

ImageMagick (bibliotecă C de prelucrare de imagini)

Ajax (interacțiune asincronă)

Linux (platformă de rulare)

alte detalii la <http://highscalability.com/flickr-architecture>



arhitectura inițială – conform (Cal Henderson, 2007)

API Kits

C

- [Flickcurl](#)

Cold Fusion

- [CFlickr](#)

Common Lisp

- [Clickr](#)

cUrl

- [Curlr](#)

Delphi

- [dFlickr](#)

Go

- [go-flickr](#)

Java

- [Flickr4Java](#)
- [flickr-jandroid](#)

.NET

- [Flickr.NET](#)

Node.js

- [node-flickrapi](#)

Objective-C

- [ObjectiveFlickr](#)
- [FlickrKit](#)

Perl

interfețe de programare (API-uri)
oferite de Flickr

facilitează accesul la serviciile Web
în cadrul aplicațiilor
eventual, rulând pe alte platforme

www.flickr.com/services/api/

Open Source Iasi

Open Source conference

15 MARCH
2014



opensourceiasi.wordpress.com

[Save to iCal / iPhone / Outlook / GCal](#)

[#opensourceiasi](#)

lanyrd.com/cxgxd (short URL)

6 speakers



Jakob Cosoroabă

@jcsrb



Sabin Buraga



Alex Lakatos

@lakatos88

Mozilla Rep, JavaScript Dev



Andreea Popescu

@andreea_popescu
Mozilla Rep, Firefox user and
Firefox OS app reviewer



Stefan Cosma

@stefanbc
App builder extraordinaire,
community manager and developer



Ioana Chiorean

@ioana_cis

studiu de caz: **Lanyrd**

Lanyrd

scop: descoperire & management de evenimente
(de exemplu, conferințe cu caracter tehnologic)

agregare de comunități – evenimentul ca obiect social
suport pentru vorbitori & audiență, slide-uri,...
+ calendare și locații geografice

Creat aproape complet în Python (folosind Django) și întreținut de 6 persoane

2½ backend developers

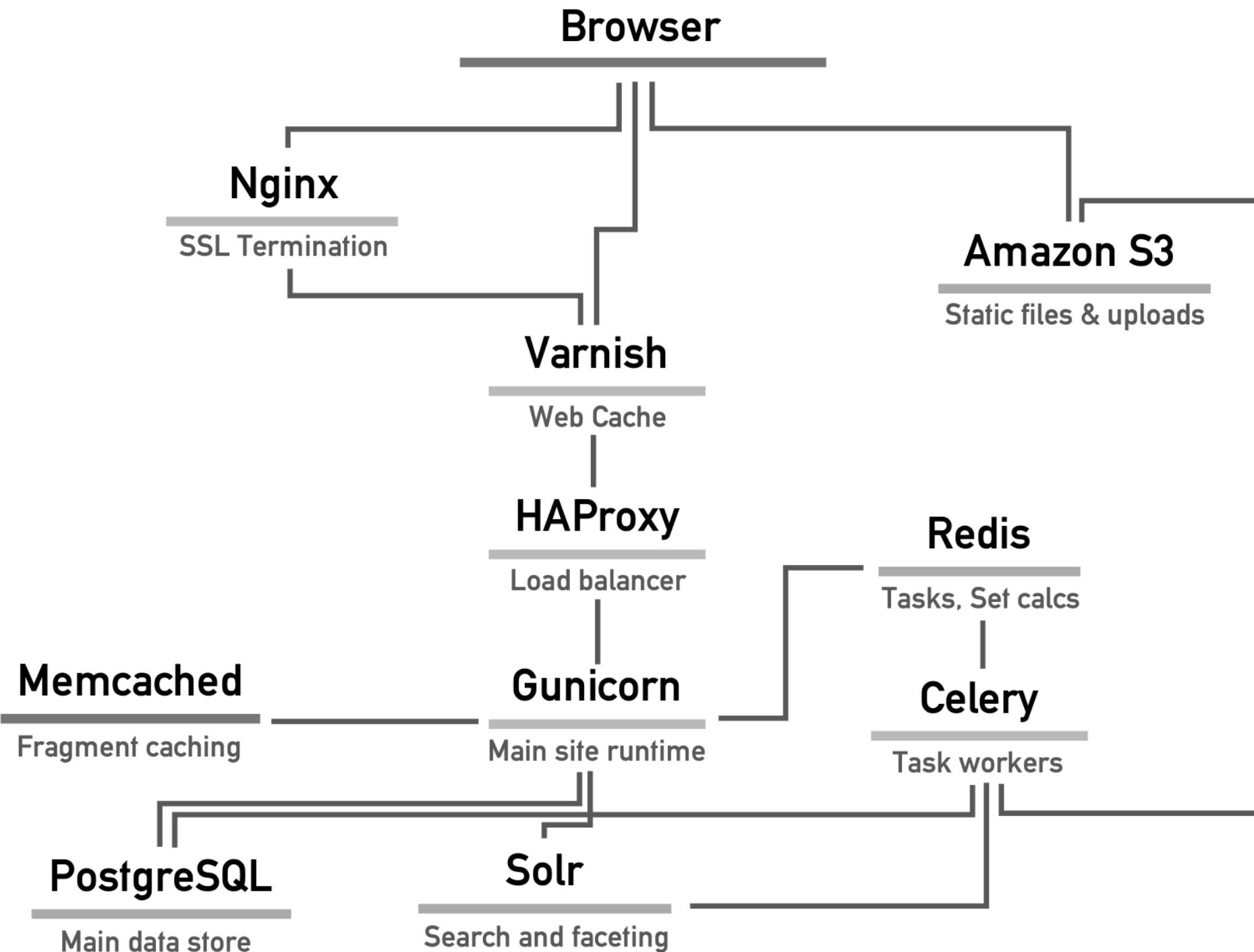
1¾ frontend developers

½ mobile developers

1½ designers

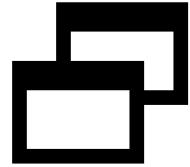
¾ system administrators

¾ business operations





**Aspecte importante vizând
dezvoltarea de aplicații Web?**



aplicații Web ≡ sisteme software complexe,
în evoluție permanentă

mijloace multiple de interacțiune Web cu utilizatorul



mobil



laptop



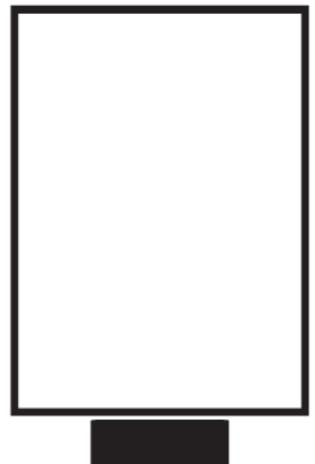
PC



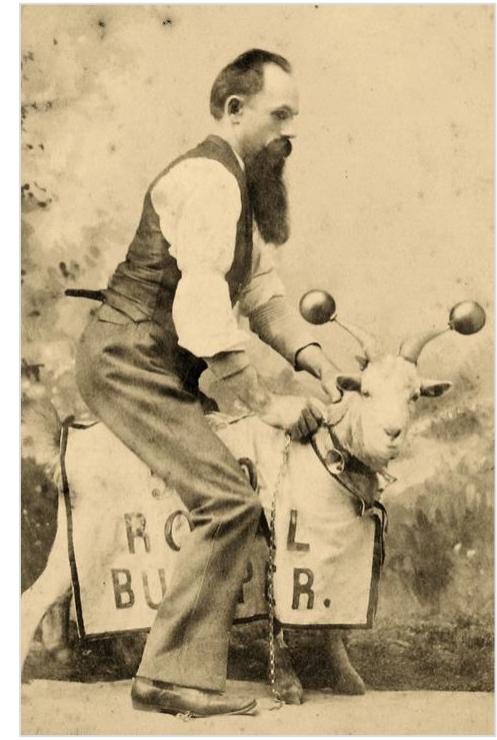
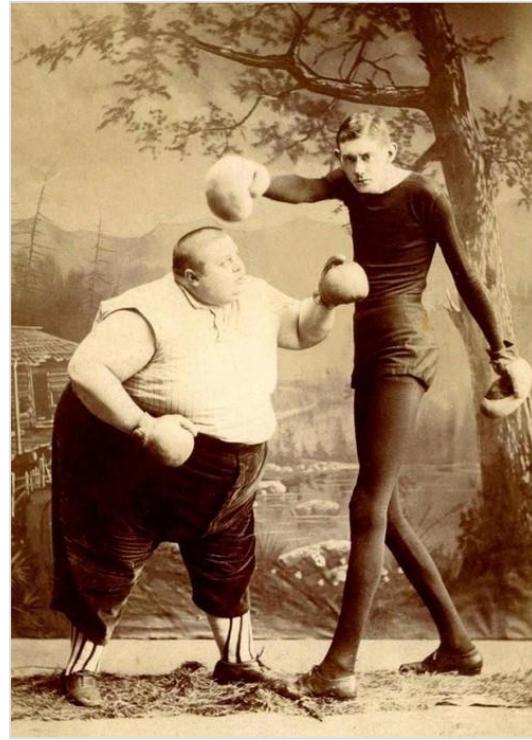
tabletă



(smart) TV



ecran urban



creșterea masei de **utilizatori**,
având așteptări tot mai mari din partea software-ului

de la conținut (hiper)textual
la aplicații Web sociale + interacțiune naturală



suportul variat privind **dezvoltarea de aplicații**
(limbaje, API-uri, SDK-uri, biblioteci, framework-uri,...)
oferit de platforma hardware/software
la nivel de server(e) și/sau de client(i)



neadaptarea la **cerințele economice** (de tip business)
development *vs.* marketing *vs.* management

scopuri interacțiune facilități indexare instrumente
 psihologie controale tehnologii structurare metodologii
comportament limbi naturale algoritmi meta-date stimuli



utilizatori interfață software conținut creatori

Etape în dezvoltarea unei aplicații Web

Cerințe – *requirements*

Analiză și proiectare – *software design*

Implementare – *build*

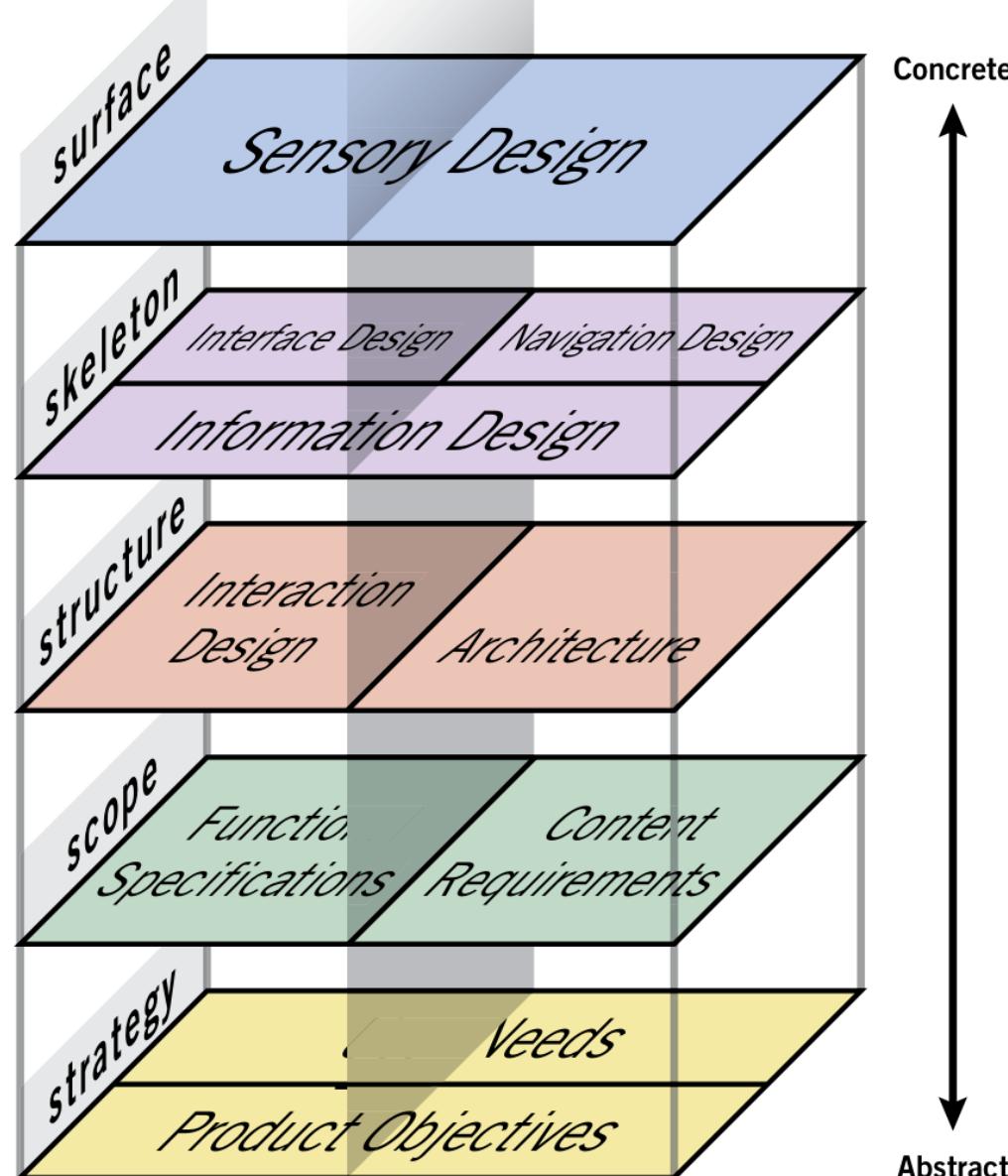
Testare – *testing*

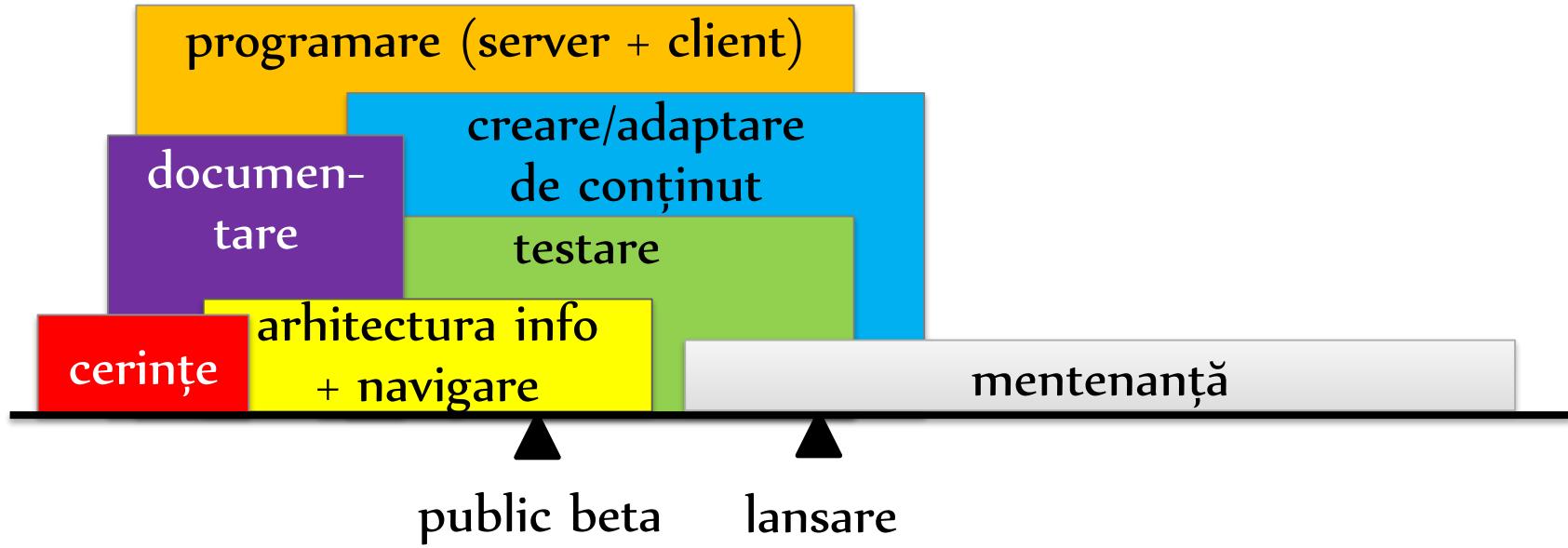
Exploatare – *deployment*

Mentenanță – *maintenance*

Evoluție – *evolution*

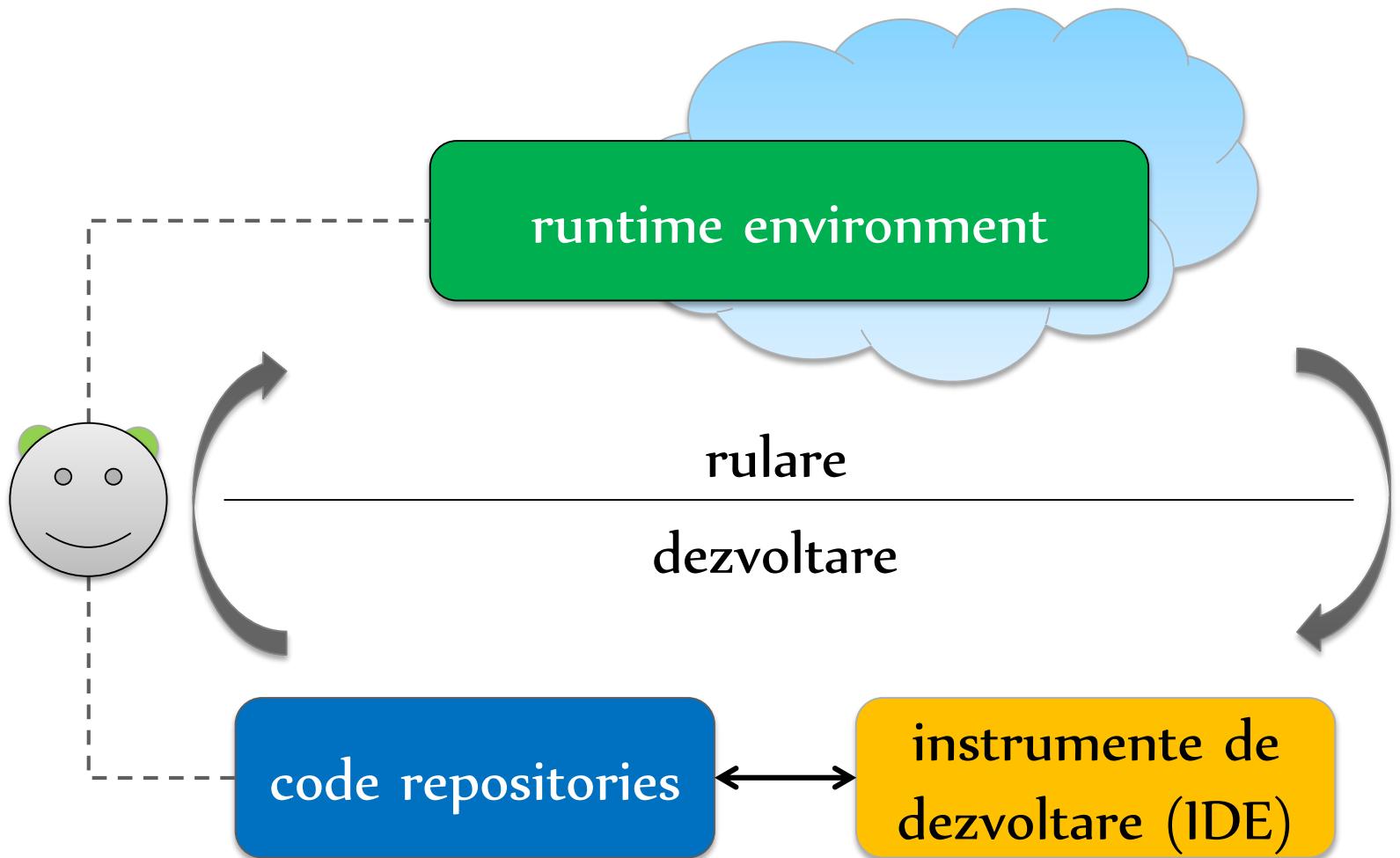
product as functionality | product as information





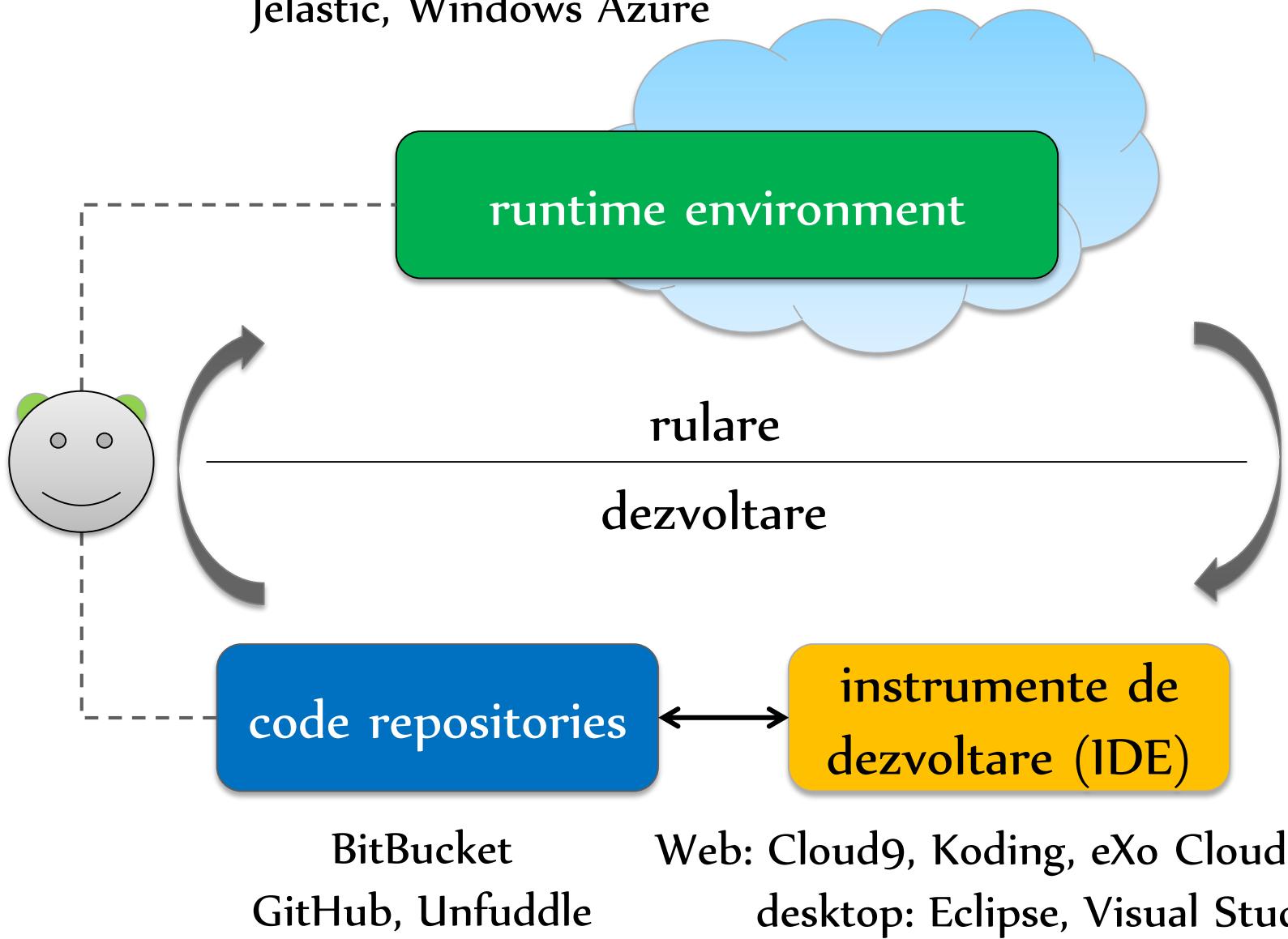


Vreau să dezvolt un proiect Web...



procesul actual de dezvoltare și exploatare
a aplicațiilor Web

Google App Engine, Heroku,
Jelastic, Windows Azure



Parametrii unui proiect Web

obiectiv principal

durată

cost

abordare

tehnologii

procese

rezultat

resurse umane

profilul echipei



obiectiv principal

crearea unui produs software utilizabil
în cât mai scurt timp posibil



durată

aproximativ 2—6 luni



cost

de ordinul miilor de Euro



abordare

prototipizare – wireframe, mockup,...

metode agile

asamblare de componente reutilizabile



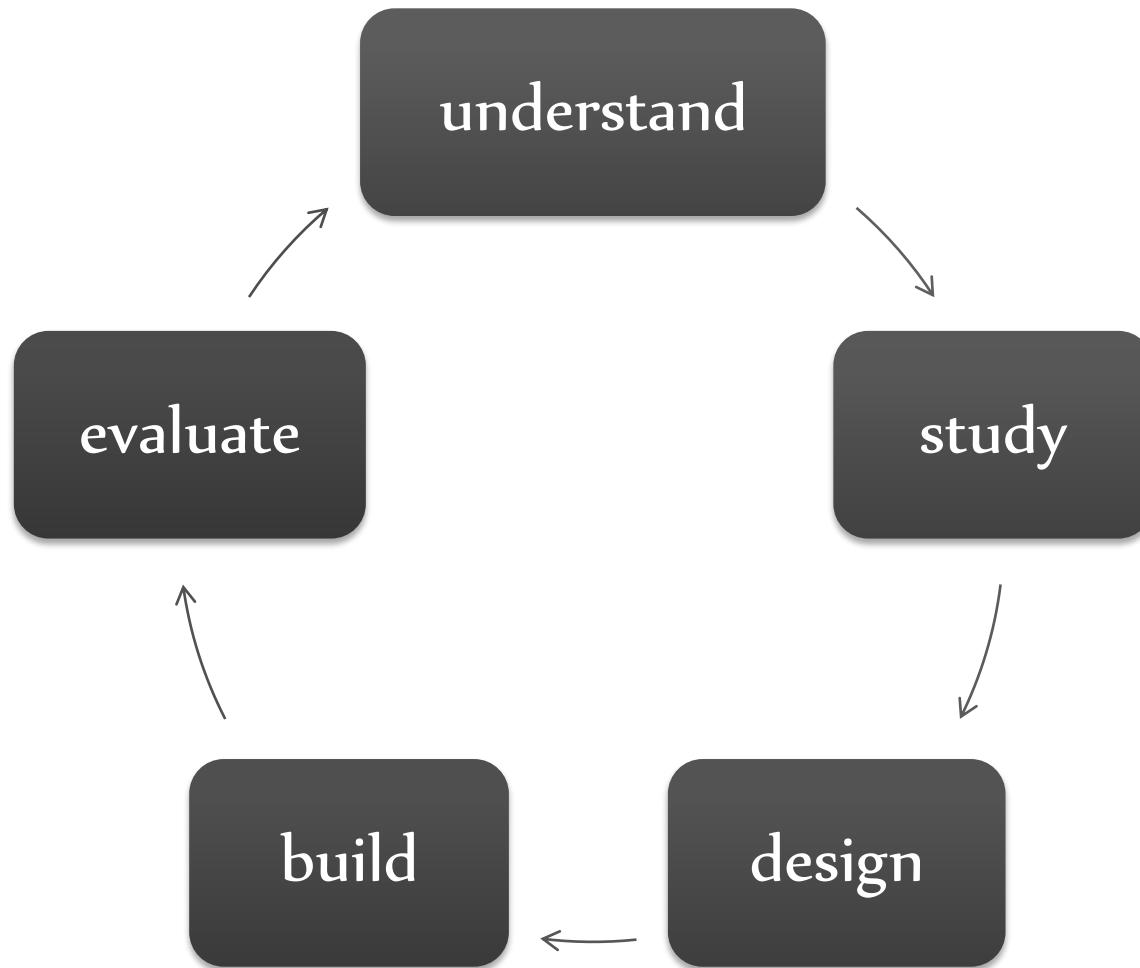
tehnologii

componente (servicii Web, API-uri publice,
framework-uri, biblioteci, plugin-uri, extensii etc.)
proiectare/programare „vizuală”
multimedia

...și altele

procese

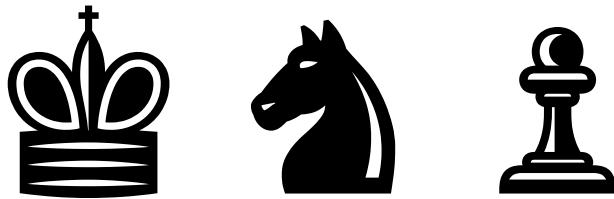
uzual, dezvoltarea aplicațiilor Web se realizează iterativ
„nu te aștepta să-ți iasă din prima...”





rezultat

reutilizabilitate mare a codului,
recurgerea la componente/limbaje/platforme standard
aplicații implementate ușual conform standardelor
designul vizual este, de cele mai multe ori, unicat

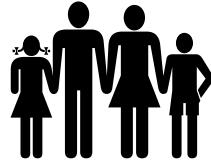


resurse umane

uzual, 3—9 persoane

“For the first version of your app, start with only 3 people.”

Getting Real – <https://gettingreal.37signals.com/>



profilul echipei

specialiști în interacțiune – uzuale: designeri Web

+

dezvoltatori (programatori) Web – la nivel client/server

+

arhitecți de baze de date

+

specialiști în marketing și/sau relații cu publicul



**Care-i echipa de dezvoltare
a unei aplicații Web de anvergură?**



management
site editor
project manager



dezvoltare (arhitectură)

system architect
data (content) architect
component architect
security architect

To help drive operational costs to the floor we are actively recruiting Systems Engineers to operate our existing fleets, analyze and tune hardware/software configurations, automate existing manual processes and identify improvements to our existing tools. This exciting and high impact role will involve working with a wide range of other technical and business groups within Amazon.

Do you:

- Calmly and quickly diagnose and fix critical failures in high pressure situations?
- Build innovative, production-quality tools to solve real operational problems in Perl, Ruby, Python or Java?
- Investigate complicated technical issues scientifically and thoroughly and fix them so they don't come back?
- Understand how a scalable, modern, cloud-hosted application stack works from top to bottom?

Basic Qualifications

- BA degree in Computer Science or other related field
- Some experience with performance analysis, systems software, and systems architecture
- Proficiency in shell, Perl, Ruby or Python
- Ability to operate in high pressure environment troubleshoot complex issues quickly
- Operational knowledge & experience of Linux

About the role

We're looking for a lead developer and evangelist to maintain and further develop OpenSpending and the Spending Stories project.

Some things we look for:

- Strong interest in open government and transparency
- Fluent in JavaScript, Python and HTML5/CSS (include links to any sites you built and code repositories, e.g. GitHub, BitBucket)
- Experience with data warehousing, ETL, data processing and management techniques a big plus.
- An appreciation of design and beautiful things
- Readiness to do travelling, some writing, public speaking and to promote OKFN projects

interacțiune cu utilizatorul

creative lead
Web interface designer(s)
graphic artist(s)
HCI engineer



Responsibilities:

- * Creating wire-frames, user flows, and storyboards that guide the design of our products
- * Designing prototypes to test ideas and identify shortcomings
- * Collaborating with visual designers and engineers to ensure a great user experience from design to implementation
- * Providing feedback and design critique

Qualifications:

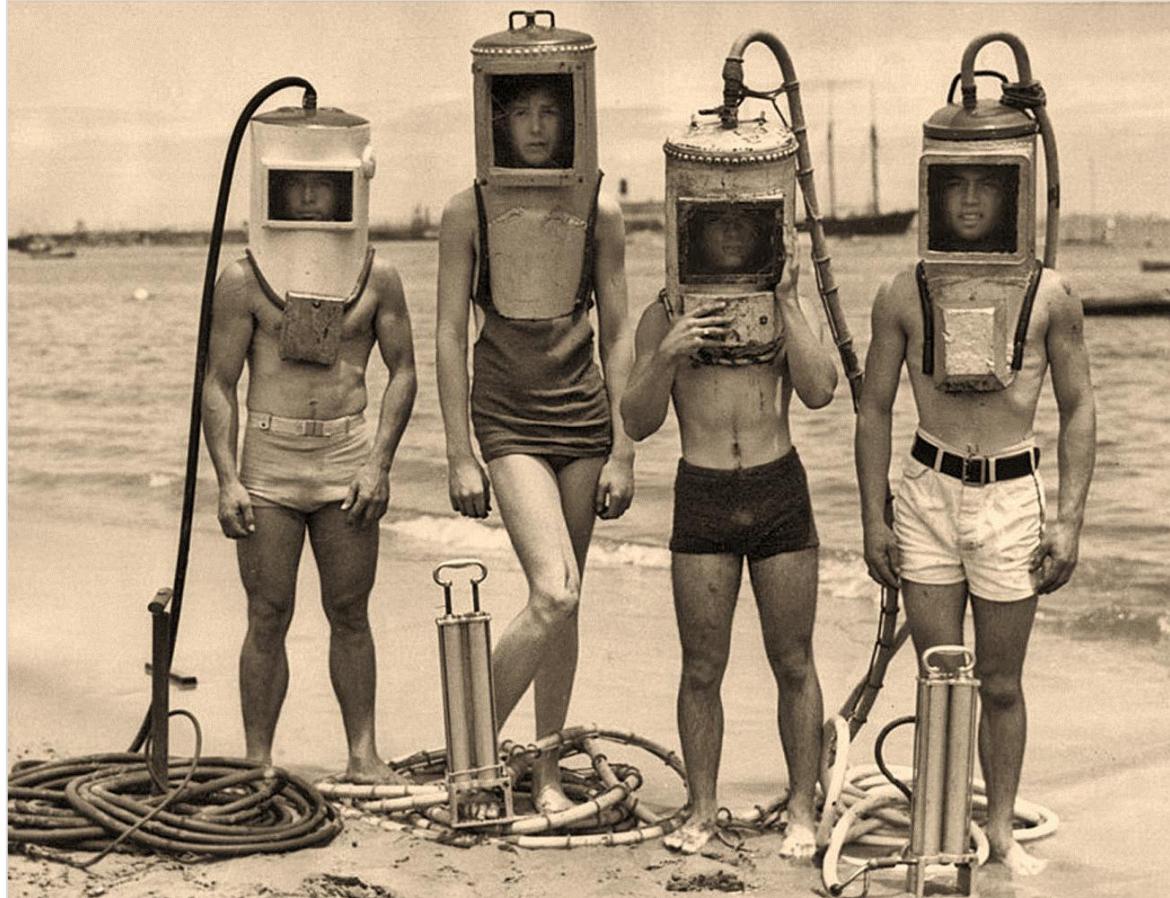
- * Advanced degree in interaction design, HCI or related field (or equivalent experience)
- * At least 2 years experience designing consumer-focused desktop applications
- * Problem framing and solving skills
- * Strong portfolio of interaction design, with examples of both process and final product.
- * Ability to rapidly generate, visualize and iterate design solutions in collaborative environment.
- * Great communication skills for working with cross-functional teams
- * Multi-disciplinary, always-learning mind set

Pluses:

- * Familiarity with modern web technologies (HTML/CSS/Javascript)
- * Skills in visual design and/or development
- * Localization and accessibility experience

Your activity:

- create user-centered design for web, desktop and mobile applications
- apply your vision and ideas through an interactive and iterative process
- take design decisions and create rapid prototypes and mock-ups
- strong collaboration with the development team



programare

server-side programmers

client-side programmers

data/component integration programmers

- * We work closely with these newly formed development teams to embrace a culture of delivering high quality capabilities for users.
- * Prototype new test frameworks and tools to ensure that the emerging technologies are working according to engineering expectations.
- * Develop manual and automated testcases against mobile platforms like Android and B2G.
- * Work with the mobile team to deliver new functionality and products under a very tight weekly train model release.

Requirements:

- * Knowledge of internet and browser technologies
- * Understanding of test methodologies and test case development
- * Programming experience with C++, JavaScript, Python, and XML
- * Knowledge of Android / iOS / Windows / Mac / Linux environments
- * Strong verbal and written communication skills; Flexibility in dynamic software environments

Responsibilities

- Design and implement fully customized web applications based on the open source XWiki technology
- Work with our dev team on building prototypes, developing features and fixing bugs
- Work with our design team on interface design implementations for our customer projects
- Respect deadlines and deliver good quality projects to our customers

Required technical skills:

- **Excellent** understanding and working knowledge of **CSS** and **HTML**
- **Wide experience** in **Javascript** and in at least one modern **JS/Ajax framework**
- **Good knowledge** in some **server-side scripting languages** like velocity, groovy, ruby, smarty or others

Other expected skills:

- Ability to deliver **cross-browser implementations**
- **Database knowledge** (experience with MySQL for example) is a plus; ORM/hql is even better
- Experience with **bug-tracking tools** (Jira, Bugzilla, etc.)
- **Spoken and written English skills** that allow a fluent communication with the international team



testare

testing lead
client-side tester(s)
server-side tester(s)
component tester(s)
integration tester(s)

Required technical skills

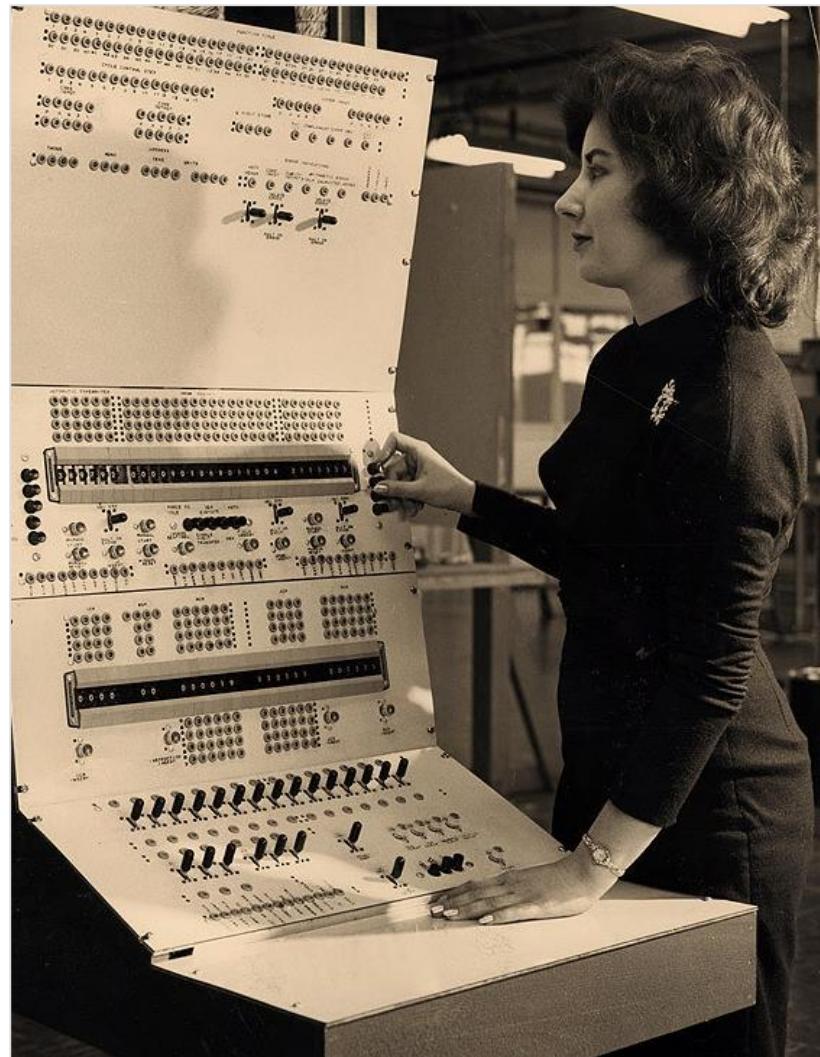
- Experience in manual testing and with bug-tracking tools (JIRA, Bugzilla etc)
- Good knowledge about Open Source technologies and products
- Good programming skills and good database knowledge
- Working knowledge of web technologies (HTML, XML, Javascript, CSS, HTTP)
- Familiarity with web server configuration (Apache Web server, Servlet containers)
- Knowledge of the software development cycle
- Ability of writing short and detailed descriptions of how our features work

Other expected skills

- Your verbal and written English skills allow a fluent communication with the international team
- French is not mandatory, but is considered a plus
- Ability to deliver on time, self-motivation and eagerness to learn

operații tehnice

Webmaster
hardware & network technicians
network administrator(s)
database administrator(s)
backup operator
uptime monitor
security monitor(s)





marketing

content producer(s)

copywriter(s)

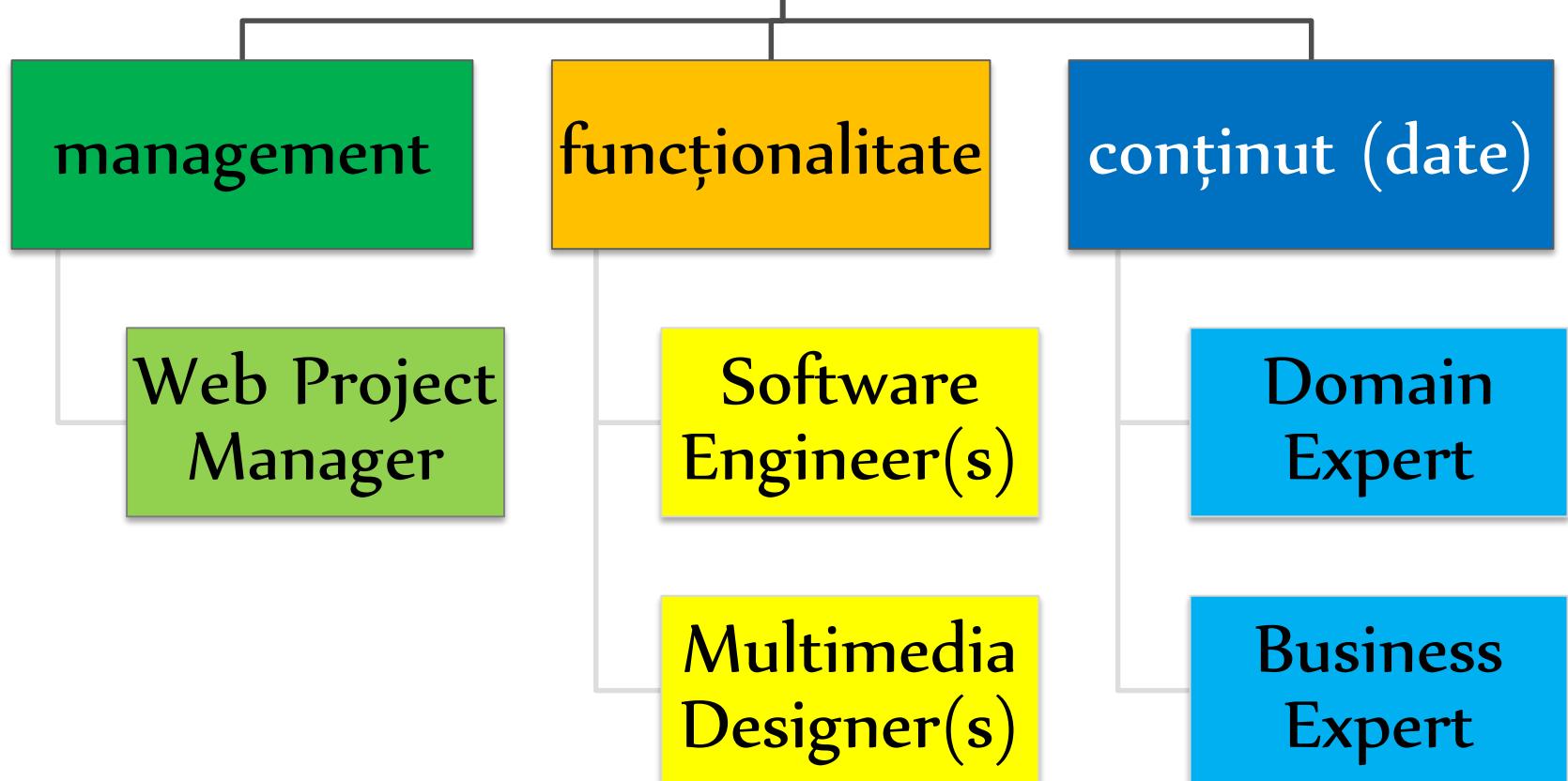
content editor(s)

branding & advertising expert(s)

direct e-marketer

public relations personnel

echipa proiectului Web



Software Engineering



All

All
Artists
Audio Designers
Build Engineer

Build Jobs
Content Publishing
Software Engineering: Game Designer

International Project Engineering & Locations
Product Planning

Software Engineering: Program Manager
Software Development Engineer

Testers
Software Engineering: User Experience

EON Business Services Iasi SRL

★ Programator Web

Cerinte: Absol...

Iasi, Tirgu Mur..., 4 noiembrie



Appsbroker Consulting

★ Frontend Web Developer - Google Cloud Platform

Appsbroker is looking for Fron...

Iasi, acum o zi



XWiki Software
★ Quality Assurance & Support Engineer

Fond of Open Source values? Ea...

Iasi, 14 noiembrie



VEO

★ Dezvoltator Web - Iasi

SoftHouse Global Outsourcing

★ WEB Developer for IBM

We are looking for talented we...

BUCURESTI, Iasi, 27 octombrie



Confidential

★ Web Developer (PHP/MySQL)

Angajam PROGRAMATORI WEB cu st...

BUCURESTI, Bras..., acum 20 ore



TravelSale - Biz Pro Technologies

★ QA Engineer

Description: As a QA Engineer...

Iasi, 11 noiembrie



SC Everlight Solutions Srl

★ FRONT-END DEVELOPER

Cerinte: - studii superioare ...

BUCURESTI, Iasi, acum 5 zile

Job Title

Web Developer

Web Design Sr. Advisor

Web Design Advisor

Web UI Designer

Web Design Consultant

Web Design Consultant

Dell SonicWALL Web Producer Web Design Advisor

SharePoint\Web Developer

Senior Web Developer\Design

Web Developer ASP.net

Web Developer (C#ASP.NET)

Software Development Engineer I .NET Web

Dell\KACE Web Application Engineer

Dell WYSE Back End Web Developer

Dell SonicWALL Internet Applications Developer Web

Design

Iasi, acum 6 zile

Iasi, acum 16 ore



Fortech SRL

★ Front-end Developer with .NET (Cluj Office)

We are looking for: Front...

BUCURESTI, Alba..., acum 16 ore



TELESOFT SRL

★ Magento Developer

Telesoft cauta web developers ...

Iasi, acum 4 zile



Web Designer

aplicații grafice raster/vectoriale, HTML (de dorit, HTML5), CSS, cunoștințe despre compatibilitate cu/între diverse navigatoare Web, experiență în design vizual + design responsiv, cunoștințe privind interacțiunea Web – inclusiv la nivel mobil, JavaScript (+biblioteci, precum jQuery), familiar cu paradigme de interacțiune naturală (tactilă, bazată pe gesturi, realitate virtuală/îmbogățită),...



Web Developer

cel puțin 1 limbaj obiectual – la nivel de server/client,
protocole și standarde Internet + Web,
cunoștințe privind baze de date (inclusiv NoSQL și/sau XML),
familiaritate cu sisteme CMS/wiki, cunoștințe vizând servicii Web,
familiar cu alte paradigme de programare (e.g., funcțională,
distribuită), securitate & performanță Web,...

We are looking for software engineers with strong analytical and problem solving skills which will participate in full development cycle from design, development, implementation, testing, documentation, delivery and maintenance of robust, highly scalable distributed search system with stringent throughput/response times using Java, Unix-based systems, distributed programming and web technologies.

Basic Qualifications

- Bachelor's degree or equivalent in Computer Science or a related field
- Several years of experience as a Software Developer, Software Engineer, or a related occupation
- Strong development skills in Java (C++/C# experience is also acceptable) and object-oriented design
- In depth knowledge of data structures, algorithms and complexity analysis
- Knowledge of at least one scripting language and UNIX/Linux operating system with its command-line tools
- Good understanding of software architecture and design issues
- Strong sense of ownership, urgency and drive
- Reasonable knowledge of web technologies (HTML, CSS, Javascript, XML, JSON)



Web Technician

asistent (ajutor) al webmaster-ului,
designerului sau dezvoltatorului Web

poate efectua operații tehnice:
instalare, configurare, monitorizare,...

Web Maintainer

actualizează conținutul
uzual, via o interfață WYSIWYG
(de exemplu, recurgând la un sistem
de management al conținutului – CMS)





Bun... Și eu ce fac?

fii **curios** & **iscoditor**



învață

(citește + experimentează + cere ajutor + reutilizează)



creează și **arată**

(design, cod-sursă, prototipuri, exemple demonstrative,...)



acumulează

experiență, „aură”, statut social etc. ► reputație



concurează

(...atât de multe oportunități)



ajută/instruiește pe ceilalți

Dezvoltator Web?!



Mult succes!