

## ACTIVITY PLAN FOR WORK EXPERIENCE. THE UNSERSIGNED PARTIES AGREE

To execute this activity plan in accordance with the current regulations and with the conditions stipulated.

### FOR THE TRAINING CENTRE:

Mr/Ms: JORDI AMORÓS REBOREDO As Principal of the Centre: INSTITUT L'ESTATUT

Tutor at the training centre: SAUSAN BATTIKH

Contact details:

### FOR THE HOST ORGANISATION/COMPANY

Mr/Ms: As: of the organisation:

Company tutor:

### FOR THE STUDENT:

Surnames/Name: ID No.:

**Vocational Family:** INFORMATION AND COMMUNICATION

Training course: DEVELOPMENT OF MULTI-PLATFORM APPLICATIONS (ICB0)

**Duration of Work Experience: 383 hours**

### Professional and work areas

This professional may be either self-employed or work as an employee in small, medium or large public or private firms, in the area of development of multi-platform computer applications in various fields: company and business management, customer relations, education, leisure, mobile devices, and entertainment, among others; applications developed and implemented in intranet, extranet and Internet environments; implementation and adaptation of business resources planning systems and customer relations management. The most relevant jobs and positions are the following: Development of computer applications for company and business management, Development of general-purpose applications, Development of applications in the field of mobile entertainment and information technology.

### Activity plan

#### Activities

- 1. Management and use of computer systems and development environments, evaluating their requirements and characteristics in accordance with their intended purpose.
  - 1.1. Working on different computer systems, identifying in each case the hardware, operating systems and applications installed, and the restrictions or specific conditions of use.
  - 1.2. Data management in different systems, applying measures that ensure data integrity and availability.
  - 1.3. Participating in the management of network resources management, identifying the security restrictions.
  - 1.4. Using computer applications for preparing, distributing and maintaining technical and user-assistance documentation.
  - 1.5. Using development environments for editing, debugging, testing and documenting code, as well as creating executable files.
  - 1.6. Managing development environments, adding and using specific complements at the different stages of development projects.
- 2. Participation in the development of applications with access to data, planning the database structure and assessing the scope and repercussion of the transactions.
  - 2.1. Interpreting the logic design of databases that ensure data accessibility.
  - 2.2. Participating in materialising logic design of a database management system.
  - 2.3. Using databases, applying techniques for maintaining information persistence.
  - 2.4. Executing direct queries and procedures capable of managing and storing objects and data from the database.
  - 2.5. Establishing connections with databases for executing queries and recovering the results in data access objects.

In witness thereof this agreement is issued and signed by the parties concerned.

1. For the training center

2. For the organisation/company

3. For the Student

Tutor at the training centre: SAUSAN BATTIKH Company tutor:  
BID.Integrated Data Bank

Student:

- 2.6. Developing forms and reports as part of integrated database data management applications.
- 2.7. Checking the configuration of network services to guarantee secure execution of client-server applications.
- 2.8. Preparing the documentation connected with management of the databases used and the applications developed.
- 3. Participation in developing games, multimedia applications and applications for mobile devices, using specific tools and languages and adhering to the script and specifications established.
  - 3.1. Handling multimedia material in multiple formats, analysing and using specific libraries for format conversion and for integrating multimedia content in an application.
  - 3.2. Participating in the preparation and integration of multi-media materials in an application, following the design team instructions.
  - 3.3. Using and managing specific development environments for applications aimed at mobile devices, as well as game development environments and engines.
  - 3.4. Collaborating in the development of interactive applications for mobile devices, based on events handling and the integration of interactive elements and animations.
  - 3.5. Verifying the usability of the applications developed, taking part in the changes and measures necessary for meeting the required levels.
  - 3.6. Participating in the development of games and applications in the entertainment sphere, using different techniques, engines and development environments.
- 4. Collaborating in the development and testing of multi-platform applications, from the interface to the programming of processes and services, including their packaging and distribution, plus all the associated documentation and help.
  - 4.1. Participating in the development of the interface for multi-platform applications, using standard visual components or defining personalised components.
  - 4.2. Creating general help and context-sensitive help for the applications developed, using specific tools.
  - 4.3. Creating user tutorials and manuals for the installation and configuration of the applications developed.
  - 4.4. Creating application packages for distribution with self-install processes and incorporating all the help and assistance elements.
  - 4.5. Applying multi-thread programming techniques and communication mechanisms normally used for developing network applications, evaluating their repercussion.
  - 4.6. Participating in defining and preparing the documentation and the rest of the components used in the application's user-assistance protocols.
- 5. Participation in the process of implementation and adaptation of resource management and business planning systems (ERP-CRM), analysing their characteristics and evaluating the changes made.
  - 5.1. Recognising the ERP-CRM systems functionality in a real-case business scenario, evaluating the usefulness of each of the modules.
  - 5.2. Participating in the installation and configuration of ERP-CRM systems.
  - 5.3. Evaluating and analysing the adaptation process of an ERP-CRM system to the requirements of a real-case business scenario.
  - 5.4. Intervening in the management of data stored in ERP-CRM systems, guaranteeing their integrity.
  - 5.5. Collaborating in the development of personalised components for an ERP-CRM system, using the programming language provided by the system.

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