



# Course Catalogue

2024-2025

## Modules common to all 5 years

[G-INN-020] Free projects Hub (3-6 ECTS)

French Language module (2 ECTS)

## Semester 1 Modules

[B-CPE-100] Unix & C Lab Seminar I (5 ECTS)

[B-CPE-101] Unix & C Lab Seminar II (4 ECTS)

[B-CPE-110] Elementary Programming in C (7 ECTS)

[G-CUS-100] KYT/CAT – IT Fundamentals (1 ECTS)

[G-CUS-101] KYT/CAT – Profesional skills (1 ECTS)

[B-MAT-100] Mathematics (3 ECTS)

[B-MUL-100] C Graphical Programming (5 ECTS)

[B-NSA-100] Networks and Systems (3 ECTS)

[B-PMP-100] Introduction to project management I (1 ECTS)

[B-PSU-100] UNIX system programming (7 ECTS)

## Semester 2 Modules

[G-AIA-200] Discovery of Data Analysis (3 ECTS)

[G-AIA-201] Introduction to Data Analysis (5 ECTS)

[B-CPE-200] Elementary programming in C (10 ECTS)

[G-CUS-200] KYT/CAT - Fundamentals of Artificial Intelligence (1 ECTS)

[G-CUS-201] KYT/CAT - Fundamentals of Cybersecurity (1 ECTS)

[B-DOP-200] Introduction to DevOps (3 ECTS)

[G-ING-200] Discovery of Software engineering (3 ECTS)

[G-ING-201] Introduction to Software Engineering (5 ECTS)

[B-MAT-200] Mathematics (3 ECTS)

[B-PMP-200] Introduction to project management (3 ECTS)

[B-PSU-200] Shell programming (10 ECTS)

[G-SEC-200] Discovery of Cyber Security (3 ECTS)

[G-SEC-201] Introduction to Cyber Security (5 ECTS)

[B-WEB-200] Introduction to Web (3 ECTS)

## Semester 4 Modules

- [B-PDG-300] Paradigms seminar (8 ECTS)
- [B-ASM-400] x86\_64 Assembly (3 ECTS)
- [B-CCP-400] Concurrent programming (5 ECTS)
- [G-CNA-400] Computer Numerical Analysis (4 ECTS)
- [G-CUS-400] KYT/CAT - Networks and communication (1 ECTS)
- [G-CUS-401] KYT/CAT – Processor Architecture (1 ECTS)
- [B-DOP-400] DevOps (4 ECTS)
- [B-FUN-400] Functional Programming (7 ECTS)
- [B-NWP-400] Network programming (7 ECTS)
- [B-OOP-400] Object-oriented programming (8 ECTS)
- [B-PMP-400] Project management (3 ECTS)
- [B-PSU-400] Unix Prog - Instrumentation (7 ECTS)
- [B-SEC-400] Cyber security (3 ECTS)
- [B-YEP-400] Year-end project Zappy (7 ECTS)

## Semester 5 Modules

- [B-AIA-500] Artificial intelligence (4 ECTS)
- [B-CNA-500] Computer Numerical Analysis (4 ECTS)
- [B-CPP-500] Advanced C++ (9 ECTS)
- [G-CUS-500] KYT/CAT – Algorithms (1 ECTS)
- [G-CUS-501] KYT/CAT - Video games (1 ECTS)
- [B-DEV-500] Application development (9 ECTS)
- [B-DOP-500] Advanced DevOps (4 ECTS)
- [B-FUN-500] Functional Programming (9 ECTS)
- [B-SEC-500] Advanced Security (4 ECTS)
- [B-SVR-500] Survivor seminar (5 ECTS)

## Modules common to all 5 years

### [G-INN-020] Free projects Hub

<b>3-6 ECTS</b>	<b>Free projects Hub</b>		
<b>Duration in hours</b>	Course : N/A	TP/TD : N/A	Project : 50-120
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Technical skills: Programming, web development, application development and use of new tools and technologies.</li> <li>• Teamwork: Collaborate with team members, communicate effectively and distribute tasks.</li> <li>• Problem solving: Develop creative solutions to challenges, think independently and solve problems.</li> <li>• Project management: Plan, organize and manage time and resources to meet deadlines.</li> <li>• Innovation and creativity: Think outside the box and experiment with new ideas.</li> </ul>		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>• Students will need to demonstrate their ability to define a need and establish the technical and organizational steps required to produce a finished project.</li> <li>• Students will be encouraged to explore a technical field on their own, using an experimental approach to develop monitoring and self-learning mechanisms.</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• Support from the teaching team and mentors, depending on the project.</li> </ul>		
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• Evaluation through regular presentations throughout the project</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Fabrice MARCO		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://www.epitech.eu/innovation/">https://www.epitech.eu/innovation/</a></li> </ul>		

## Semester 1 Modules

### [B-CPE-100] Unix & C Lab Seminar I

<b>5 ECTS</b>	<b>Unix &amp; C Lab Seminar I</b>		
<b>Duration in hours</b>	Course : 10	TP/TD : 4	Project : 90

<b>ECUE prerequisites</b>	No
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• A 3-week introduction to the fundamentals of programming using the C language</li> <li>• Basic use of git and GitHub</li> </ul>
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>• Discovering the working environment (Linux, git, GitHub)</li> <li>• Discovering functions, parameters and returns</li> <li>• Conditions, loops and pointers</li> <li>• String manipulation</li> <li>• Compiling via Makefile and creating dynamic libraries</li> </ul>
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• 13 days, each with a series of exercises to introduce and deepen programming concepts and the C language.</li> <li>• Two one-week mini-projects to apply the concepts covered during the week</li> <li>• Two "rush" periods (short-term projects) in pairs to review the week's progress</li> </ul>
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• Continuous assessment, with each successful exercise contributing to the validation of one or more associated skills.</li> </ul>
<b>Name(s) of person(s) in charge</b>	Jonathan Nau
<b>Bibliography/Webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://www.indeed.com/career-advice/career-development/c-programming#:~:text=By%20learning%20C%2C%20you%20can,overall%20concepts%20that%20drive%20programming">https://www.indeed.com/career-advice/career-development/c-programming#:~:text=By%20learning%20C%2C%20you%20can,overall%20concepts%20that%20drive%20programming</a></li> <li>• "The C Language - ANSI Standard" (2e edition, 2014) by Brian W. Kernighan and Dennis M. Ritchie</li> </ul>

### [B-CPE-101] Unix & C Lab Seminar II

<b>4 ECTS</b>	<b>Unix &amp; C Lab Seminar II</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 5	Project : 70
<b>ECUE prerequisites</b>	Basic knowledge of C programming (provided by UE B-CPE-100)		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Understand the classic project life cycle at Epitech.</li> <li>• Apply the basic C skills learned in Part 1.</li> </ul>		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>• Creating a program from A to Z</li> <li>• Discovering variation functions</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• An introductory mini-project to lay the foundations for the final project</li> <li>• 1 2-week project to re-implement a current utility in C.</li> </ul>		
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• Competency-based assessment of projects</li> </ul>		

<b>Name(s) of person(s) in charge</b>	Jonathan Nau
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• "The C Language - ANSI Standard" (2e edition, 2014) by Brian W. Kernighan and Dennis M. Ritchie</li> </ul>

### [B-CPE-110] Elementary Programming in C

<b>7 ECTS</b>	<b>Elementary Programming in C</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 13	Project : 110
<b>ECUE prerequisites</b>	Basic knowledge of C programming (provided by UE B-CPE-100)		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Handling different data structures</li> <li>• Discovering sorting, compression and collision algorithms</li> <li>• Creating entire programs in C</li> </ul>		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Dynamic programming</li> <li>• Tables and tables of tables</li> <li>• Sorting</li> <li>• Compression / decompression</li> <li>• Linked lists</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• Realization of 3 projects to do on your own; each oriented to the understanding of a type of algorithm and data structure.</li> </ul>		
<b>Evaluation methods</b>	<p>Each project is evaluated by automated tests assessing 5 different skills for each project:</p> <ul style="list-style-type: none"> <li>• Algorithm application</li> <li>• Data structure</li> <li>• Optimization</li> <li>• Syntax analysis</li> <li>• Robustness</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Kevin SPEGT		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://fr.wikipedia.org/wiki/Programmation_dynamique">https://fr.wikipedia.org/wiki/Programmation_dynamique</a></li> <li>• <a href="https://fr.wikipedia.org/wiki/Algorithme_de_tri">https://fr.wikipedia.org/wiki/Algorithme_de_tri</a></li> <li>• "The Art of Computer Programming" by Donald Knuth</li> </ul>		

### [G-CUS-100] KYT/CAT – IT Fundamentals

<b>1 ECTS</b>	<b>KYT/CAT – IT Fundamentals</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 20
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	Discover concepts, big names and important dates around the theme of computing.		

<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Computer basics: Understanding hardware (computers, servers, networks) and software (operating systems, applications).</li> <li>• Networks: Principles of computer networks, including the Internet, network protocols (TCP/IP) and network security.</li> <li>• Operating systems: Understand the different operating systems (Windows, Linux, macOS), their architecture and management.</li> </ul>
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• Self-paced learning in MOOC format</li> </ul>
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• Evaluation via multiple-choice questionnaire</li> </ul>
<b>Name(s) of person(s) in charge</b>	Jonathan NAU
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://en.wikiversity.org/wiki/IT_Fundamentals">https://en.wikiversity.org/wiki/IT_Fundamentals</a></li> <li>• <a href="https://www.ninjaone.com/blog/information-technology-it-fundamentals-core-concepts/">https://www.ninjaone.com/blog/information-technology-it-fundamentals-core-concepts/</a></li> </ul>

### [G-CUS-101] KYT/CAT – Professional skills

<b>1 ECTS</b>	<b>KYT/CAT – Profesional skills</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 20
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	Discover the concepts, great names and important dates around the theme of software development.		
<b>ECUE content (Main points)</b>	<ul style="list-style-type: none"> <li>• Algorithms and data structures: Study problem-solving algorithms and data structures for efficient data storage, retrieval and manipulation.</li> <li>• Computational theory: Exploration of computational theory, including automata theory, complexity theory and computational limits (P vs. NP).</li> <li>• Programming languages and paradigms: Understanding of various programming languages, their syntax, semantics and paradigms (object-oriented, functional, procedural).</li> <li>• Software engineering: Principles and practices of software design, development, testing and maintenance, including methodologies such as Agile and DevOps.</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• Self-paced learning in MOOC format</li> </ul>		
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• Evaluation via multiple-choice questionnaire</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Jonathan NAU		

<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://medium.com/geekculture/the-fundamentals-of-software-development-the-core-process-9ffaa6f8fabf">https://medium.com/geekculture/the-fundamentals-of-software-development-the-core-process-9ffaa6f8fabf</a></li> <li>• <a href="https://onecoredevit.com/news-and-insights/software-development/software-development-fundamentals-what-you-need-to-know/">https://onecoredevit.com/news-and-insights/software-development/software-development-fundamentals-what-you-need-to-know/</a></li> </ul>
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### [B-MAT-100] Mathematics

<b>3 ECTS</b>	<b>Mathematics</b>		
<b>Duration in hours</b>	Course : 4	TP/TD : 10	Project : 35
<b>ECUE prerequisites</b>	Know the basics of programming.		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Learn to code mathematical tools and functions within the framework of scientific programming.</li> </ul>		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>• Linear algebra (vector analysis, matrix calculus)</li> <li>• Geometry (geometric transformations and coordinate systems)</li> <li>• Solving non-linear equations (polynomials of degrees 2 and 4)</li> </ul>		
<b>Teaching methods and/or resources</b>	5 2-week projects to be carried out in pairs.		
<b>Evaluation methods</b>	Each project is evaluated using automated tests to determine the ability to implement mathematical notions within an IT project. In addition, there are 2 reviews to assess understanding of the mathematical concepts themselves.		
<b>Name(s) of person(s) in charge</b>	Ilias GROSY		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://fr.wikipedia.org/wiki/Produit_matriciel#Produit_matriciel_ordinaire">https://fr.wikipedia.org/wiki/Produit_matriciel#Produit_matriciel_ordinaire</a></li> </ul>		

### [B-MUL-100] C Graphical Programming

<b>5 ECTS</b>	<b>C Graphical Programming</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 13	Project : 85
<b>ECUE prerequisites</b>	C language fundamentals (B-CPE-100)		
<b>Objectives of the ECUE</b>	Acquire the fundamentals of graphic and event development. Learn to use an external library, and understand its documentation.		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>• Use and understanding of an external C graphics library (SFML)</li> <li>• Event graphics management</li> <li>• Sprite animation management</li> <li>• Graphic multi-entity management</li> <li>• Crash system calculation</li> </ul>		



<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• 2 projects. Each focusing on different aspects (event, sprite animation then collision, multi-entity).</li> <li>• Practical sessions on each project</li> <li>• Project follow-up sessions for progress</li> </ul>
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• An automatic game</li> <li>• Part manual correction, code review</li> <li>• An oral presentation section</li> </ul>
<b>Name(s) of person(s) in charge</b>	Tom KLEIN
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="http://sfml-dev.org">CSFML (SFML / Download / Bindings) (sfml-dev.org)</a></li> </ul>

### [B-NSA-100] Networks and systems

<b>3 ECTS</b>	<b>Networks and Systems</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 6	Project : 45
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Discover how virtual machines work</li> <li>• Understand the difference between different operating systems</li> <li>• Basic administration of a Linux installation</li> </ul>		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>• Virtual machine creation</li> <li>• Dual-boot installation of different operating systems</li> <li>• System configuration</li> <li>• Installation of essential utilities</li> <li>• Account and group creation (rights management)</li> <li>• File sharing between operating systems</li> </ul>		
<b>Teaching methods and/or resources</b>	1 3-week project to be carried out in pairs		
<b>Evaluation methods</b>	<p>The project is evaluated during a presentation in which group members must demonstrate that they have acquired the following skills (on a Linux system):</p> <ul style="list-style-type: none"> <li>• How to partition a disk</li> <li>• Setting up the environment</li> <li>• Set the language used</li> <li>• Manage groups and users</li> <li>• Manage folder and file permissions</li> <li>• Configuring an SSH server</li> <li>• Mount partitions belonging to other operating systems</li> <li>• Installing and configuring a web server</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Aymeric FOUCHAULT & Jordan BANKOLE		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://gbp.resinfo.org/?p=261">https://gbp.resinfo.org/?p=261</a></li> </ul>		

### [B-PMP-100] Introduction to project management I

<b>1 ECTS</b>	<b>Introduction to project management I</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 4	Project : 20
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	<p>Get people thinking about how to work on a project on their own and in a group.</p> <ul style="list-style-type: none"> <li>Collaborate as part of a team, sharing values and pooling knowledge, resources, tools and skills with a view to production.</li> <li>Work independently.</li> <li>Take the initiative.</li> </ul>		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>Work methodology</li> <li>Group conflict management</li> <li>Task management tools</li> </ul>		
<b>Teaching methods and/or resources</b>	Oral presentations by the students, in which they explain the project management methods used in the concrete case of their project (from another E.U.). Feedback and advice from teaching staff and peers.		
<b>Evaluation methods</b>	<p>Reviews are evaluated on the following points:</p> <ul style="list-style-type: none"> <li>Breaking down the project into tasks</li> <li>Distribution of work among group members</li> <li>Implementation of work organization processes (time and task management tools, etc.)</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Gildas VINSON		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://asana.com/fr/resources/it-project-management">https://asana.com/fr/resources/it-project-management</a></li> </ul>		

### [B-PSU-100] UNIX system programming

<b>7 ECTS</b>	<b>Unix system programming</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 13	Project : 110
<b>ECUE prerequisites</b>	Fundamentals of C programming.		
<b>Objectives of the ECUE</b>	Discover the fundamentals of Unix programming through system calls using the C language.		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>File management and rights</li> <li>Advanced terminal management (signals)</li> <li>Discovering and using a library (Ncurses)</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>Completion of 3 projects (2 on their own, and one in pairs)</li> </ul>		
<b>Evaluation methods</b>	Automated tests on each project.		

<b>Name(s) of person(s) in charge</b>	Joffrey RIELA & Johan Tay-Nam
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://man7.org/linux/man-pages/man1/ls.1.html">https://man7.org/linux/man-pages/man1/ls.1.html</a></li> <li>• <a href="https://man7.org/linux/man-pages/man7/signal.7.html">https://man7.org/linux/man-pages/man7/signal.7.html</a></li> </ul>

## Semester 2 modules

### [G-AIA-200] Discovery of Data Analysis

<b>3 ECTS</b>	<b>Discovery of Data Analysis</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 45
<b>ECUE prerequisites</b>	<ul style="list-style-type: none"> <li>• Fundamentals of C programming.</li> <li>• Basic understanding of algorithmic principles</li> </ul>		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Introduce the principles of "artificial intelligence" through data analysis</li> <li>• Create a library to facilitate data analysis</li> </ul>		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Recreate a library for reading and analyzing data in CSV format</li> <li>• Pandas discovery</li> </ul>		
<b>Teaching methods and/or resources</b>	1 2-week project to be carried out in groups of 2, consisting of recoding a light version of Pandas in C. Retrieve data from a CSV file, identify the columns and their type, filter and order the data and analyze it using mathematical tools.		
<b>Evaluation methods</b>	The project is evaluated by automated tests and a presentation.		
<b>Name(s) of person(s) in charge</b>	Julien CALENGE & Léo SAROCHAR		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://pandas.pydata.org/">https://pandas.pydata.org/</a></li> </ul>		

### [G-AIA-201] Introduction to Data Analysis

<b>5 ECTS</b>	<b>Introduction to Data Analysis</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 6	Project : 90
<b>ECUE prerequisites</b>	<ul style="list-style-type: none"> <li>• Fundamentals of C programming.</li> <li>• Basic understanding of algorithmic principles</li> </ul>		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Use data analysis tools to select, clean and analyze data</li> <li>• Discovering how to use Jupyter</li> <li>• Using data with an A.I. model</li> </ul>		
<b>Teaching methods and/or resources</b>	1 6-week project to be carried out in groups of 3.		
<b>Evaluation methods</b>	The project is evaluated by automated tests and a presentation.		

<b>Name(s) of person(s) in charge</b>	Julien CALENGE & Léo SAROCHAR
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://pandas.pydata.org/">https://pandas.pydata.org/</a></li> <li>• <a href="https://jupyter.org/">https://jupyter.org/</a></li> </ul>

### [B-CPE-200] Elementary programming in C

<b>10 ECTS</b>	<b>Elementary programming in C</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 15	Project : 185
<b>ECUE prerequisites</b>	Programming fundamentals. Understanding basic algorithms.		
<b>Objectives of the ECUE</b>	Pushing the student's algorithmic thinking through complex elementary programming projects. Learn about new types of data structures.		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Shortest path search algorithm</li> <li>• Graph theory</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• 3 projects, each focused on understanding a different type of algorithm and data structure.</li> <li>• The final project is an "assessment" project, applying the concepts learned during the course of the year.</li> </ul>		
<b>Evaluation methods</b>	Each project is evaluated by automated tests assessing 5 different skills for each project: <ul style="list-style-type: none"> <li>• Algorithm application</li> <li>• Data structure</li> <li>• Optimization</li> <li>• Syntax analysis</li> <li>• Robustness</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Kevin SPEGT		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="http://sdz.tdct.org/sdz/le-pathfinding-avec-dijkstra.html">http://sdz.tdct.org/sdz/le-pathfinding-avec-dijkstra.html</a></li> <li>• <a href="https://fre.myservername.com/graph-implementation-c-using-adjacency-list">https://fre.myservername.com/graph-implementation-c-using-adjacency-list</a></li> <li>• <a href="https://www.techiedelight.com/fr/implement-graph-data-structure-c/">https://www.techiedelight.com/fr/implement-graph-data-structure-c/</a></li> </ul>		

### [G-CUS-200] KYT/CAT - Fundamentals of Artificial Intelligence

<b>1 ECTS</b>	<b>Fundamentals of Artificial Intelligence</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 20
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	Discover concepts, big names and important dates around the theme of computing.		

<b>ECUE content</b> (Main points)	<ul style="list-style-type: none"> <li>Machine Learning: supervised, unsupervised and reinforcement learning</li> <li>Neural networks</li> <li>Automatic natural language processing</li> <li>Ethics and Bias</li> </ul>
<b>Teaching methods and/or resources</b>	Self-paced learning in MOOC format
<b>Evaluation methods</b>	Evaluation via multiple-choice questionnaire
<b>Name(s) of person(s) in charge</b>	Jonathan NAU
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://learn.microsoft.com/fr-fr/credentials/certifications/azure-ai-fundamentals/">https://learn.microsoft.com/fr-fr/credentials/certifications/azure-ai-fundamentals/</a></li> </ul>

### [G-CUS-201] KYT/CAT - Fundamentals of Cybersecurity

<b>1 ECTS</b>	<b>Fundamentals of Cybersecurity</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 20
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	Discover the concepts, great names and important dates around the theme of software development.		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>Triad CIA: Confidentiality, Integrity and Availability</li> <li>Cryptography</li> <li>Risk management</li> <li>Network security</li> </ul>		
<b>Teaching methods and/or resources</b>	Self-paced learning in MOOC format		
<b>Assessment methods</b>	Evaluation via multiple-choice questionnaire		
<b>Name(s) of person(s) in charge</b>	Jonathan NAU		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://learn.microsoft.com/en-us/credentials/certifications/security-compliance-and-identity-fundamentals">https://learn.microsoft.com/en-us/credentials/certifications/security-compliance-and-identity-fundamentals</a></li> <li><a href="https://learn.microsoft.com/en-us/training/paths/describe-basic-concepts-of-cybersecurity/">https://learn.microsoft.com/en-us/training/paths/describe-basic-concepts-of-cybersecurity/</a></li> </ul>		

### [B-DOP-200] Introduction to DevOps

<b>3 ECTS</b>	<b>Introduction to DevOps</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 11	Project : 35
<b>ECUE prerequisites</b>	No		

<b>Objectives of the ECUE</b>	Discover DevOps practices and related fundamental concepts
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Containerization with Docker</li> <li>• Basic orchestration with Docker Compose</li> <li>• Task automation with GitHub Actions</li> </ul>
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• 1 project to deploy an existing application using containers.</li> <li>• 1 second project focusing on the principles of process automation via Github Actions</li> </ul>
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• The first project is evaluated via automated tests, and the second via a presentation.</li> <li>• The module concludes with a review in which students demonstrate their understanding of specific principles.</li> </ul>
<b>Name(s) of person(s) in charge</b>	Hugo PEREZ
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://www.docker.com/">https://www.docker.com/</a></li> <li>• <a href="https://docs.docker.com/compose/">https://docs.docker.com/compose/</a></li> <li>• <a href="https://github.com/features/actions">https://github.com/features/actions</a></li> </ul>

### [G-ING-200] Discovery of Software Engineering

<b>3 ECTS</b>	<b>Discovery of Software Engineering</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 45
<b>ECUE prerequisites</b>	C language fundamentals (B-CPE-100) Fundamentals of graphic and event development (B-MUL-100)		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Learn to use an external library and understand its documentation.</li> <li>• Learn how to design and create a user interface</li> <li>• Learn the basics of game and level design</li> </ul>		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Use and understanding of an external C graphics library (SFML)</li> <li>• Graphical visualization of raw data</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• Group synthesis project</li> <li>• Practical work sessions on each project</li> <li>• Project follow-up sessions for progress</li> </ul>		
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• An automatic game</li> <li>• Part manual correction, code review</li> <li>• A keynote</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Tom KLEIN		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://sfml-dev.org/">CSFML (SFML / Download / Bindings) (SFML-dev.org)</a></li> <li>• <a href="https://en.wikipedia.org/wiki/Level_design">Level design - Wikipedia (wikipedia.org)</a></li> </ul>		

	<ul style="list-style-type: none"> <li>• <a href="https://en.wikipedia.org/wiki/Game_design">Game design - Wikipedia (wikipedia.org)</a></li> </ul>
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### [G-ING-201] Introduction to Software Engineering

<b>5 ECTS</b>	<b>Introduction to Software Engineering</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 6	Project : 90
<b>ECUE prerequisites</b>	C language fundamentals (B-CPE-100) Fundamentals of graphic and event development (B-MUL-100)		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Learn to use an external library and understand its documentation.</li> <li>• Learn how to design and create a user interface</li> <li>• Learn the basics of game and level design</li> </ul>		
<b>ECUE content (Main points)</b>	<ul style="list-style-type: none"> <li>• Use and understanding of an external C graphics library (SFML)</li> <li>• Design and create a video game by thinking about game design and level design</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• Group synthesis project</li> <li>• Practical work sessions on each project</li> <li>• Project follow-up sessions for progress</li> </ul>		
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• An automatic game</li> <li>• Part manual correction, code review</li> <li>• A keynote</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Tom KLEIN		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://sfml-dev.org/">SFML (SFML / Download / Bindings) (SFML-dev.org)</a></li> <li>• <a href="https://en.wikipedia.org/wiki/Level_design">Level design - Wikipedia (wikipedia.org)</a></li> <li>• <a href="https://en.wikipedia.org/wiki/Game_design">Game design - Wikipedia (wikipedia.org)</a></li> </ul>		

### [B-MAT-200] Mathematics

<b>3 ECTS</b>	<b>Mathematics</b>		
<b>Duration in hours</b>	Course : 4	TP/TD : 10	Project : 35
<b>ECUE prerequisites</b>	Know the basics of programming.		
<b>Objectives of the ECUE</b>	Learn to code mathematical tools and functions for scientific programming.		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Numerical sequences</li> <li>• Calculation and analysis of functions (derivatives, integrals)</li> </ul>		
<b>Teaching methods and/or resources</b>	5 2-week projects to be carried out in pairs.		
<b>Evaluation methods</b>	Each project is evaluated using automated tests to determine the ability to implement mathematical concepts within an IT		

	project. In addition, there are 2 reviews to assess understanding of the mathematical concepts themselves.
<b>Name(s) of person(s) in charge</b>	Ilias GROSY
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://fr.wikipedia.org/wiki/D%C3%A9rivation_num%C3%A9rique">https://fr.wikipedia.org/wiki/D%C3%A9rivation_num%C3%A9rique</a></li> </ul>

### [B-PMP-200] Introduction to project management

<b>3 ECTS</b>	<b>Introduction to project management</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 5	Project : 50
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	<p>Deepen your knowledge of project and group management.</p> <ul style="list-style-type: none"> <li>• Developing test policies</li> <li>• Collaborate within a team, sharing values and pooling knowledge, resources, tools and skills with a view to production.</li> <li>• Work independently.</li> <li>• Take the initiative.</li> <li>• Manage a project (design, steering, team coordination, implementation and management, evaluation, dissemination) that can mobilize multidisciplinary skills within a collaborative framework.</li> </ul>		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Work methodology</li> <li>• Group conflict management</li> <li>• Task management tools</li> <li>• Unit testing</li> <li>• Integration tests</li> </ul>		
<b>Teaching methods and/or resources</b>	Oral presentations by the students, in which they explain the project management methods used in the concrete case of their project (from another E.U.). Feedback and advice from teaching staff and peers.		
<b>Evaluation methods</b>	<p>Reviews are evaluated on the following points:</p> <ul style="list-style-type: none"> <li>• Breaking down the project into tasks</li> <li>• Distribution of work among group members</li> <li>• Implementation of work organization processes (time and task management tools, etc.)</li> <li>• Setting up a test policy</li> <li>• Unit test coverage rate</li> </ul>		
<b>Name(s) of person(s) in charge</b>	Gildas VINSON		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://asana.com/fr/resources/it-project-management">https://asana.com/fr/resources/it-project-management</a></li> </ul>		



	<ul style="list-style-type: none"> <li>• <a href="https://learn.microsoft.com/fr-fr/visualstudio/test/unit-test-basics?view=vs-2022">https://learn.microsoft.com/fr-fr/visualstudio/test/unit-test-basics?view=vs-2022</a></li> </ul>
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### [B-PSU-200] Shell programming

<b>10 ECTS</b>	<b>Shell programming</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 15	Project : 185
<b>ECUE prerequisites</b>	Fundamentals of C programming.		
<b>Objectives of the ECUE</b>	Discover process management on a Unix system.		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>• Create your own shell (command interpreter)</li> <li>• Writing a complex parser</li> <li>• Environment context management</li> <li>• Running processes in the background</li> <li>• Group work</li> </ul>		
<b>Teaching methods and/or resources</b>	<p>The creation of a command interpreter is divided into 3 successive parts (projects):</p> <ul style="list-style-type: none"> <li>• Minishell1, command line interpretation and process execution</li> <li>• Minishell2, more complex command line and management of I/O redirection between processes (piping)</li> <li>• 42sh, full-featured command interpreter</li> </ul>		
<b>Evaluation methods</b>	Automated tests to validate the knowledge acquired on each project, plus a keynote session for students to present their final results.		
<b>Name(s) of person(s) in charge</b>	Joffrey RIELA & Johan Tay-Nam		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://fr.wikipedia.org/wiki/Bourne-Again_shell">https://fr.wikipedia.org/wiki/Bourne-Again_shell</a></li> <li>• <a href="https://fr.wikipedia.org/wiki/Analyse_LL">https://fr.wikipedia.org/wiki/Analyse_LL</a></li> </ul>		

### [G-SEC-200] Discovery of Cyber Security

<b>3 ECTS</b>	<b>Discovery of Cyber Security</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 4	Project : 45
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	Discover standard hacking, enumeration and privilege elevation techniques.		
<b>ECUE content</b> (Main points covered)	<ul style="list-style-type: none"> <li>• Command injection</li> <li>• SQL injection</li> <li>• SSTI (Server Side Template Injection) operation</li> <li>• SUID vulnerability exploitation</li> <li>• Exploiting vulnerabilities Capabilities</li> </ul>		

	<ul style="list-style-type: none"> <li>Exploitation of CVEs (Common Vulnerabilities Exposures)</li> </ul>
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>Attack on vulnerable virtual machines made available to students by the school, each focusing on different types of vulnerability.</li> <li>Capture The Flag project to be carried out in pairs</li> </ul>
<b>Evaluation methods</b>	<p>Assessment is based on the number of flags found (each flag corresponding to a technical skill expected in the module). The assessment is completed by an oral presentation in which students present their methodology and the application of acquired skills.</p>
<b>Name(s) of person(s) in charge</b>	Théo CAMPOS
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://tryhackme.com/">https://tryhackme.com/</a></li> <li><a href="https://www.root-me.org/fr/Capture-The-Flag/">https://www.root-me.org/fr/Capture-The-Flag/</a></li> </ul>

### [G-SEC-201] Introduction to Cyber Security

<b>5 ECTS</b>	<b>Introduction to Cyber Security</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 6	Project : 90
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	Discover binary security and how to exploit vulnerabilities to gain access.		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>Buffer overflow</li> <li>Exploiting formatting chains</li> <li>Integer overflow/underflow</li> <li>Access to uninitialized memory</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>A project to be carried out in a group, representing a simulation of a program from which information is to be obtained.</li> <li>Report on vulnerabilities and their exploitation</li> </ul>		
<b>Evaluation methods</b>	Assessment is by oral presentation.		
<b>Name(s) of person(s) in charge</b>	Théo CAMPOS		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://ctf101.org/binary-exploitation/what-is-binary-security/">https://ctf101.org/binary-exploitation/what-is-binary-security/</a></li> </ul>		

### [B-WEB-200] Introduction to web development

<b>3 ECTS</b>	<b>Introduction to web development</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 5	Project : 40
<b>ECUE prerequisites</b>	Programming fundamentals		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>Understand the basic principles of web development</li> </ul>		

	<ul style="list-style-type: none"> <li>• Discovering the back-end/front-end difference</li> <li>• Discover how to use a database</li> <li>• Introduction to NodeJS and REST APIs</li> </ul>
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Creating a to-do list application</li> <li>• Communication between back-end and front-end via an API</li> <li>• SQL database</li> <li>• http protocol (verbs, response code, authentication, etc.)</li> </ul>
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• 1 project for a group of 2 or 3 people to create an API for managing a to-do list.</li> </ul>
<b>Evaluation methods</b>	<p>The project is evaluated during a presentation in which the group members must demonstrate that their project works on the following points:</p> <ul style="list-style-type: none"> <li>• Project architecture</li> <li>• Authentication implementation</li> <li>• Persistence through a database</li> <li>• How the API works</li> <li>• Respecting REST conventions</li> </ul>
<b>Name(s) of person(s) in charge</b>	Enes KOC & Jonathan NAU
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://blog.logrocket.com/build-rest-api-node-express-mysql/">https://blog.logrocket.com/build-rest-api-node-express-mysql/</a></li> <li>• <a href="https://developer.mozilla.org/fr/docs/Learn/Server-side/Express_Nodejs/Introduction">https://developer.mozilla.org/fr/docs/Learn/Server-side/Express_Nodejs/Introduction</a></li> </ul>

## Semester 4 Modules

### [B-PDG-300] Paradigms Seminar

<b>8 ECTS</b>	<b>Paradigms Seminar</b>		
<b>Duration in hours</b>	Course : 15	TP/TD : 5	Project : 130
<b>ECUE prerequisites</b>	Imperative programming in C		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Acquire the technical tools needed to carry out advanced projects in the 2nd year.</li> <li>• Preparation for module B-OOP-400, B-FUN-400</li> </ul>		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Introduction to 3 programming paradigms :</li> <li>• Functional programming in Haskell</li> <li>• Modular programming in CObject-oriented programming in C++</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• 1 introductory session on the paradigms addressed</li> <li>• 13 days of intensive tutored exercises, discovering each paradigm through a series of progressive exercises</li> <li>• 3 group projects applying the paradigms studied during the week</li> </ul>		

	<ul style="list-style-type: none"> <li>• 3 project presentations</li> </ul>
<b>Evaluation methods</b>	Identification of validated skills based on : <ul style="list-style-type: none"> <li>• Exercise day results</li> <li>• Group project presentations enabling each student to showcase the skills acquired in the course of the project</li> <li>• Final keynote</li> </ul>
<b>Name(s) of person(s) in charge</b>	Guillaume DEVOILLE, Léo FORNES and Mattéo VOLPI
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://wiki.haskell.org/Functional_programming">https://wiki.haskell.org/Functional_programming</a></li> <li>• <a href="https://en.wikipedia.org/wiki/Modular_programming">https://en.wikipedia.org/wiki/Modular_programming</a></li> <li>• <a href="https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Object-oriented_programming">https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Object-oriented_programming</a></li> </ul>

### [B-ASM-400] x86\_64 Assembly

<b>3 ECTS</b>	<b>x86_64 Assembly</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 5	Project : 40
<b>ECUE prerequisites</b>	Basic knowledge of the C language		
<b>Objectives of the ECUE</b>	Discover x86-64 assembler programming so you can write small applications in assembler and understand disassembled code.		
<b>ECUE content (Main points covered)</b>	Creation of a dynamic library containing a number of glibc functions recoded in x86-64 assembler.		
<b>Teaching methods and/or resources</b>	1 individual project		
<b>Evaluation methods</b>	Automated project testing		
<b>Name(s) of person(s) in charge</b>	Ilias GROSY		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://en.wikipedia.org/wiki/X86-64">https://en.wikipedia.org/wiki/X86-64</a></li> <li>• <a href="https://www.intel.com/content/www/us/en/developer/articles/technical/intel-sdm.html">https://www.intel.com/content/www/us/en/developer/articles/technical/intel-sdm.html</a></li> </ul>		

### [B-CCP-400] Concurrent programming

<b>5 ECTS</b>	<b>Concurrent programming</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 10	Project : 85
<b>ECUE prerequisites</b>	Knowledge of C programming and fundamentals of C++ programming (B-PDG-300).		
<b>Objectives of the ECUE</b>	Discover parallelism and concurrent programming		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Discover threads, mutexes and conditional variables</li> <li>• Implementation of a parallel producer/consumer diagram.</li> <li>• Managing competition between multiple processes and threads</li> </ul>		

<b>Teaching methods and/or resources</b>	1 introductory project on parallelism to be done on your own, followed by a group project asking you to implement a more complex concurrency program.
<b>Evaluation methods</b>	Assessment by automated tests, supplemented by a defense.
<b>Name(s) of person(s) in charge</b>	Jonathan NAU
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://blog.engineering.publicissapient.fr/2008/08/13/pr_ogrammation-concurrentielle-notions-fondamentales/">https://blog.engineering.publicissapient.fr/2008/08/13/pr_ogrammation-concurrentielle-notions-fondamentales/</a></li> </ul>

### [G-CNA-400] Computer Numerical Analysis

<b>3 ECTS</b>	<b>Computer Numerical Analysis</b>		
<b>Duration in hours</b>	Course : 5	TP/TD : 20	Project : 50
<b>ECUE prerequisites</b>	Programming knowledge		
<b>Objectives of the ECUE</b>	Learn to code mathematical tools and functions for scientific programming		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Probability (random variables, random experiments, events, binomial law, Poisson's law)</li> <li>• Combinatorial calculation</li> <li>• Statistics (descriptive statistics, correlations, sampling)</li> <li>• Expectation, variance, standard deviation</li> </ul>		
<b>Teaching methods and/or resources</b>	9 2-week projects to be carried out in pairs		
<b>Evaluation methods</b>	<p>Each project is evaluated using automated tests to determine the ability to implement mathematical concepts within an IT project.</p> <p>There are also 2 reviews to assess understanding of the mathematical concepts themselves.</p>		
<b>Name(s) of person(s) in charge</b>	Ilias GROSY		
<b>Bibliography/webography</b>			

### [G-CUS-400] KYT/CAT-Networks & communication

<b>1 ECTS</b>	<b>KYT/CAT-Networks &amp; communication</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 20
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	Discover concepts, big names and important dates around the theme of networks and digital communication.		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• OSI model</li> <li>• Network devices (router, switch, gateway)</li> <li>• History of telecommunications</li> </ul>		

	<ul style="list-style-type: none"> <li>• Internet</li> </ul>
Teaching methods and/or resources	Autonomous learning on a corpus of resources provided
Evaluation methods	3 Q.C.M.
Name(s) of person(s) in charge	Jonathan NAU
Bibliography/webography	<ul style="list-style-type: none"> <li>• <a href="https://fr.wikipedia.org/wiki/Mod%C3%A8le_OSI">https://fr.wikipedia.org/wiki/Mod%C3%A8le_OSI</a></li> <li>• <a href="https://www.oreilly.com/library/view/routing-and-switching/9780133476200/">https://www.oreilly.com/library/view/routing-and-switching/9780133476200/</a></li> </ul>

### [G-CUS-401] KYT/CAT - Processor Architecture

<b>1 ECTS</b>	<b>KYT/CAT - Processor Architecture</b>		
Duration in hours	Course : 1	TP/TD : 3	Project : 20
ECUE prerequisites	No		
Objectives of the ECUE	Discover the concepts, great names and important dates around the theme of video games		
ECUE content (Main points)	<ul style="list-style-type: none"> <li>• The professions behind video games</li> <li>• Working conditions in the video game industry</li> <li>• How a "game loop" works</li> <li>• The societal challenges of video games</li> </ul>		
Teaching methods and/or resources	Independent learning on a corpus of provided resources		
Evaluation methods	3 Q.C.M.		
Name(s) of person(s) in charge	Jonathan NAU		
Bibliography/webography	<ul style="list-style-type: none"> <li>• <a href="http://snjv.org/wp-content/uploads/2021/09/Barometre-SNJV-2021-1.pdf">http://snjv.org/wp-content/uploads/2021/09/Barometre-SNJV-2021-1.pdf</a></li> <li>• <a href="https://www.theguardian.com/technology/2018/oct/11/tech-gender-problem-amazon-facebook-bias-women">https://www.theguardian.com/technology/2018/oct/11/tech-gender-problem-amazon-facebook-bias-women</a></li> </ul>		

### [B-DOP-400] DevOps

<b>4 ECTS</b>	<b>DevOps</b>		
Duration in hours	Course : 5	TP/TD : 10	Project : 60
ECUE prerequisites	Basic knowledge of Docker and automation is recommended (B-DOP-200)		
Objectives of the ECUE	Continued learning of DevOps practices and a deeper understanding of automation.		
ECUE content (Main points covered)	<ul style="list-style-type: none"> <li>• Task automation with Jenkins</li> <li>• Configuration management with Ansible</li> </ul>		

<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• 1 project to discover the concept of "configuration-as-code" and deploy an instance of Jenkins</li> <li>• 1 project discovering task automation via Ansible</li> </ul>
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• The first project is evaluated via automated tests, and the second via a presentation.</li> <li>• The module concludes with a review, enabling students to demonstrate their understanding of specific principles.</li> </ul>
<b>Name(s) of person(s) in charge</b>	Hugo PEREZ
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://www.jenkins.io/">https://www.jenkins.io/</a></li> <li>• <a href="https://www.ansible.com/">https://www.ansible.com/</a></li> </ul>

### [B-FUN-400] Functional Programming

<b>7 ECTS</b>	<b>Functional Programming</b>		
<b>Duration in hours</b>	Course : 3	TP/TD : 10	Project : 115
<b>ECUE prerequisites</b>	Basic functional programming (B-PDG-300)		
<b>Objectives of the ECUE</b>	Deepen your understanding of the functional paradigm and the Haskell language.		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Application design based on the functional paradigm</li> <li>• Recursive functions and higher-order functions</li> <li>• Handling lists, tuples and data structures</li> <li>• I/O management with the IO monad</li> <li>• Error handling with the Maybe monad</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• Implementation of Wolfram's elementary cellular automata in Haskell (two-week project to be carried out alone)</li> <li>• Implementation of an image compression tool using the K-Means algorithm</li> <li>• Conversion between different text formats (markdown, html, json)</li> </ul>		
<b>Evaluation methods</b>	Automated project testing		
<b>Name(s) of person(s) in charge</b>	Marc PLANARD		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://mathworld.wolfram.com/ElementaryCellularAutomaton.html">https://mathworld.wolfram.com/ElementaryCellularAutomaton.html</a></li> <li>• <a href="https://towardsdatascience.com/three-versions-of-k-means-cf939b65f4ea">https://towardsdatascience.com/three-versions-of-k-means-cf939b65f4ea</a></li> </ul>		

### [B-NWP-400] Network programming

<b>7 ECTS</b>	<b>Network programming</b>		
<b>Duration in hours</b>	Course : 1	PT/DT : 11	Project : 110
<b>ECUE prerequisites</b>	Knowledge of C programming.		

<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>Discover network programming using TCP/IP sockets</li> </ul>
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>Creating a client/server architecture</li> <li>Manage several customers in parallel</li> <li>Using TCP packets</li> <li>Implementing an existing protocol</li> <li>Create and document an "in-house" protocol</li> </ul>
<b>Teaching methods and/or resources</b>	1 project to be carried out on your own, enabling you to learn about sockets by implementing an existing protocol, and a more substantial project to be carried out in a group, where the protocol has to be invented and documented.
<b>Evaluation methods</b>	Projects are assessed automatically to validate the skills associated with the module.
<b>Name(s) of person(s) in charge</b>	Jérémy ANDREY & Gildas VINSON
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="http://manpagesfr.free.fr/man/man2/socket.2.html">http://manpagesfr.free.fr/man/man2/socket.2.html</a></li> <li><a href="https://www.cnetfrance.fr/news/le-monde-est-plus-connecte-que-jamais-495-milliards-de-personnes-utilisent-internet-en-2022-39946508.htm">https://www.cnetfrance.fr/news/le-monde-est-plus-connecte-que-jamais-495-milliards-de-personnes-utilisent-internet-en-2022-39946508.htm</a></li> </ul>

### [B-OOP-400] Object-oriented programming

<b>8 ECTS</b>	<b>Object-oriented programming</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 19	Project : 130
<b>ECUE prerequisites</b>	Fundamentals of object-oriented programming (B-PDG-300)		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>Application of object-oriented programming concepts discovered in the previous module.</li> <li>Group work methodology.</li> </ul>		
<b>ECUE content (Main points)</b>	Through 3 projects, acquire or reinforce the following concepts: <ul style="list-style-type: none"> <li>Interfaces, abstract classes, polymorphism.</li> <li>Encapsulation.</li> </ul> Constructing and solving graphs.		
<b>Teaching methods and/or resources</b>	3 projects using object-oriented programming concepts: <ul style="list-style-type: none"> <li>1 introductory session to the project</li> <li>1 design follow-up</li> <li>1 implementation follow-up</li> <li>1 defense</li> </ul>		
<b>Evaluation methods</b>	Identification of student skills based on project presentations.		
<b>Name(s) of person(s) in charge</b>	Guillaume DEVOILLE & Mattéo VOLPI		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://isocpp.org/">https://isocpp.org/</a></li> </ul>		



### [B-PMP-400] Project management

<b>3 ECTS</b>	<b>Project management</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 5	Project : 50
<b>ECUE prerequisites</b>	Know the basics of managing short single and small group projects.		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Deepen your knowledge of project and group management.</li> <li>• Developing test policies</li> <li>• Collaborate within a team, sharing values and pooling knowledge, resources, tools and skills with a view to production.</li> <li>• Work independently.</li> <li>• Take the initiative.</li> <li>• Manage a project (design, steering, team coordination, implementation and management, evaluation, dissemination) that can mobilize multidisciplinary skills within a collaborative framework.</li> <li>• Deploy IT applications, manage test phases and upgrades.</li> </ul>		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Work methodology</li> <li>• Group conflict management</li> <li>• Task management tools</li> <li>• Unit testing</li> <li>• Integration tests</li> </ul>		
<b>Teaching methods and/or resources</b>	Oral presentations by the students, in which they explain the project management methods used in the concrete case of their project (from another E.U.). Feedback and advice from teaching staff and peers.		
<b>Evaluation methods</b>	Evaluation of organizational quality reviews.		
<b>Name(s) of person(s) in charge</b>	Gildas VINSON		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://asana.com/fr/resources/it-project-management">https://asana.com/fr/resources/it-project-management</a></li> <li>• <a href="https://learn.microsoft.com/fr-fr/visualstudio/test/unit-test-basics?view=vs-2022">https://learn.microsoft.com/fr-fr/visualstudio/test/unit-test-basics?view=vs-2022</a></li> </ul>		

### [B-PSU-400] Unix Prog - Instrumentation

<b>7 ECTS</b>	<b>Unix Prog - Instrumentation</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 13	Project : 110
<b>ECUE prerequisites</b>	Knowledge of C programming		
<b>Objectives of the ECUE</b>	Discover how an ELF file works and the operating principles of a debugger		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Find out what information can be retrieved from an ELF file</li> <li>• Discerning kernel space from user space</li> <li>• Find out what information can be retrieved from a process</li> <li>• Exploring the concept of system calls in greater depth</li> </ul>		

	<ul style="list-style-type: none"> <li>Learn how to trace program execution</li> <li>Learn to decode x86-64 binary instructions</li> </ul>
<b>Teaching methods and/or resources</b>	3 projects, each designed to introduce new concepts: <ul style="list-style-type: none"> <li>Retrieving symbols and information from an ELF file</li> <li>Creation of a system call tracer for ELF files</li> <li>Creation of a function call tracer for ELF files</li> </ul>
<b>Evaluation methods</b>	Automated project testing
<b>Name(s) of person(s) in charge</b>	Jonathan NAU
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://www.intel.com/content/www/us/en/developer/articles/technical/intel-sdm.html">https://www.intel.com/content/www/us/en/developer/articles/technical/intel-sdm.html</a></li> </ul>

### [B-SEC-400] Cyber security

<b>3 ECTS</b>	<b>Cyber security</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 4	Project : 45
<b>ECUE prerequisites</b>	Basic knowledge of cyber security (B-SEC-200)		
<b>Objectives of the ECUE</b>	Discover advanced hacking, enumeration and privilege elevation techniques.		
<b>ECUE content (Main points)</b>	<ul style="list-style-type: none"> <li>Command injection</li> <li>SQL injection</li> <li>SSTI (Server Side Template Injection) operation</li> <li>SUID vulnerability exploitation</li> <li>Exploiting vulnerabilities Capabilities</li> <li>Exploitation of CVEs (Common Vulnerabilities Exposures)</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>Attack on vulnerable virtual machines made available to students by the school, each focusing on different types of vulnerability.</li> <li>Capture The Flag project to be carried out in pairs</li> </ul>		
<b>Evaluation methods</b>	Assessment is based on the flags found (each linked to a module skill). The assessment is completed by an oral presentation in which students present their methodology and the application of acquired skills.		
<b>Name(s) of person(s) in charge</b>	Théo CAMPOS		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://tryhackme.com/">https://tryhackme.com/</a></li> <li><a href="https://www.root-me.org/fr/Capture-The-Flag/">https://www.root-me.org/fr/Capture-The-Flag/</a></li> </ul>		

### [B-YEP-400] Year-end project Zappy

<b>7 ECTS</b>	<b>[B-YEP-400] Year-end project Zappy</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 8	Project : 120
<b>ECUE prerequisites</b>	<ul style="list-style-type: none"> <li>C++ object-oriented programming</li> </ul>		

	<ul style="list-style-type: none"> <li>• Knowledge of C programming</li> <li>• C/C++ network implementation skills</li> <li>• Basic skills in using a graphics library (SFML)</li> </ul>
<b>Objectives of the ECUE</b>	Apply the year's key concepts to a substantial project
<b>ECUE content (Main points)</b>	<ul style="list-style-type: none"> <li>• Programming a graphical interface in C++ using SFML</li> <li>• C server capable of managing multiple clients</li> <li>• Implementing game logic</li> <li>• Development of small artificial intelligences capable of coordinating to win the game</li> <li>• Teamwork</li> </ul>
<b>Teaching methods and/or resources</b>	A major project at the end of the second year (called "Zappy"), bringing together all the essential points of the year.
<b>Evaluation methods</b>	Assessment of the various skills via a defense and an oral presentation in keynote format
<b>Name(s) of person(s) in charge</b>	Jonathan NAU
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://fr.wikipedia.org/wiki/Zaphod_Beeblebrox">https://fr.wikipedia.org/wiki/Zaphod_Beeblebrox</a></li> </ul>

## Semester 5 Modules

### [B-AIA-500] Artificial intelligence

<b>4 ECTS</b>	<b>Artificial intelligence</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 8	Project : 65
<b>ECUE prerequisites</b>	Create programs and implement algorithms.		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Discover game theory</li> <li>• Deepen your knowledge of A.I.</li> </ul>		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Game theory</li> <li>• Min/max and alpha-beta pruning</li> <li>• Technical constraints (memory, speed)</li> </ul>		
<b>Teaching methods and/or resources</b>	Creation of a program capable of playing gomoku ninuki against humans and other artificial intelligences in groups.		
<b>Evaluation methods</b>	Evaluation via automated tests.		
<b>Name(s) of person(s) in charge</b>	Jérémy ANDREY		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://www.jeu-de-go.com/gomoku-ninuki.html">https://www.jeu-de-go.com/gomoku-ninuki.html</a></li> <li>• <a href="https://www.economie.gouv.fr/facileco/john-nash">https://www.economie.gouv.fr/facileco/john-nash</a></li> <li>• <a href="https://www.universalis.fr/encyclopedie/theorie-des-jeux/">https://www.universalis.fr/encyclopedie/theorie-des-jeux/</a></li> </ul>		

### [B-CNA-500] Computer Numerical Analysis

<b>4 ECTS</b>	<b>Computer Numerical Analysis</b>		
<b>Duration in hours</b>	Course : 3	TP/TD : 15	Project : 70
<b>ECUE prerequisites</b>	Knowledge of programming and basic algorithms		

<b>Objectives of the ECUE</b>	Implement some advanced tools and algorithms used for scientific calculations
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Cryptography</li> <li>• Neural network</li> </ul>
<b>Teaching methods and/or resources</b>	2 projects tackling two different themes through the use of digital and mathematical tools.
<b>Evaluation methods</b>	Each project is evaluated at a
<b>Name(s) of person(s) in charge</b>	Ilias GROSY
<b>Bibliography/webography</b>	

### [B-CPP-500] Advanced C++

<b>9 ECTS</b>	<b>Advanced C++</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 8	Project : 165
<b>ECUE prerequisites</b>	Knowledge of object-oriented programming, proficiency in C++ language		
<b>Objectives of the ECUE</b>	Development of a multiplayer game engine, and implementation of a game using this engine		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Network programming</li> <li>• Software architecture</li> <li>• Software engineering (dependency management, cross-platform, source code management, etc.)</li> <li>• Technical documentation</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>• Discovery of ECS architecture through a TD</li> <li>• In "project mode" for the course of the module</li> <li>• Intermediary points to validate project progress</li> </ul>		
<b>Evaluation methods</b>	Evaluation of a minimum implementation after one month, then evaluation of the whole project after 2 months of development.		
<b>Name(s) of person(s) in charge</b>	Gabriel CADET & Gabriel CUVILLIER		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <i>Game Engine Architecture - Jason Gregory - ISBN-13: 9781138035454</i></li> <li>• <a href="https://fabiansanglard.net/quake3/index.php">https://fabiansanglard.net/quake3/index.php</a></li> </ul>		

### [G-CUS-500] KYT/CAT-Algorithms

<b>1 ECTS</b>	<b>KYT/CAT-Algorithms</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 20
<b>ECUE prerequisites</b>	No		

<b>Objectives of the ECUE</b>	Discover concepts, great names and important dates around the theme of algorithms
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Theoretical discovery of data structures</li> <li>• The big names in algorithms</li> <li>• Different paradigms</li> <li>• Asymptotic comparison</li> <li>• Algorithmic complexity</li> </ul>
<b>Teaching methods and/or resources</b>	Independent learning on a corpus of provided resources
<b>Evaluation methods</b>	3 Q.C.M.
<b>Name(s) of person(s) in charge</b>	Jonathan NAU
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://en.wikipedia.org/wiki/Donald_Knuth">https://en.wikipedia.org/wiki/Donald_Knuth</a></li> <li>• <a href="https://www.101computing.net/heuristic-approaches-to-problem-solving/">https://www.101computing.net/heuristic-approaches-to-problem-solving/</a></li> <li>• <a href="https://www.pnas.org/doi/pdf/10.1073/pnas.1418680112">https://www.pnas.org/doi/pdf/10.1073/pnas.1418680112</a></li> </ul>

#### [G-CUS-501] KYT/CAT-Video games

<b>1 ECTS</b>	<b>KYT/CAT-Video games</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 3	Project : 20
<b>ECUE prerequisites</b>	No		
<b>Objectives of the ECUE</b>	Discover the concepts, great names and important dates around the theme of video games		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• The professions behind video games</li> <li>• Working conditions in the video game industry</li> <li>• How a "game loop" works</li> <li>• The societal challenges of video games</li> </ul>		
<b>Teaching methods and/or resources</b>	Independent learning on a corpus of provided resources		
<b>Evaluation methods</b>	3 Q.C.M.		
<b>Name(s) of person(s) in charge</b>	Jonathan NAU		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="http://snjv.org/wp-content/uploads/2021/09/Barometre-SNJV-2021-1.pdf">http://snjv.org/wp-content/uploads/2021/09/Barometre-SNJV-2021-1.pdf</a></li> <li>• <a href="https://www.theguardian.com/technology/2018/oct/11/tech-gender-problem-amazon-facebook-bias-women">https://www.theguardian.com/technology/2018/oct/11/tech-gender-problem-amazon-facebook-bias-women</a></li> </ul>		

#### [B-DEV-500] Application development

<b>9 ECTS</b>	<b>Application development</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 8	Project : 165
<b>ECUE prerequisites</b>	Programming knowledge		

<b>Objectives of the ECUE</b>	See a complete project management cycle, from the research phase to the Minimum Viable Product and final implementation.
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>• Exploring languages and technologies</li> <li>• Project planning</li> <li>• Using REST APIs</li> <li>• Oauth2</li> <li>• Software engineering (dependency management, cross-platform, source code management, etc.)</li> <li>• Technical documentation</li> </ul>
<b>Teaching methods and/or resources</b>	<p>A 5-student group project divided into 3 phases:</p> <ul style="list-style-type: none"> <li>• Planning</li> <li>• Minimum Viable Product</li> <li>• Final product</li> </ul>
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>• 3 presentations, each concluding a phase of the project.</li> <li>• The first will assess the group's ability to plan and choose its technology stack, as well as its ability to set up a form of work organization.</li> <li>• The second focuses on the realization of a Minimum Viable Product and the updating of the initial plan to reflect the reality of progress and the students' ability to analyze and step back from the difference between what was initially planned and what has been achieved to date.</li> <li>• The last evaluates the technical aspect of the final project and the students' ability to make a post-mortem of one of their projects (both technically and in terms of group organization).</li> <li>• All the students in a group take part in the defense and are questioned to ensure that the whole group has acquired (or not) the necessary skills.</li> </ul>
<b>Name(s) of person(s) in charge</b>	Jonathan NAU
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://ifttt.com/">https://ifttt.com/</a></li> <li>• <a href="https://fr.smartsheet.com/content/it-project-plan">https://fr.smartsheet.com/content/it-project-plan</a></li> </ul>

### [B-DOP-500] Advanced DevOps

<b>4 ECTS</b>	<b>Advanced DevOps</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 10	Project : 65
<b>ECUE prerequisites</b>	Familiarity with docker and docker-compose and automation via ansible (B-DOP-200 and B-DOP-400 recommended)		
<b>Objectives of the ECUE</b>	Continued learning of DevOps practices and joint application of the 4 concepts and technologies seen above.		
<b>ECUE content (Main points)</b>	<ul style="list-style-type: none"> <li>• Orchestration with Kubernetes</li> <li>• Use Docker, Jenkins, Ansible, and Kubernetes in a single project</li> </ul>		

<b>Teaching methods and/or resources</b>	2 group projects, the first exploring orchestration via Kubernetes, and the second applying all the skills explored in the DevOps courses to a real-life project.
<b>Evaluation methods</b>	<ul style="list-style-type: none"> <li>The first project is evaluated via automated tests, and the second via a presentation.</li> <li>The module concludes with a review in which students demonstrate their understanding of specific principles.</li> </ul>
<b>Name(s) of person(s) in charge</b>	Hugo PEREZ
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="https://kubernetes.io/">https://kubernetes.io/</a></li> </ul>

### [B-FUN-500] Functional Programming

<b>9 ECTS</b>	<b>Functional Programming</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 8	Project : 165
<b>ECUE prerequisites</b>	Functional programming in Haskell (B-FUN-400)		
<b>Objectives of the ECUE</b>	Syntax analysis, interpretation and compilation in Haskell		
<b>ECUE content (Main points covered)</b>	<ul style="list-style-type: none"> <li>Syntax analysis using top-down recursion and combinators.</li> <li>Techniques for implementing this parser in Haskell.</li> <li>Syntax analysis of symbolic expressions (LISP)</li> <li>Abstract syntax tree</li> <li>Interpretation by syntax tree traversal</li> <li>Stack-machine virtual machine</li> <li>Compilation</li> </ul>		
<b>Teaching methods and/or resources</b>	<ul style="list-style-type: none"> <li>Implementation of a LISP interpreter using environment passing and syntax tree traversal, in Haskell.</li> <li>Implementation of a combinatorial parsing library in Haskell.</li> <li>Implementing a compiler</li> <li>Virtual machine implementation (optional)</li> </ul>		
<b>Evaluation methods</b>	Intermediate and final defense		
<b>Name(s) of person(s) in charge</b>	Marc PLANARD and Gabriel TOUBLANC		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li><a href="http://languagelog ldc.upenn.edu/myl/llog/jmc.pdf">http://languagelog ldc.upenn.edu/myl/llog/jmc.pdf</a></li> <li><a href="https://www.aosabook.org/en/500L/a-python-interpreter-written-in-python.html">https://www.aosabook.org/en/500L/a-python-interpreter-written-in-python.html</a></li> </ul>		

### [B-SEC-500] Advanced Security

<b>4 ECTS</b>	<b>Advanced Security</b>		
<b>Duration in hours</b>	Course : 1	TP/TD : 4	Project : 70
<b>ECUE prerequisites</b>	UE B-SEC-200 and B-SEC-400 are recommended.		
<b>Objectives of the ECUE</b>	Discover advanced notions of hacking, enumeration and elevation of privileges.		
<b>ECUE content</b>	<ul style="list-style-type: none"> <li>Command injection</li> </ul>		

<b>(Main points covered)</b>	<ul style="list-style-type: none"> <li>• SQL injection</li> <li>• SSTI (Server Side Template Injection) operation</li> <li>• SUID vulnerability exploitation</li> <li>• Exploiting vulnerabilities Capabilities</li> <li>• Exploitation of CVEs (Common Vulnerabilities Exposures)</li> <li>• Exploiting vulnerabilities with SSH Tunneling</li> <li>• Exploiting vulnerabilities using reverse port forwarding</li> </ul>
<b>Teaching methods and/or resources</b>	Attack on vulnerable virtual machines made available to students by the school, each focusing on different types of vulnerability.
<b>Evaluation methods</b>	Assessment is based on the flags found (each linked to a module skill). The assessment is completed by an oral presentation in which students present their methodology and the application of acquired skills.
<b>Name(s) of person(s) in charge</b>	Gabriel TOUBLANC & Julien CHASSARD
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://book.hacktricks.xyz/generic-methodologies-and-resources/tunneling-and-port-forwarding">https://book.hacktricks.xyz/generic-methodologies-and-resources/tunneling-and-port-forwarding</a></li> </ul>

### [B-SVR-500] Survivor seminar

<b>5 ECTS</b>	<b>Survivor Seminar</b>		
<b>Duration in hours</b>	Course : 2	TP/TD : 3	Project : 95
<b>ECUE prerequisites</b>	Solid programming skills.		
<b>Objectives of the ECUE</b>	<ul style="list-style-type: none"> <li>• Talking with customers to meet their needs</li> <li>• Adapting to any situation</li> </ul>		
<b>ECUE content (Main points)</b>	<ul style="list-style-type: none"> <li>• Know how to communicate professionally</li> <li>• Developing a project within constraints</li> <li>• Anticipating the unpredictable</li> <li>• Saying "no"</li> </ul>		
<b>Teaching methods and/or resources</b>	A two-week project using web technologies, but with a lot going on that requires constant adaptation.		
<b>Evaluation methods</b>	Evaluation is based on 2 presentations on the progress of the functionalities, and a keynote analyzing the group's adaptability and professionalism.		
<b>Name(s) of person(s) in charge</b>	Jonathan Nau		
<b>Bibliography/webography</b>	<ul style="list-style-type: none"> <li>• <a href="https://www.myconnecting.fr/articles/adaptabilite-professionnelle-soft-skill/#:~:text=La%20meilleure%20fa%C3%A7on%20de%20s,s adapt%20%C3%A0%20the%20situation.">https://www.myconnecting.fr/articles/adaptabilite-professionnelle-soft-skill/#:~:text=La%20meilleure%20fa%C3%A7on%20de%20s,s adapt%20%C3%A0%20the%20situation.</a></li> </ul>		