

## Subject card

Subject name and code	Basics of Programming, PG_00047642								
Field of study	Informatics								
Date of commencement of studies	October 2020		Academic year of realisation of subject			2020/2021			
Education level	first-cycle studies		Subject group		Obligatory subject group in the field of study				
Mode of study	Full-time studies		Mode of delivery			at the university			
Year of study	1		Language of instruction			Polish			
Semester of study	1		ECTS credits		5.0				
Learning profile	general academic profile		Assessment form		assessment				
Conducting unit	Department of Algorithms and Systems Modelling -> Faculty of Electronics, Telecommunications and Informatics								
Name and surname of lecturer (lecturers)	Subject supervisor		prof. dr hab. inż. Dariusz Dereniowski						
	Teachers		mgr inż. Tomasz Goluch						
			dr hab. inż. Robert Janczewski						
			dr Marcin Jurkiewicz						
			mgr inż. Robert Ostrowski						
			dr inż. Tytus Pikies						
			prof. dr hab. inż. Dariusz Dereniowski						
			mgr inż. Krzysztof Pastuszak						
Lesson types and methods	Lesson type	Lecture	Tutorial	Laboratory	Projec	:t	Seminar	SUM	
of instruction	Number of study hours	30.0	0.0	15.0	20.0		0.0	65	
	E-learning hours included: 0.0								
	Adresy na platformie eNauczanie:								
Learning activity and number of study hours	Learning activity	Participation in classes include plan				Self-study		SUM	
	Number of study hours	65		3.0		57.0		125	
Subject objectives	This course is an introduction to computer programming. Its primary objective is to teach solving of programming problems and writing programs using the C programming language.								

Data wydruku: 10.04.2024 14:09 Strona 1 z 3

Learning outcomes	Course outcome	Subject outcome	Method of verification			
[K6_W04] Knows and understands, to an advanced extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessor or programmable elements or systems specific to the field of study, and organisation of systems using computers or surdevices		Student knows and understands selected programming models and the evolution of related programming languages. Student learns one of the object oriented programming platforms.	[SW1] Assessment of factual knowledge			
	[K6_W05] Knows and understands, to an advanced extent, methods of supporting processes and functions, specific to the field of study	Student understands the cycle of code writing.	[SW1] Assessment of factual knowledge			
	[K6_U04] can apply knowledge of programming methods and techniques as well as select and apply appropriate programming methods and tools in computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study		[SU1] Assessment of task fulfilment			
Subject contents	1. Introduction. 2. Programming languages, alphabet, syntax and semantics. Translation. 3. Classification of data types. Integer and floating point types. 4. Arithmetic expressions and operators. 5. Selected standard functions. 6. Character type. Casting of types. 7. Logical type. Logical operators and expressions. 8. Input/output basiscs. 9. Conditional statements (if, switch) and conditional expression. 10. Iteration statements (for, while, do-while), nested iterations. 11. Defining types. Constants. Enumerated type. 12. One- and multi-dimensional arrays. Null-terminated strings. 13. Basic rules for scope and lifetime of variables. 14. Functions. Scope and lifetime of variables. Side effect. 15. Passing parameters of a function. 16. Pointer type and pointer arithmetics. 17. Pointers for inter-function communication. 18. Dynamic memory allocation. 19. Basic dynamic data structures. 20. Structures (records). 21. Data structures using records and their applications. 22. Basic dynamic data structures. 23. Applications of dynamic data structures (stacks, queues, graph structures) 24. Input/output streams classes. Input/output formatting. 25. Processing files. 26. Applications of recurrence (e.g., divide and conquer, greediness, dynamic programming).					
Prerequisites and co-requisites	No requirements					
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade			
and criteria	Practical exercises - labs	50.0%	30.0%			
	Written exam	50.0%	40.0%			
	Project	50.0%	30.0%			
Recommended reading	Krakow 2008.		Standard (tom 1 i 2), Editions 2000, programowania - notatki do wykładu.			
		[3] Materiały przygotowujące do laboratorium z Podstaw programowania (opracowanie zespołowe, 2013)				
	For participants of the course, [2] and [3] are available at V of the course.					
Supplementary literature		No requirements				

Data wydruku: 10.04.2024 14:09 Strona 2 z 3

	eResources addresses	
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

Data wydruku: 10.04.2024 14:09 Strona 3 z 3