

## Subject card

Subject name and code	Programming Techniques, PG_00047554								
Field of study	Automatic Control, Cybernetics and Robotics								
Date of commencement of studies	October 2021		Academic year of realisation of subject			2021/2022			
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	2		ECTS credits			2.0			
Learning profile	general academic profile		Assessment form			assessment			
Conducting unit	Department of Decision Systems and Robotics -> Faculty of Electronics, Telecommunications and Informatics						s and		
Name and surname of lecturer (lecturers)	Subject supervisor dr inż. Marek Tatara								
	Teachers	dr inż. Marek Tatara							
			dr inż. Jakub Wszołek						
			mgr inż. Robert Drozd						
			mgr inż. Mare						
Lesson types and methods	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM	
of instruction	Number of study hours	0.0	0.0	0.0	30.0		0.0	30	
	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	30		2.0		18.0		50	
Subject objectives	Learning the art of programming in C + + using dynamic structures, object-oriented programming and graphical environment for use in automation and robotics.								
Learning outcomes	Course outcome		Subject outcome			Method of verification			
	[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		Student uses templates and dynamic data structures to solve given tasks.			[SU1] Assessment of task fulfilment			
	[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 microprocessors or programmable elements or systems specific to the field of study, and organisation of systems using computers or such devices					[SW2] Assessment of knowledge contained in presentation			

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Subject contents	Project 1. Programming techniques in C++ using dynamic structures for applications in automation.						
	a) Introduction and discussion of pro	ojects;					
	b) Implementation of projects and consultations;						
	c) Receive projects.						
	Project 2. Object-oriented programming techniques using STL library for applications in automation.						
	a) Introduction and discussion of projects;						
	b) Implementation of projects and consultations;						
	c) Receive projects.  Project 3. Programming in a graphical environment - signal processing in robotics and automation.  a) Introduction and discussion of projects;  b) Implementation of projects and consultations;						
	c) Receive projects.						
	Project 4. Programming in a graphical environment - simulation and animation of automation and robotics.						
	a) Introduction and discussion of projects;						
	b) Implementation of projects and consultations;						
	c) Receive projects.						
Prerequisites and co-requisites	Positive evaluation of the course of Programming Methods						
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade				
and criteria	Four projects	50.0%	100.0%				
Recommended reading	Basic literature Bruce Eckel "Thinking in C++", 2nd ed., 2006						
	Supplementary literature Bruce Eckel "Thinking in C++", 2nd ed., 2006						
	eResources addresses						
Example issues/ example questions/ tasks being completed							
Work placement	Not applicable						
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