

## Subject card

Subject name and code	Technological Platforms, PG_00047670								
Field of study	Informatics								
Date of commencement of studies	October 2021		Academic year of realisation of subject			2022/2023			
Education level	first-cycle studies		Subject group			Obligatory subject group in the field of study Subject group related to scientific			
						research in the field of study			
Mode of study	Full-time studies		Mode of delivery			at the university			
Year of study	2		Language of instruction			Polish			
Semester of study	4		ECTS credits			3.0			
Learning profile	general academic pro	ofile	Assessment form			assessment			
Conducting unit	Department of Computer Architecture -> Faculty of Electronics, Telecommunications and Informatics								
Name and surname	Subject supervisor		dr inż. Marcin Narloch						
of lecturer (lecturers)	Teachers		dr inż. Łukasz Gołuński						
			dr inż. Piotr Kurgan						
			dr inż. Marcin Narloch						
			dr inż. Jarosław Magiera						
			dr inż. Piotr Rajchowski						
			dr inż. Jarosław Kuchta						
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	:t	Seminar	SUM	
	Number of study hours	15.0	0.0	30.0	0.0		0.0	45	
	E-learning hours included: 0.0								
Learning activity and number of study hours	Learning activity	Participation classes included		Participation in consultation hours		Self-study		SUM	
	Number of study hours	45		15.0		15.0		75	
Subject objectives	Presentation of technological platforms: .NET and Java								

Data wydruku: 19.05.2024 11:50 Strona 1 z 2

Learning outcomes	Course outcome	Subject outcome	Method of verification					
	[K6_U01] can apply mathematical knowledge to formulate and solve complex and non-typical problems related to the field of study and perform tasks, in an innovative way, in not entirely predictable conditions, by:n- appropriate selection of sources and information obtained from them, assessment, critical analysis and synthesis of this information,n-selection and application of appropriate methods and toolsn	Can implement algorithms in C # and Java	[SU1] Assessment of task fulfilment					
	[K6_W07] Knows and understands, to an advanced extent, the general principles of setting up and development of business entities, forms of individual entrepreneurship and running ventures in the field specific to the field of study	Knows and understands how to create applications in C # and Java.	[SW1] Assessment of factual knowledge					
	[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	Knows and understands programming methods in C # and Java.	[SW1] Assessment of factual knowledge					
Subject contents	Introduction adn pass criteria 2. Java Collections and introduction to generics 3. Java Beans and overview of standard Java classes 4. Enum types 5. Graphical User Interfaces in Java Swing 6. Using Beans Binding library to facilitate creating of GUI 7. Multithreading programming in Java 8. Networking and mobile in Java 9. Parsing XML in Java 10. Persistence (database access in JavaSE) 11. NET platform components 12. Collections in .NET platform Data asceess layer ADO.NET Transaction and stored procedures in MS SQL Server Buffering data in web applications XML parsing in .NET, mobile .NET							
Prerequisites and co-requisites	Knowledge of object oriented programming.							
	Knowledge of mobile platforms.							
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade					
and criteria	Midterm colloquium	50.0%	50.0%					
	Practical exercise	50.0%	50.0%					
Recommended reading	Basic literature  C. Nagel, B. Evjen, J. Glynn, M. Skinnerand, K. Watson Professional C# 2005 with .NET 3.0, Wrox Press 2007 The Java Tutorial, Oracle, 2010 Bruce Eckel: Thinking in Java 4th Edition Code Conventions for the Java Programming Language							
	Supplementary literature E. Jendrock, I. Evans, D. Gollapudi, K. Haase, C. Srivathsa: "The Java EE 6 Tutorial", Oracle, 2010							
	eResources addresses	Adresy na platformie eNauczanie:						
Example issues/ example questions/ tasks being completed								
Work placement	Not applicable							

Data wydruku: 19.05.2024 11:50 Strona 2 z 2