

表 GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Programming of Local Applications, PG_00048014							
Field of study	Informatics							
Date of commencement of studies	October 2021		Academic year of realisation of subject		2024/2025			
Education level first-cycle studies		Subject group			Optional subject group			
						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	4		Language of instruction		Polish			
Semester of study	7		ECTS credits		2.0			
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		dr inż. Krzysztof Manuszewski					
	Teachers dr inż. Krzysztof Manuszewski							
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project		Seminar	SUM
	Number of study hours	15.0	0.0	0.0	15.0		0.0	30
	E-learning hours included: 0.0							
Learning activity and number of study hours	Learning activity	Participation in classes includ plan	n didactic led in study	Participation in consultation hours		Self-study		SUM
	Number of study hours	30		2.0		18.0		50
Subject objectives	The main goal is preparation of students for development of GUI and system part of server. In particular subject focuses on efficient system resource management and effective mulitasking implementation.							

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 microprocessors or programmable elements or systems specific to the field of study, and organisation of systems using computers or such devices [K6_W42] Knows and	Knows methods of implementation of modern GUI Is able to monitor and manage	[SW1] Assessment of factual knowledge [SW1] Assessment of factual				
	understands, to an advanced extent, architecture, design principles and methods of hardware and software support for local and distributed information systems, including computing systems, databases, computer networks and information applications, as well as the principles of human cooperation with computers and computer- aided teamwork	system resources.	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	Is able to efficient design and implementation of modern GUI	[SU1] Assessment of task fulfilment				
	[K6_W05] Knows and understands, to an advanced extent, methods of supporting processes and functions, specific to the field of study	Knows how to implement local it solutions	[SW1] Assessment of factual knowledge				
	[K6_U41] can produce, test or evaluate software using modern programming platforms, tools, languages and paradigms of different levels, as well as use software packages supporting scientific and research processes as well as business decision- making processes and teamwork	Is able to implement business logic with usage of modern multitasking and asynchronous metaphors.	[SU1] Assessment of task fulfilment				
Subject contents	Architecture of .Net platform	·					
	GUI technologies - WPF, WF						
	Ussage of system resources						
	Multitasking vs asynchronous						
	Memory management						
	Configuration and diagnostics of applications						
	System Services						
Prerequisites							
Assessment methods	Subject passing critoria	Passing threshold	Percentage of the final grade				
and criteria		50.0%	60.0%				
		50.0%	40.0%				

Recommended reading	Basic literature	C# 5.0 IN A NUTSHELL, J. Albahari, B. Albahari			
C C					
		<i>CLR via C</i> #, J Ritchter			
		WPF 4 Unleashed, Nathan A.			
	Supplementary literature	MSDN			
	eResources addresses	Adresy na platformie eNauczanie:			
Example issues/					
example questions/					
tasks being completed					
Work placement	Not applicable				