GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Hypertext and hypermedia, PG_00045355		
Field of study	Data Engineering		
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 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	1	Language of instruction	English
Semester of study	1	ECTS credits	3.0
Learning profile	general academic profile	Assessment form	assessment
Conducting unit	Department of Intelligent Interactive Systems -> Faculty of Electronics, Telecommunications and Informatics		
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Wioleta Szwoch	
	Teachers	dr inż. Wioleta Szwoch dr Magdalena Godlewska	

Lesson types and methods of instruction

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	15.0	0.0	6.0	20.0	0.0	41

E-learning hours included: 0.0

Adresy na platformie eNauczanie:

Learning activity and number of study hours

Learning activity	Participation in didactic classes included in study plan	Participation in consultation hours	Self-study	SUM
Number of study hours	41	2.0	32.0	75

Subject objectives

Course aims at practical knowledge and skills of hypertext and hypermedia.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[K6_W04] Knows the architecture of computers, operating system processes, file systems, text processing programs, disk and ram memories management rules. Knows the problems of sharing the state, presentation and transformation of information in a distributed system, hypermedia technologies and related services, the architecture of interactive distributed simulation and agent interaction methods.	Student can arrange access to services exposed on the network. Student presents its own system of acquisition and presentation of information with the use of selected technologies.	[SW2] Assessment of knowledge contained in presentation
[K6_U01] programs in procedural, object, functional and logic programming languages, codes programs at the processor instruction level, runs and tests programs.	The student describes the basic issues of the presentation, transformation and synchronization information, describes the technologies of hypermedia, and presents its own system of acquisition and presentation of information with the use of selected technologies	[SU1] Assessment of task fulfilment

Subject contents	1. Introduction to Internet. 2. Languages describing of document structure. 3. HTML, 4. CSS 5. XML Logical structure and presentation 6. DTD and XML Schema languages describing documents 7. Transformation XSL 8. Formating Objects (XSL:FO) 9.Conecting content : XPath, XLink, XPointer 10. SVG
Prerequisites and co-requisites	No requirements
Assessment methods and criteria	

Subject passing criteria	Passing threshold	Percentage of the final grade
Lecture: Written test	50.0%	30.0%
Laboratory tasks	50.0%	30.0%
Project	50.0%	40.0%

Recommended reading	Basic literature	1. Bates, Ch.: XML in Theory and Practice, John Wiley & Sons, 2003 2. Mangano, S.: XSLT. Receptury. Helion 2007
	Supplementary literature	w3schools.com
	eResources addresses	
Example issues/ example questions/ tasks being completed	HTML, XML, XML Schema, XSLT,	
Work placement	Not applicable	