



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						
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	<table border="1"> <thead> <tr> <th data-bbox="456 949 794 976">Subject passing criteria</th> <th data-bbox="799 949 1137 976">Passing threshold</th> <th data-bbox="1142 949 1481 976">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 983 794 1010">Lecture: Written test</td> <td data-bbox="799 983 1137 1010">50.0%</td> <td data-bbox="1142 983 1481 1010">30.0%</td> </tr> <tr> <td data-bbox="456 1016 794 1043">Laboratory tasks</td> <td data-bbox="799 1016 1137 1043">50.0%</td> <td data-bbox="1142 1016 1481 1043">30.0%</td> </tr> <tr> <td data-bbox="456 1050 794 1077">Project</td> <td data-bbox="799 1050 1137 1077">50.0%</td> <td data-bbox="1142 1050 1481 1077">40.0%</td> </tr> </tbody> </table>			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%
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Laboratory tasks	50.0%	30.0%													
Project	50.0%	40.0%													
Recommended reading	Basic literature Supplementary literature eResources addresses	1. Bates, Ch.: XML in Theory and Practice, John Wiley & Sons, 2003 2. Mangano, S.: XSLT. Receptury. Helion 2007 w3schools.com													
Example issues/ example questions/ tasks being completed	HTML, XML, XML Schema, XSLT,														
Work placement	Not applicable														