



## Subject card

Subject name and code	Programming edge and mobile devices, PG_00053376						
Field of study	Biomedical Engineering, Biomedical Engineering, Biomedical Engineering						
Date of commencement of studies	February 2022		Academic year of realisation of subject		2022/2023		
Education level	second-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	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 Geoinformatics -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Przemysław Falkowski-Gilski				
	Teachers		dr inż. Przemysław Falkowski-Gilski				
Lesson type and method of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	15.0	0.0	0.0	30
	E-learning hours included: 0.0						
[AI-Tech] Programowanie urządzeń brzegowych i mobilnych - Moodle ID: 25465 <a href="https://enauczanie.pg.edu.pl/moodle/course/view.php?id=25465">https://enauczanie.pg.edu.pl/moodle/course/view.php?id=25465</a>							
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	30		2.0		18.0	50
Subject objectives	The aim of this course is to acquaint students with principle technologies of edge and mobile programming. The course covers techniques for collecting and processing data using embedded sensors, external modules and wireless communication modules, as well as the practical utilization of deep learning models.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[K7_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		Student is able to identify key elements of architecture of computer systems, particularly edge and mobile devices.		[SW1] Assessment of factual knowledge		
	K7_U04		Student is able to properly design and implement the software layer of an application for edge and mobile devices.		[SU4] Assessment of ability to use methods and tools		
	K7_K02		The student is able to select appropriate methods, tools, as well as hardware and software layer, depending on the specificity of the analyzed topic.		[SK5] Assessment of ability to solve problems that arise in practice		
[K7_U09] can carry out a critical analysis of the functioning of existing technical solutions and assess these solutions, as well as apply experience related to the maintenance of advanced technical systems, devices and facilities typical for the field of studies, gained in the professional engineering environment		Student is able to utilize appropriate tools and programming languages in order to analyze a selected topic.		[SU2] Assessment of ability to analyse information			

Subject contents	<p>1. Introduction to programming on edge and mobile platforms.</p> <p>2. Configuration of the development environment, internal and external libraries.</p> <p>3. Design and implementation of graphical user interfaces.</p> <p>4. Data collection and processing using built-in sensors, external modules, wireless communication modules.</p> <p>5. Analysis and practical use of deep learning models and edge environments.</p>		
Prerequisites and co-requisites	Basic knowledge of Java, C / C ++ programming languages and issues in the field of object-oriented programming techniques.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Lecture	50.0%	50.0%
	Laboratory	50.0%	50.0%
Recommended reading	Basic literature	<p>Murphy M., The Busy Coders Guide to Advanced Android Development, CommonsWare, 2011.</p> <p>Darwin I. F., Android Cookbook: Problems and Solutions for Android Development, ORiley Media, 2012.</p> <p>Plonkowski M., Android Studio. Tworzenie aplikacji mobilnych, Helion, 2017.</p>	
	Supplementary literature	<p>Jeena Jacob I., Kolandapalayam Shanmugam S., Piramuthu S., Falkowski-Gilski P., Data Intelligence and Cognitive Informatics, Springer, 2021.</p> <p>Suresh A., Paiva S., Deep Learning and Edge Computing Solutions for High Performance Computing, Springer, 2021.</p> <p>Katangur A., Lin S. C., Wei J., Yang S., Zhang L. J., Edge Computing EDGE 2020, Springer, 2020.</p>	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<p>1. Preparation of the laboratory stand, including configuration of the emulator and physical device.</p> <p>2. Collection, processing and presentation of data, access to resources as well as internal and external memory.</p> <p>3. Design and implementation of the graphical user interface.</p> <p>4. Support for machine learning libraries.</p> <p>5. Testing and optimization of selected deep learning models.</p>		
Work placement	Not applicable		