



## Subject card

Subject name and code	Informatics, PG_00055791						
Field of study	Design and Construction of Yachts						
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		
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			4.0		
Learning profile	practical profile	Assessment form			assessment		
Conducting unit	Faculty of Ocean Engineering and Ship Technology						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Marcin Życzkowski				
	Teachers		dr inż. Marcin Życzkowski dr inż. Paulina Strąkowska				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	15.0	0.0	45
	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	45		10.0		45.0	100
Subject objectives	The aim of the course is to master the skills in the field of programming, problem solving and algorithm creation, building block diagrams and using pseudo code and scripting language in the Matlab environment. Writing programs, creating functions and procedures. Using tables and variables of various types. Using functions that allow you to visualize test results in the MATLAB and MsExcel environments						
Learning outcomes	Course outcome	Subject outcome			Method of verification		
	K6_U01	Learning to conduct basic analyzes using the created models in MATLAB. Acquisition of the ability to design algorithms.			[SU1] Assessment of task fulfilment [SU2] Assessment of ability to analyse information [SU3] Assessment of ability to use knowledge gained from the subject [SU4] Assessment of ability to use methods and tools [SU5] Assessment of ability to present the results of task		
	K6_W04	The student is able to independently develop a solution for using the block diagram and scripting language in the environment MATLAB.			[SW2] Assessment of knowledge contained in presentation [SW3] Assessment of knowledge contained in written work and projects		
Subject contents	The thematic scope of the classes includes the basics of computer science and science about programming, problem solving and algorithm creation, construction of block diagrams and using pseudo code and script language in the Matlab environment. Writing programs, creating functions and procedures. Using tables and variables of various types. Using functions that allow you to visualize test results.						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	umiejętność rozwiązywać problemów. algorytmy		60.0%		100.0%		
Recommended reading	Basic literature		<ul style="list-style-type: none"><li><a href="http://www.mathworks.com/">http://www.mathworks.com/</a></li><li><a href="#">Working with Matlab (or octave). A Tutorial (Chicago Univ.)</a></li><li><a href="#">Matlab Tutorial (Utah)</a></li><li><a href="#">Matlab Summary and Tutorial</a></li><li><a href="#">Microsoft Support</a></li></ul>				

	Supplementary literature	<ul style="list-style-type: none"> <li>• <a href="#">A Practical Introduction to Matlab (Updated for Matlab 5)</a></li> <li>• <a href="#">CTM: Control Tutorials for Matlab</a></li> <li>• <a href="#">MATLAB Tutorial (UMD)</a></li> <li>• <a href="#">Scilab (free version of Matlab)</a></li> </ul>
	eResources addresses	
Example issues/ example questions/ tasks being completed	Function construction. Input and output parameters. Application of functions and algorithms. Searching for vector and matrix elements that meet given conditions, sorting, checking if a given number is a prime number, compute greatest common divisor, calculating factorials, recursion.	
Work placement	Not applicable	