



Subject card

Subject name and code	Informatics, PG_00055818						
Field of study	Ocean 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		
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	general academic 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						
	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	45		5.0		50.0	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] can obtain information from literature, databases and other sources, can verify and organize the obtained information, interpret them and form conclusions and justified opinions		The student is able to independently develop a solution using a flowchart and scripting language in the MATLAB environment.		[SU1] Assessment of task fulfilment [SU2] Assessment of ability to analyse information [SU4] Assessment of ability to use methods and tools [SU5] Assessment of ability to present the results of task		
	[K6_W04] has a basic knowledge in IT, electronics, automation and control, computer graphics useful to understand the possibilities of their application in ocean technology		Learning to conduct basic analyzes using the created models in MATLAB. Acquisition of the ability to design algorithms		[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">• http://www.mathworks.com/• Working with Matlab (or octave). A Tutorial (Chicago Univ.)• Matlab Tutorial (Utah)• Matlab Summary and Tutorial• Microsoft Support				

	Supplementary literature	<ul style="list-style-type: none"> • A Practical Introduction to Matlab (Updated for Matlab 5) • CTM: Control Tutorials for Matlab • MATLAB Tutorial (UMD) • Scilab (free version of Matlab)
	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	