GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	INFORMATICS II, PG_00056042		
Field of study	Automation, Robotics and Control Systems		
Date of commencement of studies	October 2020	Academic year of realisation of subject	2021/2022
Education level	first-cycle studies	Subject group	
Mode of study	Full-time studies	Mode of delivery	blended-learning
Year of study	2	Language of instruction	Polish
Semester of study	3	ECTS credits	5.0
Learning profile	general academic profile	Assessment form	exam
Conducting unit	Faculty of Electrical and Control Engineering		
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Robert Smyk	
	Teachers	dr inż. Robert Smyk dr inż. Daniel Wachowiak	

Lesson types and methods of instruction

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	30.0	0.0	0.0	30.0	0.0	60

E-learning hours included: 30.0

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	60	5.0	60.0	125

Subject objectives

Developing the ability to independently design and object-oriented programming in the basic scope.

Use of C / C ++ construct. Installing and using additional libraries in programming.

Creating multi-file programs. Getting to know the basic paradigms, using graphic objects, the basics of GUI creation, the basics of computer vision.

Learning outcomes

Course outcome	Subject outcome	Method of verification
K6_W06	Can implement a selected procedure in C / C ++ code.	[SW3] Assessment of knowledge contained in written work and projects
K6_U04	Implements the application project.	[SU4] Assessment of ability to use methods and tools

Subject contents

C and C ++ language: pointers, dynamic memory allocation, passing parameters by reference. Functions for operating on strings. Arguments of the invocation line. Structures. Basic file operations. Pointers to functions. Encapsulation, objects, constructors and destructors, classes, inheritance and virtual functions, overloading, polymorphism, patterns. Handling exceptions. Complex data structures.Event programming, user interface, selected elements of the graphic interface, human-machine interface. Visual programming.Programming environments. The concept of a programming interface (API). File system support. Programmatic support for 2D / 3D accelerated graphics. Elements of computer vision.

Prerequisites and co-requisites

Knowledge of C syntax and C instructions on the level of Informatyka, sem.2 course

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Examination test	60.0%	40.0%
Introductory tests	60.0%	20.0%
Project work	60.0%	40.0%

Recommended reading	Basic literature	1. B. Kernighan, D.Ritchie, Język ANSI C, WNT, Warszawa 2003. 2. A. Silberschatz, P. Galvin, G. Gagne, Podstawy systemów operacyjnych, WNT 2006. 3. M. Lis, Ćwiczenia praktyczne. MySQL. Darmowa baza danych. Helion. 2006. 4. L. Rutkowski, Metody i techniki sztucznej inteligencji, PWN, 2005. 5. A.Opaliński, course web portal, URL http://moodle..elypg.gda.pl
	Supplementary literature	1. J. Gręboszz, Symfonia C++ , T.1-3, Oficyna Kallimach, 1999. 2. J. Hollingworth ,C++ Builder 5 : vademecum profesjonalisty. T.1-2, Helion, 2001.
	eResources addresses	
Example issues/ example questions/ tasks being completed	Describe programming environment Describe the issues of distributed processing Describe the process of code compilation and interpretation	
Work placement	Not applicable	