

关。GDAŃSK UNIVERSITY 创 OF TECHNOLOGY

Subject card

Subject name and code	Systems Software Design, PG_00047407							
Field of study	Electronics and Telecommunications							
Date of commencement of studies	October 2022		Academic year of realisation of subject		2022/2023			
Education level	second-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	2		ECTS crea	ECTS credits		3.0		
Learning profile	general academic profile		Assessme	nt form		assessment		
Conducting unit	Department of Teleinformation Networks -> Faculty of Electronics, Telecommunications and Informatics							
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Arkadiusz Harasimiuk					
	Teachers		dr inż. Arkadiusz Harasimiuk					
			dr inż. Michał Lech					
			dr inż. Piotr Suchomski					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	15.0		0.0	30
	E-learning hours included: 0.0							
Learning activity and number of study hours	Learning activity	Participation classes inclu plan				Self-study		SUM
	Number of study hours	30		6.0		39.0		75
Subject objectives	Student describes software design and development for complex IT systems based on Linux (POSIX) and Windows operation systems platforms with the aid of C/C++, C#, Java programming languages.							

Learning outcomes	Course outcome	Subject outcome	Method of verification			
	[K7_U04] can apply knowledge of programming methods and techniques as well as select and apply appropriate programming methods and tools in computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study, making assessment and critical analysis of the prepared software as well as a synthesis and creative interpretation of information presented with it	The student knows the basics of agile methods of software development. The student is familiar with the tools enabling group work during software development. The student is able to configure and use tools for developing software code, tools for finding errors in software and tools for optimising software code.	[SU4] Assessment of ability to use methods and tools			
	[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	The student describes the design and software development of complex systems in TI based on operating system platforms, Linux (POSIX) and Windows (.NET) using the programming languages: C/C++, C#, Java.	[SW1] Assessment of factual knowledge			
	[K7_W08] Knows and understands, to an increased extent, the fundamental dilemmas of modern civilisation, the main development trends of scientific disciplines relevant to the field of education.	The student knows and understands the processes governing teamwork, ways of communicating and reporting, and distributed working	[SW1] Assessment of factual knowledge			
	[K7_U07] can apply advanced methods of process and function support, specific to the field of study	The student knows and understands tools to support software development processes, to find bugs in software and tools to optimise software code.	[SU4] Assessment of ability to use methods and tools			
Subject contents	Design and development of complex IT (Information Technology) systems. Decomposition of processing in complex IT systems.					
	System specification and project documentation in IT systems.					
	Tools for workgroup cooperation, source code revision control, automatic generation of software documentation and bug tracking systems.					
	Software runtime configurations. Tools for software debugging, profiling (performance analysis) and quality control.					
	Role of the processes in IT systems. Process management in operation systems.					
	Threads and thread synchronization.					
	Interproces Communications mechanizms.					
	Access to system services and resources (timers and counters, files and I-O devices, memory and storage management, dynamic and shared librares).					
	Network and inter platform communication in complex IT systems (network sockets, , RPC/RMI, middleware platforms).					
	Application of software libraries and open source projects in system software development.					
Prerequisites and co-requisites	No requirements					

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade		
	Project realised during semester	50.0%	50.0%		
	Midterm colloquium.	50.0%	50.0%		
Recommended reading	Basic literature	Material prepared by the lecturer in the form of xeroxcopy.			
	Supplementary literature	Love R., Linux System Programming, O'Reilly, 2013. Kerrisk M., The Linux Programing Interfacce. A Linux and UNIX® System Programming Handbook, No Starch Press, 2010.			
		Hart J., Windows System Programming, Addison-Wesley, 2010.			
	eResources addresses Adresy na platformie eNauczanie:				
Example issues/ example questions/ tasks being completed					
Work placement	Not applicable				