



Subject card

Subject name and code	INFORMATICS II, PG_00056042						
Field of study	Automation, Robotics and Control Systems						
Date of commencement of studies	October 2021	Academic year of realisation of subject			2022/2023		
Education level	first-cycle studies	Subject group					
Mode of study	Full-time studies	Mode of delivery			at the university		
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. Daniel Wachowiak dr inż. Robert Smyk					
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: 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	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_U04	Implements the application project.			[SU4] Assessment of ability to use methods and tools		
	K6_W06	Can implement a selected procedure in C / C ++ code.			[SW3] Assessment of knowledge contained in written work and projects		
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		
	Introductory tests	60.0%			20.0%		
	Examination test	60.0%			40.0%		
	Project work	60.0%			40.0%		

Recommended reading	Basic literature	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 1. J. Grębosz, 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	