



Subject card

Subject name and code	, PG_00057179						
Field of study	Ocean Engineering						
Date of commencement of studies	February 2023	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	Part-time studies	Mode of delivery			blended-learning		
Year of study	1	Language of instruction			Polish		
Semester of study	1	ECTS credits			4.0		
Learning profile	general academic profile	Assessment form			assessment		
Conducting unit	Institute of Ocean Engineering and Ship Technology -> Faculty of Mechanical Engineering and Ship Technology						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Aleksander Kniat				
	Teachers		mgr inż. Jacek Frost dr inż. Aleksander Kniat				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	18.0	0.0	18.0	0.0	0.0	36
	E-learning hours included: 18.0						
	Zastosowania technologii cyfrowych w okrętownictwie W/L Oceanitechnika st.II Nst, sem.01, letni 2022/2023 - Moodle ID: 29715 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=29715						
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	36	10.0		54.0	100	
Subject objectives	The aim of the subject is to enhance the skills to create algorithms and computer programs as well as using ready-made software tools to perform numeric calculations and simulations in ocean engineering.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	K7_W04		Student knows principles of algorithm creation and uses structural/objective programming language to implement algorithms.		[SW1] Assessment of factual knowledge		
	[K7_U04] can apply mathematical methods and models and computer simulations to analyse, design, and assess the functioning of ocean technology objects and systems and their elements		Student implements algorithms in programming language. Student handles events in window graphics systems.		[SU4] Assessment of ability to use methods and tools [SU2] Assessment of ability to analyse information [SU1] Assessment of task fulfilment		
	[K7_W02] has a widened knowledge in the range of modelling technological processes, including knowledge necessary to describe and assess the functioning of selected elements of ocean technology objects and systems		Student is able to describe physical phenomena with differential equation and implements numerical solution method.		[SW3] Assessment of knowledge contained in written work and projects [SW1] Assessment of factual knowledge		

Subject contents	<p>Fundamentals in C# programming:</p> <ul style="list-style-type: none"> • structural and object oriented programming, • algorithms and data, • implementing/executing a program, • command line dialog/controls in Windows Forms, • file system usage <p>Solving one dimensional physical problems defined with differential equation:</p> <ul style="list-style-type: none"> • damping oscillations of a mass hanged on spring, • damping oscillations of a of cuboid fallen into water <p>Accessing the functionality of other programs:</p> <ul style="list-style-type: none"> • creating complex operations in Excell, • calculating wetted surface and buoyancy for different draughts of a ship hull in a 3D CAD program. 		
Prerequisites and co-requisites	fundamental skills in using personal computer, basic knowledge about operating system and file system, bachelor's course in mathematics		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	exercises completion	60.0%	100.0%
Recommended reading	Basic literature	<p>Nagel Ch., Professional C# and .Net, 8th edition, Wrox Press, 2021</p> <p>Albahari J., Albahari B., C# 10 Pocket Reference: Instant Help for C# 10 Programmers, O'Reilly UK Ltd., 2022</p> <p>Sharp J., Microsoft Visual C# Step by Step, 9th edition, Microsoft Press US, 2018</p>	
	Supplementary literature	Wirth N., Algorytmy + struktury danych = programy, ISBN: 83-204-2740-1, WNT 2002	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ol style="list-style-type: none"> 1. defining variables and performing arithmetic calculations, 2. printing in console and retrieving input data from console, 3. simple calculation algorithm implementation e.g. system of linear equations, 4. creation of vectors/matrices and performing operations on them e.g. search, sort, 5. creation of procedures and functions e.g. factorial 6. defining class hierarchy and objects, 7. window programming (controls) 8. graphics context and painting in a window 9. simulating motion in a graphic window (timer application) e.g. damped movements 10. accessing other programs e.g. geometric calculations in SolidEdge 		
Work placement	Not applicable		