

## GDAŃSK UNIVERSITY OF TECHNOLOGY

## Subject card

Subject name and code	.NET development platform, PG_00045767								
Field of study	Technical Physics								
Date of commencement of studies	February 2023		Academic year of realisation of subject			2023/2024			
Education level	second-cycle studies		Subject group			Optional subject group 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			Polish			
Semester of study	2		ECTS credits			4.0			
Learning profile	general academic profile		Assessment form			exam			
Conducting unit	Department of Theor	Department of Theoretical Physics and Quantum Information -> Faculty of Applied Physics a				ed Physics ar	nd Mathematics		
Name and surname	Subject supervisor		dr inż. Bartos:	z Reichel					
of lecturer (lecturers)	Teachers	dr inż. Bartosz Reichel							
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM	
	Number of study hours	15.0	0.0	30.0	0.0		0.0	45	
	E-learning hours included: 0.0								
Learning activity and number of study hours	Learning activity	Participation in classes includ				Self-st	udy	SUM	
	Number of study hours	45	5.0		50.0		100		
Subject objectives	Getting to know the architecture. NET (basic). Present possibilities associated with programming languages (languages supported by .NET platform). Becoming familiar with the components. NET language, based on C# language.						iing languages age, based on		
Learning outcomes	Course outcome		Subject outcome			Method of verification			
	[K7_U02] Has enhanced knowledge of programming languages and can use software packages.		Creates a project based on .NET technology			[SU4] Assessment of ability to use methods and tools			
		Can use libraries from the .NET / Core platform to solve numerical problems.			[SW3] Assessment of knowledge contained in written work and projects				
	[K7_W04] Has enha knowledge of mathe numerical and simul applied in the descri modelling of physica	matical, ation methods ption and	Core platform			contair	ned in written		
Subject contents	[K7_W04] Has enha knowledge of mathe numerical and simul applied in the descri modelling of physica 1) Introduction to. NE 2) Types, structure, of 3) generic types. 4) lists, queues - com 5) Control structures 6) Class - creating ge 7) Basic elements of 8) Binding 9) Delegates. GUI thi 10) Basic multithread 11) The exchange of 12) lambda syntax, L 13) Access to the dat 14) Basics of GDI + 15) Platform. NET ar	matical, ation methods ption and il phenomena. T. Discussion of class. Conversion putational com in the platform. eneric classes. WinForms/ASF read synchroniz ling .NET. data between p INQ. tabase level. Ni ad cooperation v	Core platform problems. of the basic core on types. plexity NET of cation. processes. ET with other lang	mponents and	rical	contair project	ned in written s		
Prerequisites	[K7_W04] Has enha knowledge of mathe numerical and simul applied in the descri modelling of physica 1) Introduction to. NE 2) Types, structure, o 3) generic types. 4) lists, queues - com 5) Control structures 6) Class - creating ge 7) Basic elements of 8) Binding 9) Delegates. GUI th 10) Basic multithread 11) The exchange of 12) lambda syntax, L 13) Access to the dat 14) Basics of GDI +	matical, ation methods ption and il phenomena. T. Discussion of class. Conversion putational com in the platform. eneric classes. WinForms/ASF read synchroniz ling .NET. data between p INQ. tabase level. Ni ad cooperation v	Core platform problems. of the basic core on types. plexity NET of cation. processes. ET with other lang	mponents and	rical	contair project	ned in written s		
Subject contents Subject contents Prerequisites and co-requisites Assessment methods and criteria	[K7_W04] Has enhal knowledge of mathe numerical and simul applied in the descrimodelling of physica         1) Introduction to. NE         2) Types, structure, or         3) generic types.         4) lists, queues - com         5) Control structures         6) Class - creating ge         7) Basic elements of         8) Binding         9) Delegates. GUI thi         10) Basic multithread         11) The exchange of         12) lambda syntax, L         13) Access to the dai         14) Basics of GDI +         15) Platform. NET ar         16) Preparing the reli	matical, ation methods ption and il phenomena. T. Discussion of class. Conversion in the platform. eneric classes. WinForms/ASF read synchroniz ling .NET. data between p INQ. tabase level. Nil ad cooperation v ease version of	Core platform problems.	mponents and	rical	ctionali	ty.		
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	Supplementary literature	Judith Bishop, C# 3.0 Design Patterns, O'REILLY 2007				
	eResources addresses	Adresy na platformie eNauczanie:				
		Platforma Programistyczna .NET - Moodle ID: 33986 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=33986				
Example issues/	Design and create a basic word processing application					
example questions/ tasks being completed	Introduce components of .NET platform					
Work placement	Not applicable					