

。 GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Object programming, PG_00045295								
Field of study	Data Engineering								
Date of commencement of studies	October 2023		Academic year of realisation of subject			2023/	2023/2024		
Education level	first-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	at the university		
Year of study	1		Language of instruction			Polish	Polish		
Semester of study	2		ECTS credits			3.0	3.0		
Learning profile	general academic profile		Assessment form			exam	exam		
Conducting unit	Department of Geoinformatics -> Faculty of Electronics, Telecommunications and Informatics								
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. inż. Marek Moszyński						
	Teachers		mgr inż. Tomasz Bieliński						
			mgr inż. Tomasz Idzi						
			dr hab. inż. Marek Moszyński						
				KI					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM	
	Number of study hours	15.0	0.0	11.0 30.0			0.0	56	
	E-learning hours included: 0.0								
Learning activity and number of study hours	Learning activity	Participation in classes includ		Participation in consultation hours		Self-study SUM		SUM	
	Number of study hours	56		6.0		13.0		75	
Subject objectives	Theory and practice on object oriented programming								
Learning outcomes	Course outcome		Subject outcome			Method of verification			
	[K6_W05] Knows and understands programming models and evolution of related languages. Knows the methods of analysing and designing information systems and the modeling languages used in them, as well as the basic object- oriented programming platforms.					[SW1] Assessment of factual knowledge			
	[K6_U01] programs in procedural, object, functional and logic programming languages, codes programs at the processor instruction level, runs and tests programs.		programming using a few object oriented languages			[SU4] Assessment of ability to use methods and tools [SU1] Assessment of task fulfilment			

Subject contents	1. Software programming paradigms including object oriented approach						
	2. Encapsulation, inheritance, abstraction and polymorphism in C++ language						
	 3. Specific features of C++ object-orientation 4. Java language and its comparison to C++ language 5. C# language as succesor of C++ and Java languages 6. Python as a scripting object oriented languge 						
Prerequisites and co-requisites	Knowledge on non-object oriented language i.e. C language.						
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade				
and criteria	lecture	60.0%	34.0%				
	project	60.0%	33.0%				
	laboratory	60.0%	33.0%				
Recommended reading	Basic literature	Bjarne Strastroup - The C++ programming language Bruce Eckel - Thinking in Java					
		Andy Harris - Macrosoft C# for absolute beginner					
		Mark Lutz - Programming Python					
	Supplementary literature	John Hunt - Smalltalk and Object Orientation					
	eResources addresses	Adresy na platformie eNauczanie: Object Programming 2024 - Moodle ID: 36619 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=36619					
Example issues/ example questions/ tasks being completed	Sample question: What are the trends of C++ evolution?						
	Sample task: implementation of simple object oriented software module using object oriented paradigms in different languages						
Work placement	Not applicable						

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