

GDAŃSK UNIVERSITY

Subject card

Subject name and code	Internet Applications Tools and Patterns, PG_00047968								
Field of study									
Date of commencement of studies	October 2023		Academic year of realisation of subject			2026/2027			
Education level	first-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	4		Language of instruction			Polish			
Semester of study	7		ECTS credits			3.0			
Learning profile	general academic profile		Assessment form			assessment			
Conducting unit	Department of Computer Architecture -> Faculty of Electronics, Telecommunications					ions and Info	rmatics		
Name and surname of lecturer (lecturers)	Subject supervisor dr inż. Jarosław			w Kuchta					
	Teachers dr inż. Jarosław Kuchta								
Lesson types and methods	Lesson type	Lecture	Tutorial	Laboratory	Projec	:t	Seminar	SUM	
of instruction	Number of study hours	15.0	0.0	0.0	30.0		0.0	45	
	E-learning hours included: 0.0								
Learning activity and number of study hours	Learning activity	Participation in classes includ plan				Self-study		SUM	
	Number of study hours	45	3.0		27.0		75		
Subject objectives	Acquiring knowledge	and skills to de	sign applicatio	ns running in n	nultitier	Interne	t systems		
Learning outcomes	Course out	Course outcome Subject outcome Method of verification					erification		
	[K6_U09] can carry out a critical analysis of the functioning of existing technical solutions and assess these solutions, as well as apply experience related to the maintenance of technical systems, devices and facilities typical for the field of studies, gained in the professional engineering environment		Creates project documentation web application or system Internet using known design patterns			[SU1] Assessment of task fulfilment [SU3] Assessment of ability to use knowledge gained from the subject			
	[K6_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		Knows architecture models internet application systems. Distinguishes architecture multi-layered and multi-stem. Knows the ways to split functions application between client and server. Knows the main design patterns distributed applications. Know principles of main constructions architectural layers.			[SW1] Assessment of factual knowledge			
Subject contents	 Specific problems of Web applications design Designing of the web-based system architecture Design of the web-based application logic The principles of the web application user interface design Principles of the data structure design for web-based systems Data layer design patterns Design patterns for data transfer between distributed components Service Layer design patterns Design Patterns for a construction of the web application Design Patterns for the web application presentation layer 								
Prerequisites and co-requisites									

Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade		
and criteria	Exam during semester	50.0%	50.0%		
	Project documentation	50.0%	50.0%		
Recommended reading	Basic literature	Andrew S. Tanenbaum, Maarten Van Steen: Distributed Systems: Principles and Paradigms Core J2EE Pattern Catalog, http://www.corej2eepatterns.com/ Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides: Design Patterns: Elements of Reusable Object-Oriented Software			
	Supplementary literature	Guidelines, Patterns, and code for end-to-end Java applications. http:// www.oracle.com/technetwork/java/catalog-137601.html			
	eResources addresses	Adresy na platformie eNauczanie:			
Example issues/ example questions/ tasks being completed	 Differences between multilayer and multi-tier web-based system. Ways to ensure the scalability of web applications running in the multitier system. Design patterns used in the construction of web applications 				
Work placement	Not applicable				