



Subject card

Subject name and code	Computer Systems Architecture - laboratory, PG_00047692						
Field of study	Automatic Control, Cybernetics and Robotics						
Date of commencement of studies	October 2023	Academic year of realisation of subject				2025/2026	
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	3	Language of instruction				Polish	
Semester of study	6	ECTS credits				1.0	
Learning profile	general academic profile	Assessment form				assessment	
Conducting unit	Department of Automatic Control -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Krzysztof Cisowski				
	Teachers		dr inż. Krzysztof Cisowski				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	15.0	0.0	0.0	15
	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	15		1.0		9.0	25
Subject objectives	The main aim of the subject is to gain knowledge about the most common computer systems organization and basic knowledge of computer system components and principles of their operation. The knowledge is applied for designing of computer PC programs.						
Learning outcomes	Course outcome		Subject outcome			Method of verification	
	[K6_U04] can apply knowledge of programming methods and techniques as well as select and apply appropriate programming methods and tools in computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study		Student describes and put to use in practice elements of computer system architecture. Student describes and knows how to use in practice the elementary principles of programming a computer system. Student describes and knows how to use in practice a system of inputs and outputs of the computer system. Student describes and put to use in practice the interrupt system. Student describes and put to use in practice PC computers and the PC BIOS programming module.			[SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools	
	[K6_U03] can design, according to required specifications, and make a simple device, facility, system or carry out a process, specific to the field of study, using suitable methods, techniques, tools and materials, following engineering standards and norms, applying technologies specific to the field of study and experience gained in the professional engineering environment		Student describes and knows how to use in practice the design methods, in accordance with the given specification, and perform a simple device, object, system typical for the field of automation, or implement the process using appropriately selected methods, techniques, tools and materials, using engineering standards and norms, applying technologies relevant to the field of automation and using experience gained in an environment professionally engaged in engineering activities			[SU1] Assessment of task fulfilment [SU3] Assessment of ability to use knowledge gained from the subject [SU4] Assessment of ability to use methods and tools	

Subject contents	The implementation of 6 projects in the form of computer programs written in any programming environment of computers PC. Topics of projects: model of software simulator of the microprocessor, extension the area of operation of the simulator by application of ten selected BIOS interrupts, program that uses the technique of creating a graphical user interface, application that simulates a serial communication compatible with the RS232 standard, "dependent on the time" application (eg . tester of human psychomotor skills), simulator of "production line" position of dispatcher.		
Prerequisites and co-requisites	Knowledge of the basic issues of digital technology and programming in one of languages: C++, C#, Visual C++ or Java etc.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Average rating of the projects	50.0%	100.0%
Recommended reading	Basic literature	A. Pyrchla, B. Danowski, BIOS, Przewodnik, Helion 2007, A. S. Tanenbaum, Strukturalna organizacja systemów komputerowych, Helion 2006, R. Irvine, Asembler dla procesorów Intel, vademekum profesjonalisty, Helion 2003, Katalogi, Strony WWW	
	Supplementary literature	-	
	eResources addresses	Adresy na platformie eNauczanie:	
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		