

GDAŃSK UNIVERSITY OF TECHNOLOGY GY GY SU SU

Subject card

Subject name and code	Portable devices technologies, PG_00047764							
Field of study	Informatics							
Date of commencement of studies	October 2023		Academic year of realisation of subject		2024/2025			
Education level	second-cycle studies		Subject group		Optional subject group Subject group related to scientific research in the field of study			
Mode of study	Part-time studies		Mode of delivery		at the university			
Year of study	2		Language of instruction		Polish			
Semester of study	3		ECTS credits		4.0			
Learning profile	general academic profile		Assessme	nt form		exam		
Conducting unit	Department of Geoinformatics -> Faculty of Electronics, Telecommunications and Informatics							
Name and surname of lecturer (lecturers)	Subject supervisor		mgr inż. Tomasz Idzi					
	Teachers		mgr inż. Tomasz Idzi					
			dr inż. Marek Kulawiak					
			mgr inż. Łukasz Markiewicz					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	\ t	Seminar	SUM
	Number of study	12.0	0.0	15.0	0.0	<i>.</i>	0.0	27
	hours	12.0	0.0	10.0	0.0		0.0	21
	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	27		10.0		63.0		100
Subject objectives	The goal of the subject is to educate the students on technologies applicable to mobile devices.							

Learning outcomes	Course outcome	Subject outcome	Method of verification					
	[K7_U05] can plan and conduct experiments related to the field of study, including computer simulations and measurements; interpret obtained results and draw conclusions	Student is able to design modern mobile applications and to analyze the selection of a design pattern appropriate to the problem.	[SU2] Assessment of ability to analyse information					
	[K7_U06] can analyse the operation of components, circuits and systems related to the field of study; measure their parameters; examine technical specifications; interpret obtained results and draw conclusions	Student is able to analyze and debug mobile applications and can use appropriate tools.	[SU2] Assessment of ability to analyse information [SU4] Assessment of ability to use methods and tools					
	[K7_U08] while identifying and formulating engineering tasks specifications and solving these tasks, can:n- apply analytical, simulation and experimental methods,n- notice their systemic and non-technical aspects,n- make a preliminary economic assessment of suggested solutions and engineering workn	Student is able to design modern mobile applications and apply appropriate design patterns.	[SU1] Assessment of task fulfilment [SU2] Assessment of ability to analyse information [SU4] Assessment of ability to use methods and tools					
	[K7_W03] Knows and understands, to an increased extent, the construction and operating principles of components and systems related to the field of study, including theories, methods and complex relationships between them and selected specific issues - appropriate for the curriculum.	Student knows the architecture of mobile systems and is able to present the relationship between their layers.	[SW1] Assessment of factual knowledge					
	[K7_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 advanced technical systems, devices and facilities typical for the field of studies, gained in the professional engineering environment	Student knows the characteristics of libraries available in the iOS system and is able to choose the right tools to solve a specific problem.	[SU1] Assessment of task fulfilment					
Subject contents	Mobile devices market.							
	Mobile operating systems. Selling mobile applications.							
	Hardware in mobile devices.							
	GPS system.							
	Mobile sensors.							
	Objective-C programming language.							
	Cocoa Touch framework							
Prerequisites and co-requisites	Programming experience.							
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade					
and criteria	Exam	50.0%	50.0%					
	Laboratory 50.0% 50.0%							
Recommended reading	Basic literature	Scott Stevenson: Cocoa and Objective-C: Up and Running, O'Reilly 2010						
	Supplementary literature	N/A						

	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	N/A	
Work placement	Not applicable	