GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Mobile applications, PG_00061795
Field of study	Automation, Robotics and Control Systems

Date of commencement of studies	October 2020	Academic year of realisation of subject	2023/2024
Education level	first-cycle studies	Subject group	
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	Katedra Elektrotechniki i Inżynierii Wysokich Napięć -> Faculty of Electrical and Control Engineering

Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Paweł Kowalski
	Teachers	dr inż. Paweł Kowalski
		dr inż. Robert Smyk

Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	10.0	0.0	0.0	20.0	0.0	30
	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	30	5.0	40.0	75

Subject objectives	Introduction to the process of designing and building mobile applications for the Android operating system.

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K6_U03] can prepare and present a presentation on the problems and results of an engineering task	The student is able to prepare and deliver a presentation on the problems and outcomes of the engineering project task.	[SU4] Assessment of ability to use methods and tools [SU5] Assessment of ability to present the results of task [SU1] Assessment of task fulfilment
	[K6_W06] knows the structure of computers and microprocessors and the tasks of operating systems, has basic knowledge of the basics of computer software, drivers, microprocessor technology, design of simple algorithms and the operation of information networks	The student has basic knowledge of computer software fundamentals and designing simple algorithms.	[SW2] Assessment of knowledge contained in presentation [SW1] Assessment of factual knowledge
	[K6_U01] can obtain information from literature, databases and other sources; integrate the information obtained, interpret it and draw conclusions, formulate and justify opinions	The student is able to gather information from literature, databases, and other sources; integrate the acquired information, interpret it, and draw conclusions; formulate and justify opinions.	[SU5] Assessment of ability to present the results of task [SU3] Assessment of ability to use knowledge gained from the subject [SU1] Assessment of task fulfilment

Subject contents	• Syntax of the Kotlin language. • Handling Android Studio. • Creating graphical applications for the Android operating system.
Prerequisites and co-requisites	

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Project	50.0%	60.0%
	Lecture assignment	50.0%	40.0%

Recommended reading	Basic literature	Kotlin docs, https://kotlinlang.org/docs/home.html Android Developer guides, https://developer.android.com/docs
	Supplementary literature	Developer documentation for Firebase, https://firebase.google.com/docs?hl=pl
	eResources addresses	Adresy na platformie eNauczanie:

Example issues/ example questions/ tasks being completed	Development of a selected application for the Android operating system.

Work placement	Not applicable