



## Subject card

Subject name and code	Objective programming, E:41052W0							
Field of study	Space and Satellite Technologies							
Date of commencement of studies	February 2024	Academic year of realisation of subject			2023/2024			
Education level	second-cycle studies	Subject group						
Mode of study	Full-time studies	Mode of delivery			at the university			
Year of study	1	Language of instruction			English			
Semester of study	1	ECTS credits			2.0			
Learning profile		Assessment form			assessment			
Conducting unit	Department of Geoinformatics -> Faculty of Electronics, Telecommunications and Informatics							
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Emilia Lubecka					
	Teachers							
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM	
	Number of study hours	15.0	0.0	15.0	0.0	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		0.0		0.0	30	
Subject objectives	Theory and practice on object oriented programming.							
Learning outcomes	Course outcome	Subject outcome			Method of verification			
	[K7_K03] Can analyse and implement assigned tasks while maintaining high technical standards. Is able to work and interact in a group, taking on different roles. Adheres to the principles of professional ethics and respects the diversity of views and cultures.	He implements the assigned tasks related to objective programming maintaining high technical standards.			[SK2] Assessment of progress of work			
	K7_U12	Student acquires practical skills on writing object-oriented software by performing laboratory tasks in specific programming languages.			[SU1] Assessment of task fulfilment			
	K7_W12	Student has knowledge of object-oriented programming on the example of four object-oriented programming languages: C++, Java, C#, Python.			[SW1] Assessment of factual knowledge			
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 successor of C++ and Java languages 6. Python as a scripting object oriented language							
Prerequisites and co-requisites	Knowledge on non-object oriented language i.e. C language.							
Assessment methods and criteria	Subject passing criteria	Passing threshold			Percentage of the final grade			
	lecture	60.0%			50.0%			
	laboratory	60.0%			50.0%			
Recommended reading	Basic literature	1. Bjarne Stroustrup: The C++ programming language 2. Bruce Eckel: Thinking in Java 3. Andy Harris: Microsoft C# for absolute beginner 4. Mark Lutz: Programming Python						
	Supplementary literature	None.						

	eResources addresses	Adresy na platformie eNauczenie:
Example issues/ example questions/ tasks being completed	<p>Sample task: implementation of simple object oriented software module using object oriented paradigms in different languages</p> <p>Sample question:</p> <ol style="list-style-type: none"> <li>1. Describe object oriented paradigm.</li> <li>2. What are the differences between C++ and java languages.</li> </ol>	
Work placement	Not applicable	