

GDAŃSK UNIVERSITY

Subject card

Subject name and code	Programming, PG_00021027								
Field of study	Mathematics								
Date of commencement of studies	October 2024		Academic year of realisation of subject			2024/2025			
Education level	first-cycle studies		Subject group			Obligatory subject group in the field of study			
						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	1		Language of instruction			Polish			
Semester of study	2		ECTS credits			5.0			
Learning profile	general academic profile		Assessment form			assessment			
Conducting unit	Department of Proba	Department of Probability Theory and Biomathematics -> Faculty of Applied Physics and Mathematics						ematics	
Name and surname	Subject supervisor		dr inż. Paweł Wojda						
of lecturer (lecturers)	Teachers								
Lesson types and methods	Lesson type	Lecture	Tutorial	Laboratory	Projec	:t	Seminar	SUM	
of instruction	Number of study hours	30.0	0.0	30.0	0.0		0.0	60	
	E-learning hours included: 0.0								
	Adresy na platformie eNauczanie:								
Learning activity and number of study hours	Learning activity Participation ir classes include plan		n didactic Participation in ed in study consultation hours		Self-study		SUM		
	Number of study hours	60		5.0		60.0		125	
Subject objectives	Mastering the ability to write simple algorithms in the selected programming language; compiling, starting and testing simple programs. Mastering the skill of analyzing simple algorithms.								
Learning outcomes	Course outcome		Subject outcome			Method of verification			
	K6_U07		Student: - designs simple algorithms and their tests.			[SU4] Assessment of ability to use methods and tools			
	K6_W08		Student: - recognizes elements of programs and explains their meaning - enumerates program quality criteria.			[SW1] Assessment of factual knowledge			
	K6_W09		Student: - uses software development tools for C/C++, - uses internet to find information about C/C++ and programming			[SW1] Assessment of factual knowledge			
	К6_К03		Student in laboratory: - implements three independent programs.			[SK2] Assessment of progress of work [SK4] Assessment of communication skills, including language correctness [SK3] Assessment of ability to organize work			

Subject contents	Lecture:						
	1. Numbers in computer systems: Computer memory. Integer numbers. Floating-point numbers. Vectors and matrices.						
	2. Iteration: Processor. Conditional instruction. Switching instruction. Loops. Optimization. Searching a number and sorting numbers. Horner algorithm. Disc file operations. Algorithm complexity. Good style of programming. Program testing.						
	3. Alphabet and text: ASCII code and UNICODE. Characters. Strings. Searching and sorting of strings.						
	 Procedures and functions: Definition, parameters and local variables. Library of functions. Projects. Recursive algorithms 						
	5. Data structures: Definition of data structure. Dynamic memory management . Application of data structures						
	 Class and object: Class definition and application. Object. Constructor. Overloaded methods and operators. "Friend" functions. Inheritance. 						
	Laboratory:						
	Implementation of iteration algorithm, program with own functions with teacher help. Three programs teacher care.						
Prerequisites and co-requisites							
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade				
and criteria	Two tests	50.0%	25.0%				
	Practical exercise	50.0%	50.0%				
	Lecture test	50.0%	25.0%				
Recommended reading	Basic literature	Kernighan W., Ritchie B.W.: The ANSI C Programming Language (2nd Edition), Prentice Hall; (April 1, 1988) Eckel B.: Thinking in C++: Introduction to Standard C++, Volume One (2nd Edition), Prentice Hall; (March 25, 2000)					
	Supplementary literature	D. Harel, <i>Algorithmics: The Spirit of Computing</i> , Addison-Wesley, Reading, MA, 1987. 3rd edition, 2004 (with Y. Feldman).					
	eResources addresses						
Example issues/ example questions/ tasks being completed	To design an iterative algorithm employing Horner scheme and write a program, in C / C + +, implementing this algorithm.						
Work placement	Not applicable						