



Subject card

Subject name and code	Operatins system MAC OS X i iOS, PG_00047669						
Field of study	Informatics						
Date of commencement of studies	October 2024	Academic year of realisation of subject			2025/2026		
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	2	Language of instruction			Polish		
Semester of study	4	ECTS credits			2.0		
Learning profile	general academic profile	Assessment form			assessment		
Conducting unit	Department of Geoinformatics -> Faculty of Electronics Telecommunications and Informatics -> Faculties of Gdańsk University of Technology						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. inż. Zbigniew Łubniewski				
	Teachers		mgr inż. Tomasz Idzi				
Lesson types	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		2.0		18.0	50
Subject objectives	<p>The goal is to familiarize the students with two operating systems made by Apple corporation. Mac OS X is a powerful desktop OS and it should be compared with Windows and *nix systems, which are used in majority of classes. We also present iOS app development (iOS is one of the two dominant mobile OSs).</p> <p>In addition, the laboratories have two goals: to let the students use the APIs presented during the lecture, and to improve their overall programming skills by 'forcing' them to learn a new programming language and design paradigms.</p>						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K6_W03] knows and understands, to an advanced 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	Students have knowledge about macOS and iOS architecture.	[SW1] Assessment of factual knowledge
	[K6_W04] knows and understands, to an advanced extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study, and organisation of systems using computers or such devices	During develop applications for iOS students building user interface based on Apple's documentation (Human Interface Guidelines)	[SW1] Assessment of factual knowledge
	[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	Based on experience from lectures and labs, students have more and more individual tasks to develop.	[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	Based on lab instruction, students make mobile app for iOS with different level of complexity for data model, technology, user interface.	[SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools
Subject contents	<p>Course content – lecture Architecture of Mac OS, application availability, APple mobile devices.</p> <p>Mac OS X: File system, executables, GUI, dynamic libraries, drivers, kernel, application development,</p> <p>Objective C</p> <p>Cocoa framework development, Model view design pattern.</p> <p>Cocoa: notifications, panels, resources, XIB files,</p> <p>Cocoa: Views, 2D drawing, text formatting, copy-paste, undo</p> <p>Cocoa: Netywork access, Open GL</p> <p>Cocoa: Core Data</p> <p>Cocoa Touch: iOS app development</p>		

Prerequisites and co-requisites	Object-oriented programming. C language.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Exams	50.0%	60.0%
	Laboratory	50.0%	40.0%
Recommended reading	Basic literature		Signh Amit: MAC OS X Internals, Helligas Aaron, Preble Adam: Cocoa programming for Mac OS X Adison Wesley, 2002 Apple documentation.
	Supplementary literature		N/A
	eResources addresses		
Example issues/ example questions/ tasks being completed	<p>How to define an array (NSArray) with three strings? How will the declaration of a static method of receiving a parameter of type int, and returns a string (think of the name). What effect will a method call on a zero (nil) pointer? How are collections related to memory management? What is the practical use of NSStringFromSelector? What is the property lists? What is? What are cycles of references when you can arise and how to deal with them in objective-C? What is the role of outlets? How to operate? In what states can be iOS app? What was happening to her in various states? What features Mac OS X in terms of document management? How do you protect sensitive user data on the iOS platform? Compare NSThreads, NSOperations and GCD.</p>		
Practical activities within the subject	Not applicable		

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